

LEGIONES ASTARTES



SUPPORT CARDS

MKV

GENERAL LEGION RULES

LEGION TRAITS

All Legions possess the following traits:

1. **A Ranged to-hit value of 5+.**
2. **A Close Combat to-hit value of 5+.**
3. **Tenacity** – All legionnaire infantry elements may re-roll a failed morale check if the formation is within 6cms of an objective (as indicated by the chosen mission being played).
4. **Veteran [V]** – An element with this ability gains the Counterattack [CA], Furious Assault [FA] and Stubborn [SU] abilities.

LEGION TRAITS

The legions have access to proscribed weaponry with the following traits:

1. **Rad weapons [RAD]:** These are weapons with the radiation effect that applies the combined effects of the abilities of ignore cover [IC] and Volkite [VK] simultaneously.
2. **Phosphex [PH]:** These are weapons with a phosphex effect that applies the combined effects of the abilities of Flamer Weapons [FW] and Volkite [VK] simultaneously.

POWER ARMOR VARIANT OPTIONAL RULES

Armor type	Effect
MK II	Slow: -5cms on charge orders
MK III	Void hardened: AV 4+.
MK IV	Slow: -5cms on charge orders
MK V	Default Statline
MK VI	Default Statline
Terminator Armor – Cataphractii	Default Statline, recon elements wear this armor
	AV 3[4]+.
Terminator Armor – Tarterus	Slow: -5cms on charge orders
Terminator Armor – Indomitus	Default Stats + Agile [AG]
	Default Statline

LEGION ABILITIES

The Legions have access to this ability.

1. **Assault Ramp [AS]:** Infantry elements disembarking from a transport element with this ability DO NOT receive the -5cm base movement penalty for disembarking (the transport still DOES receive the penalty).
 - a. Example: An infantry element with a base move of 10cms disembarks from a transport with an assault ramp. Normally it would lose 5cms of its base movement (reducing base move to 5cms), but in this case due to the presence of an assault ramp the infantry element retains its FULL base move of 10cms.



Where necessary, this symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



Where necessary this symbol means the element is a level 2 commander [HQ2] for that Company Card (mainly used in non infantry formations).

STANDARD SUPPORT CARDS

INFANTRY [1]

LEGION APOTHECARY, ASSASULT

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, ASSASULT

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Assault	20[J]	5[7]+	3/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ1], [Apo]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, BREACHER

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, BREACHER

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Breacher	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1], [Apo]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, DESTROYER TYPE 1

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, DESTROYER TYPE 1

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Destroyer Type 1	10	5[7]+	3/-1	CC Weapons Rad Missile [RAD]	25 25/50	2 1	0 0	[HQ1], [CA], [MB]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, DESTROYER TYPE 2

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, DESTROYER TYPE 2

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Destroyer Type 2	20[J]	5[7]+	3/-1	CC Weapons Flamers [FW]	25 10	2 1	0 0	[HQ1], [CA], [MB]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, HEAVY SUPPORT TYPE 1

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, HEAVY SUPPORT TYPE 1

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 1	10	4[6]+	2/0	Heavy Bolters [AP]	20/35	6	0	[HQ1], [Apo]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, HEAVY SUPPORT TYPE 2

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, HEAVY SUPPORT TYPE 2

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 2	10	4[6]+	2/0	Lascannons [TL2]	25/50	2	-2	[HQ1], [Apo]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, HEAVY SUPPORT TYPE 3

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, HEAVY SUPPORT TYPE 3

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 3	10	4{6}+	2/0	Missile Launcher Krak Frag {B}	25/50	- 3 3	- -2 0	{HQ1}, {Apo}

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, HEAVY SUPPORT TYPE 4

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, HEAVY SUPPORT TYPE 4

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 4	10	4{6}+	2/0	Multi-Meltas	25	3	-3	{HQ1}, {Apo}

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, RECONNAISSANCE

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, RECONNAISSANCE

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Recon	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [Apo], [R], [SH]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, RECONNAISSANCE SNIPER

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, RECONNAISSANCE SNIPER

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Recon Sniper	10	7[9]+	2/0	Sniper rifle	20/35	1	-1	[HQ1], [Apo], [R], [SH], [IF], [AG]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, SEEKERS

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, SEEKERS

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Seekers	10	5[7]+	2/0	Combi-weapon	25	2	-1	[HQ1], [Apo], [SN], [SU]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, TACTICAL

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, TACTICAL

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tactical	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [Apo]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, TACTICAL CLOSE COMBAT

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, TACTICAL CLOSE COMBAT

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tactical Close Combat	10	5[7]+	3/-1	CC weapons	-	-	-	[HQ1], [Apo]

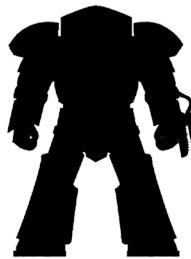
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, TERMINATORS

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, TERMINATORS

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Terminators	10[T]	3[5]+	3/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1], [Apo]

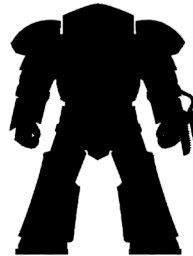
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, CLOSE COMBAT TERMINATORS

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, CLOSE COMBAT TERMINATORS

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Terminators Close Combat	10[T]	3[5]+	4/-2	CC Weapons	-	-	-	[HQ1], [Apo]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARY, VETERAN TACTICAL

The Legion Apothecary consists of 1 Apothecary Stand



Point Value 100



LEGION APOTHECARY, VETERAN TACTICAL

Break Point +1: The Apothecary adds +1 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veteran Tactical	10	5+	1/0	Combi-weapon Missile Launcher Frag [B]	25 25/50 -	2 - 1	-1 - 0	[HQ1], [Apo], [V]

Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION ASSAULT DETACHMENT

The Legion Assault Detachment consists of 1 Decurion stand, 4 Assault stands and 1 Tactical Jump Close Combat Support stand.



Point Value 200



LEGION ASSAULT DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	3/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ1]
Assault	20[J]	5+	2/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	
Tactical Support	20[J]	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

LEGION BREACHER DETACHMENT

The Legion Breacher Detachment consists of 1 Decurion stand, 4 Breacher stands and 1 Tactical Breacher Support stand.



Point Value 300



LEGION BREACHER DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1]
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	
Tactical Support	10	5[7]+	1/0	Support Weapons	25	2	-2	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION DESTROYER DETACHMENT

The Legion Destroyer Detachment consists of 1 Decurion stand, 5 Destroyer stands.



Point Value 200



LEGION DESTROYER DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	CC Weapons Rad Missile [RAD]	- 25/50	- 1	- 0	[HQ1], [CA], [MB]
Destroyer	10	5+	2/-1	CC Weapons Rad Missile [RAD]	- 25/50	- 1	- 0	[CA], [MB]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

LEGION DESTROYER JUMP PACK DETACHMENT

The Legion Destroyer Detachment consists of 1 Decurion stand, 5 Destroyer (Jump Pack) stands.



Point Value 200



LEGION DESTROYER JUMP PACK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	3/-1	CC Weapons Flamers [FW]	- 10	- 1	- 0	[HQ1], [CA], [MB]
Destroyer Jump Pack	20[J]	5+	2/-1	CC Weapons Flamers [FW]	- 10	- 1	- 0	[CA], [MB]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION HEAVY SUPPORT (TYPE 1) DETACHMENT

The Legion Heavy Support Detachment consists of 1 Decurion stand, 5 Heavy Support (Type 1) stands.



Point Value 350



LEGION HEAVY SUPPORT (TYPE 1) DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Heavy Bolters [AP]	20/35	6	0	[HQ1]
Heavy Support Type 1	10	4+	1/0	Heavy Bolters [AP]	20/35	6	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION HEAVY SUPPORT (TYPE 2) DETACHMENT

The Legion Heavy Support Detachment consists of 1 Decurion stand, 5 Heavy Support (Type 2) stands.



Point Value 350



LEGION HEAVY SUPPORT (TYPE 2) DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Lascannons [TL2]	25/50	2	-2	[HQ1]
Heavy Support Type 2	10	4+	1/0	Lascannons [TL2]	25/50	2	-2	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION HEAVY SUPPORT (TYPE 3) DETACHMENT

The Legion Heavy Support Detachment consists of 1 Decurion stand, 5 Heavy Support (Type 3) stands.



Point Value 300



LEGION HEAVY SUPPORT (TYPE 3) DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Missile Launcher Krak Frag [B]	25/50	- 3 3	- -2 0	[HQ1]
Heavy Support Type 3	10	4+	1/0	Missile Launcher Krak Frag [B]	25/50	- 3 3	- -2 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION HEAVY SUPPORT (TYPE 4) DETACHMENT

The Legion Heavy Support Detachment consists of 1 Decurion stand, 5 Heavy Support (Type 4) stands.



Point Value 300



LEGION HEAVY SUPPORT (TYPE 4) DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Multi-Meltas	25	3	-3	[HQ1]
Heavy Support Type 4	10	4+	1/0	Multi-Meltas	25	3	-3	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION RECONNAISSANCE DETACHMENT

The Legion Reconnaissance Detachment consists of 1 Decurion stand and 5 Reconnaissance stands.



Point Value 250



LEGION RECONNAISSANCE DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [R], [SH]
Recon	10	5+	1/0	Boltgun	25	2	0	[R], [SH]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION RECONNAISSANCE (SNIPER) DETACHMENT

The Legion Reconnaissance Detachment consists of 1 Decurion stand and 5 Reconnaissance (Sniper) stands.



Point Value 250



LEGION RECONNAISSANCE (SNIPER) DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[9]+	2/0	Sniper rifle	20/35	1	-1	[HQ1], [R], [SH], [IF], [AG]
Recon Sniper	10	7[9]+	1/0	Sniper rifle	20/35	1	-1	[R], [SH], [IF], [AG]

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION SEEKER DETACHMENT

The Legion Seeker Detachment consists of 1 Decurion stand and 5 Seeker stands.



Point Value 250



LEGION SEEKER DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Combi-weapon	25	2	-1	[HQ1], [SN], [SU]
Seekers	10	5+	1/0	Combi-weapon	25	2	-1	[SN], [SU]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION TACTICAL DETACHMENT

The Legion Tactical Detachment consists of 1 Decurion stand, 4 Tactical stands and 1 Support stand.



Point Value 200



LEGION TACTICAL DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

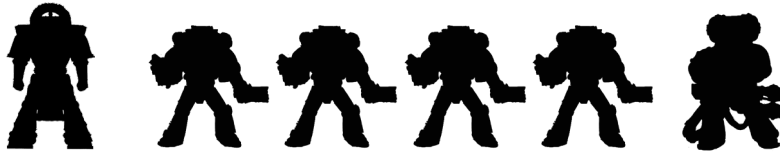
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1]
Tactical	10	5+	1/0	Boltgun	25	2	0	
Tactical Support	10	5+	1/0	Support Weapons	25	2	-2	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION TACTICAL CLOSE COMBAT DETACHMENT

The Legion Tactical Detachment consists of 1 Decurion stand, 4 Tactical Close Combat stands and 1 Tactical Close Combat Support stand.



Point Value 150



LEGION TACTICAL CLOSE COMBAT DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	CC weapons	-	-	-	[HQ1]
Tactical Close Combat	10	5+	2/-1	CC weapons	-	-	-	
Tactical Support	10	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION TECHMARINE

The Legion Techmarine consists of 1 Techmarine in Power Armor Stand



Point Value 100



LEGION TECHMARINE

Break Point +1: The Techmarine adds +1 to the break point of the formation it is added to.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Techmarine	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [MK]

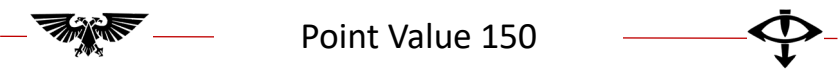
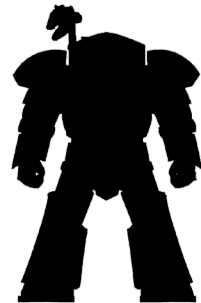
Techmarine – each element of this formation must be assigned must be assigned to one non-infantry/non-cavalry formation.

Victory Points +1

Your opponent gains +1 VPs when attached formation is broken

LEGION TECHMARINE

The Legion Techmarine consists of 1 Techmarine in Terminator Armor Stand



Point Value 150

LEGION TECHMARINE

Break Point +1: The Techmarine adds +1 to the break point of the formation it is added to.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Techmarine	10[T]	3[5]+	2/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1], [MK]

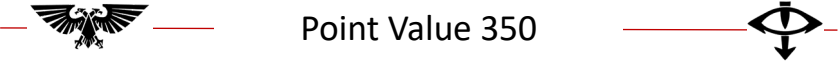
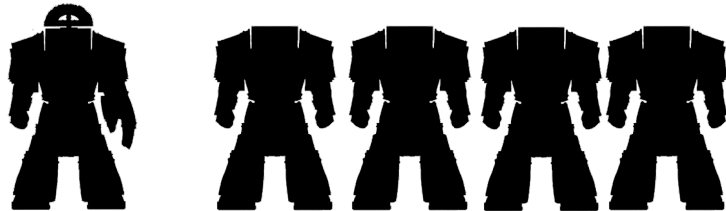
Techmarine – each element of this formation must be assigned must be assigned to one non-infantry/non-cavalry formation.

Victory Points +2

Your opponent gains +2 VPs when attached formation is broken

LEGION TERMINATOR DETACHMENT

The Legion Terminator Detachment consists of 1 Decurion stand, 4 Terminator stands.



Point Value 350

LEGION TERMINATOR DETACHMENT

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

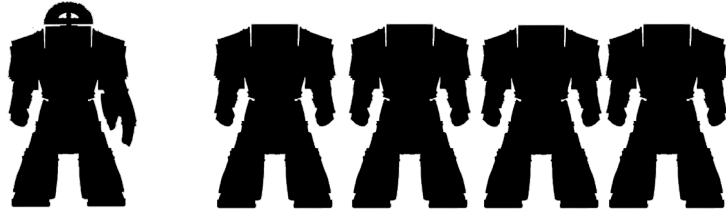
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1]
Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION TERMINATOR CLOSE COMBAT DETACHMENT

The Legion Terminator Detachment consists of 1 Decurion stand, 4 Terminator stands.



Point Value 300



LEGION TERMINATOR CLOSE COMBAT DETACHMENT

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	5/-2	CC Weapons	-	-	-	
Terminators Close Combat	10[T]	3[5]+	4/-2	CC Weapons	-	-	-	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION SATURNINE TERMINATOR TYPE I DETACHMENT

The Legion Saturnine Type I Terminator Detachment consists of 1 Saturnine Type I Decurion stand; 4 Saturnine Type I Terminator stands.



Point Value 400



LEGION SATURNINE TERMINATOR TYPE I DETACHMENT

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	2[4]+	2/-3	Disruption Fist [B] Plasma Bombard [Fire,B,AY,A] Particle Shredder [AP,A]	- 25 10	- 2 2	- -2 -1	
Terminator, Saturnine Type I	10	2[4]+	2/-3	Disruption Fist [B] Plasma Bombard [Fire,B,AY,A] Particle Shredder [AP,A]	- 25 10	- 2 2	- -2 -1	Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION SATURNINE TERMINATOR TYPE II DETACHMENT

The Legion Saturnine Type II Terminator Detachment consists of 1 Saturnine Type II Decurion stand; 4 Saturnine Type II Terminator stands.



Point Value 400



LEGION SATURNINE TERMINATOR TYPE II DETACHMENT

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

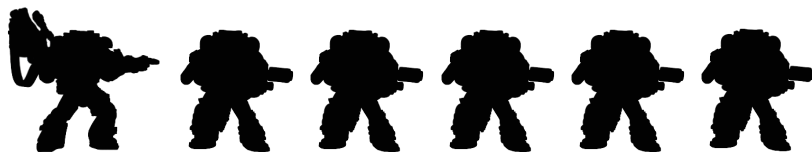
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	2[4]+	2/-3	Disruption Fist [B] Plasma Bombard [Fire,B,AY,A] Particle Shredder [AP,A]	- 25 10	- 2 2	- -2 -1	
Terminator, Saturnine Type II	10	2[4]+	2/-3	Plasma Bombard [Fire,B,AY,A] Particle Shredder [AP,A]	25 25	2 2	-2 -1	Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION TACTICAL VETERAN DETACHMENT

The Legion Tactical Detachment consists of 1 Decurion stand, 5 Tactical Veteran stands.



Point Value 300



LEGION TACTICAL VETERAN DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Combi-weapon Missile Launcher Frag [B]	25 25/50 -	2 - 1	-1 - 0	[HQ1], [V]
Veteran Tactical	10	5+	1/0	Combi-weapon Missile Launcher Frag [B]	25 25/50 -	2 - 1	-1 - 0	[V]

Victory Points 3 VP

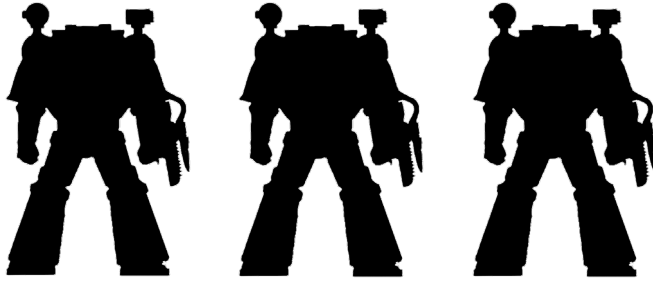
Your opponent gains 2 VPs when this Detachment is broken

GRAND SUPPORT CARDS

INFANTRY [1]

LEGION APOTHECARION, ASSASULT

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 250



LEGION APOTHECARION, ASSASULT

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Assault	20[J]	5[7]+	3/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ1], [Apo]

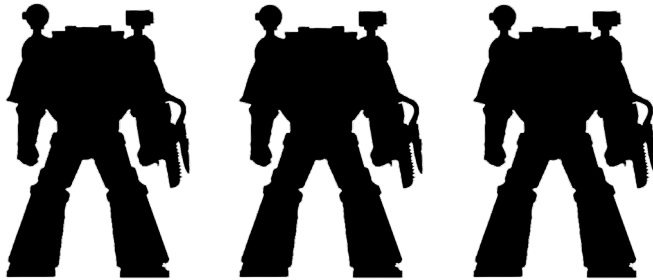
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, BREACHER

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, BREACHER

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Breacher	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1], [Apo]

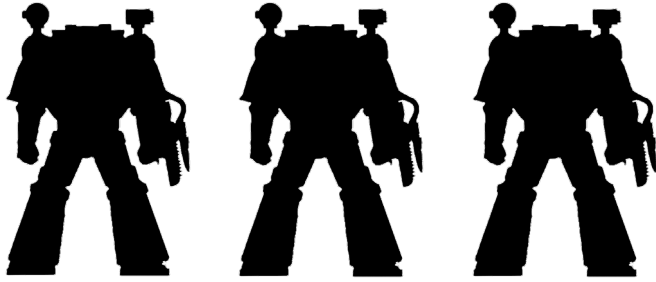
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, DESTROYER TYPE 1

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 250



LEGION APOTHECARION, DESTROYER TYPE 1

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Destroyer Type 1	10	5[7]+	3/-1	CC Weapons Rad Missile [RAD]	25 25/50	2 1	0 0	[HQ1], [CA], [MB]

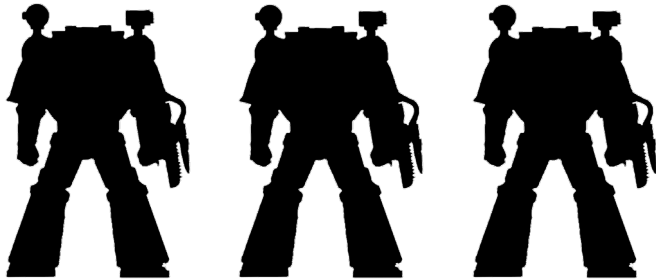
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, DESTROYER TYPE 2

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 250



LEGION APOTHECARION, DESTROYER TYPE 2

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Destroyer Type 2	20[J]	5[7]+	3/-1	CC Weapons Flamers [FW]	25 10	2 1	0 0	[HQ1], [CA], [MB]

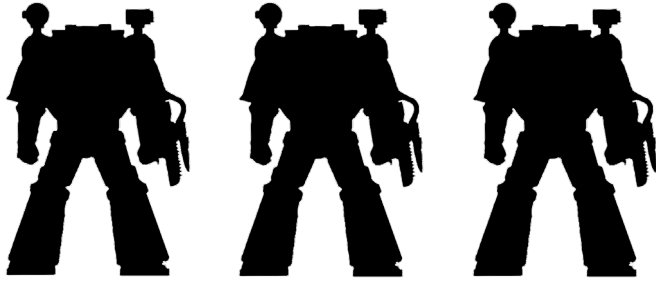
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, HEAVY SUPPORT TYPE 1

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, HEAVY SUPPORT TYPE 1

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 1	10	4[6]+	2/0	Heavy Bolters [AP]	20/35	6	0	[HQ1], [Apo]

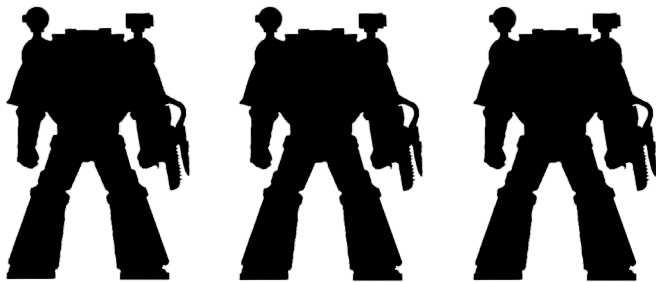
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, HEAVY SUPPORT TYPE 2

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, HEAVY SUPPORT TYPE 2

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 2	10	4[6]+	2/0	Lascannons [TL2]	25/50	2	-2	[HQ1], [Apo]

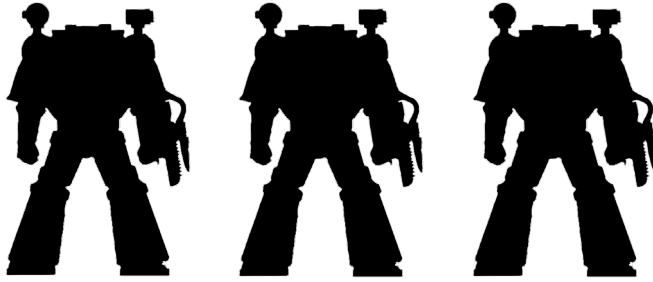
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, HEAVY SUPPORT TYPE 3

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, HEAVY SUPPORT TYPE 3

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 3	10	4{6}+	2/0	Missile Launcher Krak Frag [B]	25/50	- 3 3	- -2 0	[HQ1], [Apo]

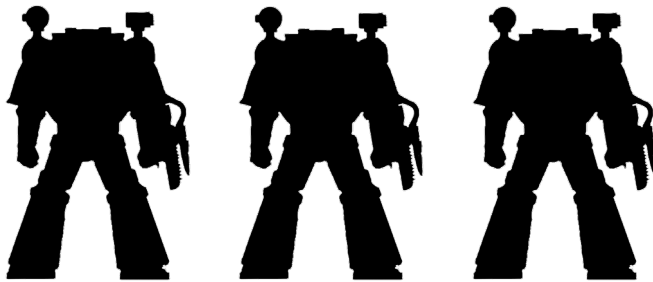
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, HEAVY SUPPORT TYPE 4

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, HEAVY SUPPORT TYPE 4

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Heavy Support Type 4	10	4{6}+	2/0	Multi-Meltas	25	3	-3	[HQ1], [Apo]

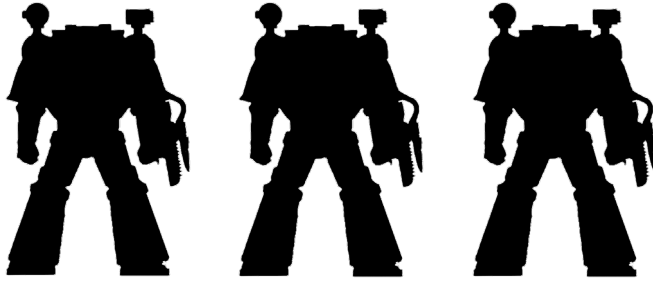
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, RECONNAISSANCE

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 250



LEGION APOTHECARION, RECONNAISSANCE

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Recon	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [Apo], [R], [SH]

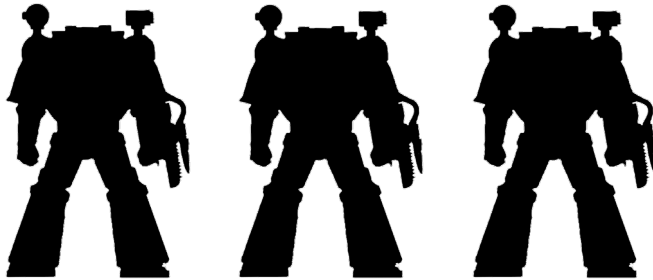
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, RECONNAISSANCE SNIPER

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, RECONNAISSANCE SNIPER

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Recon Sniper	10	7[9]+	2/0	Sniper rifle	20/35	1	-1	[HQ1], [Apo], [R], [SH], [IF], [AG]

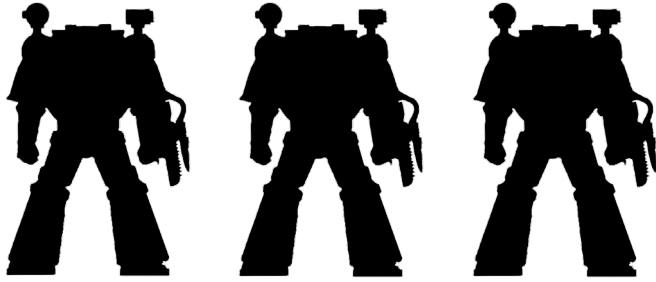
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, SEEKERS

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 250



LEGION APOTHECARION, SEEKERS

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Seekers	10	5[7]+	2/0	Combi-weapon	25	2	-1	[HQ1], [Apo], [SN], [SU]

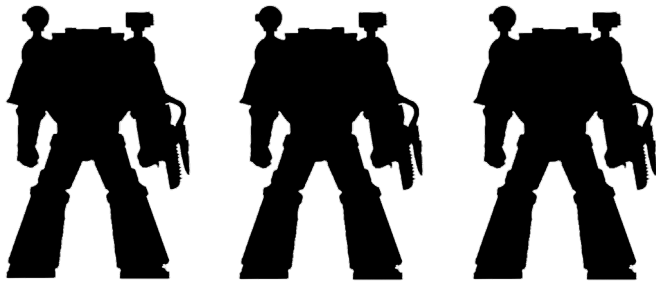
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, TACTICAL

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 250



LEGION APOTHECARION, TACTICAL

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tactical	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [Apo]

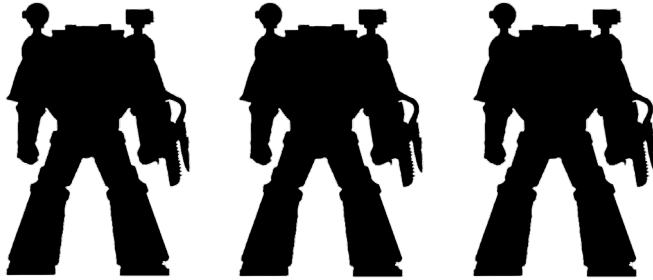
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, TACTICAL CLOSE COMBAT

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 250



LEGION APOTHECARION, TACTICAL CLOSE COMBAT

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tactical Close Combat	10	5[7]+	3/-1	CC weapons	-	-	-	[HQ1], [Apo]

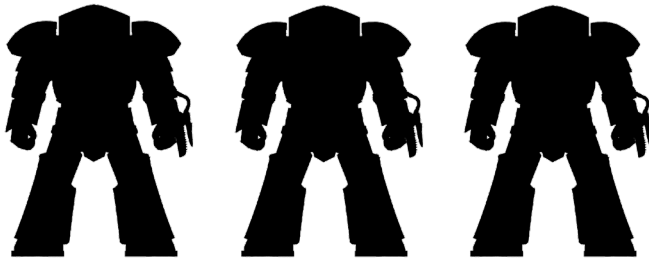
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, TERMINATORS

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 350



LEGION APOTHECARION, TERMINATORS

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Terminators	10[T]	3[5]+	3/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1], [Apo]

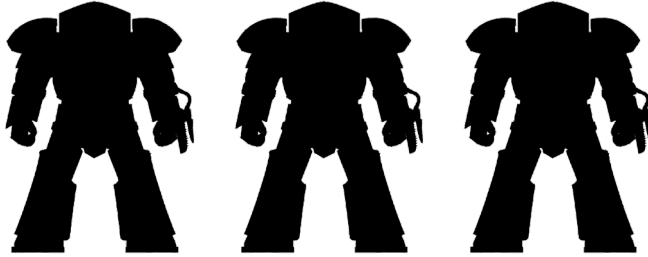
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +4

Your opponent gains +1 VPs when attached formation is broken
(Extra +1 for a total of +4 VP when all elements destroyed)

LEGION APOTHECARION, CLOSE COMBAT TERMINATORS

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, CLOSE COMBAT TERMINATORS

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Terminators Close Combat	10[T]	3[5]+	4/-2	CC Weapons	-	-	-	[HQ1], [Apo]

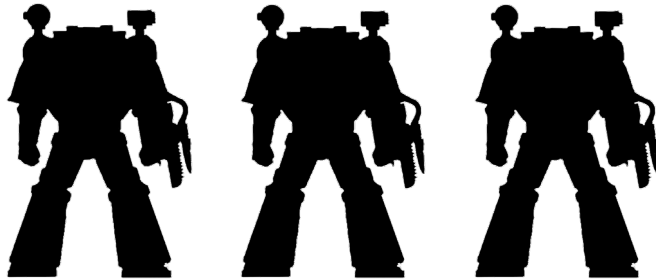
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION APOTHECARION, VETERAN TACTICAL

The Legion Apothecarion consists of 3 Apothecary Stands



Point Value 300



LEGION APOTHECARION, VETERAN TACTICAL

Break Point +2: The Apothecarion adds +2 to the break point of the formation it is added to.

Morale Value 5+: Apothecaries have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Veteran Tactical	10	5+	1/0	Combi-weapon Missile Launcher Frag [B]	25 25/50 -	2 - 1	-1 - 0	[HQ1], [Apo], [V]

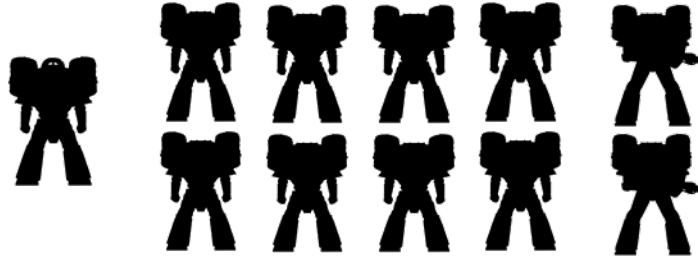
Apothecary – each element of this formation must be assigned must be assigned to one formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION GRAND ASSAULT DETACHMENT

The Legion Grand Assault Jump Pack Detachment consists of 1 Decurion stand, 8 Assault stands and 2 Tactical Close Combat Support stands.



Point Value 300



LEGION GRAND ASSAULT DETACHMENT

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

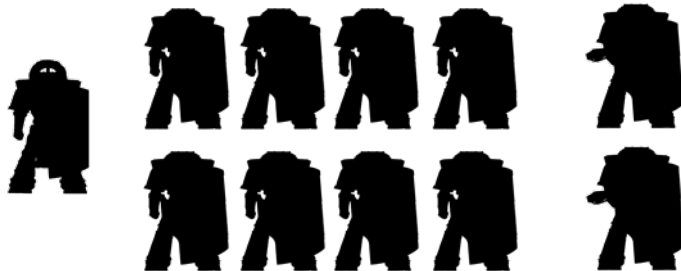
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	3/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	[HQ1]
Assault	20[J]	5+	2/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	
Tactical Support	20[J]	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND BREACHER DETACHMENT

The Legion Grand Breacher Detachment consists of 1 Decurion stand, 8 Breacher stands and 2 Tactical Breacher Support stands.



Point Value 450



LEGION GRAND BREACHER DETACHMENT

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

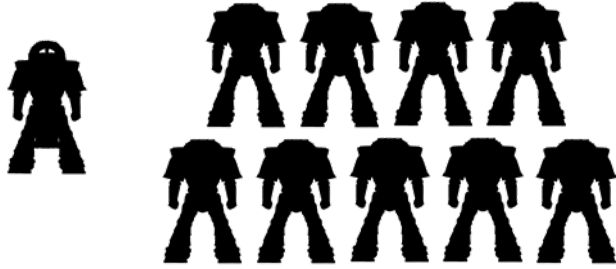
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Boltgun Flamer [FW]	25 10	2 1	0 0	[HQ1]
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	
Tactical Support	10	5[7]+	1/0	Support Weapons	25	2	-2	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND DESTROYER DETACHMENT

The Legion Grand Destroyer Detachment consists of 1 Decurion stand, 9 Destroyer stands.



Point Value 350



LEGION GRAND DESTROYER DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

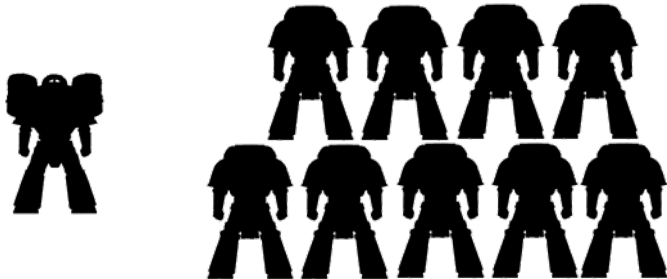
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	CC Weapons Rad Missile [RAD]	- 25/50	- 1	- 0	[HQ1], [CA], [MB]
Destroyer	10	5+	2/-1	CC Weapons Rad Missile [RAD]	- 25/50	- 1	- 0	[CA], [MB]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND DESTROYER JUMP PACK DETACHMENT

The Legion Grand Destroyer Detachment consists of 1 Decurion stand, 9 Destroyer (Jump Pack) stands.



Point Value 350



LEGION GRAND DESTROYER JUMP PACK DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	3/-1	CC Weapons Flamers [FW]	- 10	- 1	- 0	[HQ1], [CA], [MB]
Destroyer Jump Pack	20[J]	5+	2/-1	CC Weapons Flamers [FW]	- 10	- 1	- 0	[CA], [MB]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND HEAVY SUPPORT (TYPE 1) DETACHMENT

The Legion Grand Heavy Support Detachment consists of 1 Decurion stand, 9 Heavy Support Type 1 stands.



Point Value 550



LEGION GRAND HEAVY SUPPORT (TYPE 1) DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Heavy Bolters [AP]	20/35	6	0	[HQ1]
Heavy Support Type 1	10	4+	1/0	Heavy Bolters [AP]	20/35	6	0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND HEAVY SUPPORT (TYPE 2) DETACHMENT

The Legion Grand Heavy Support Detachment consists of 1 Decurion stand, 9 Heavy Support Type 2 stands.



Point Value 550



LEGION GRAND HEAVY SUPPORT (TYPE 2) DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

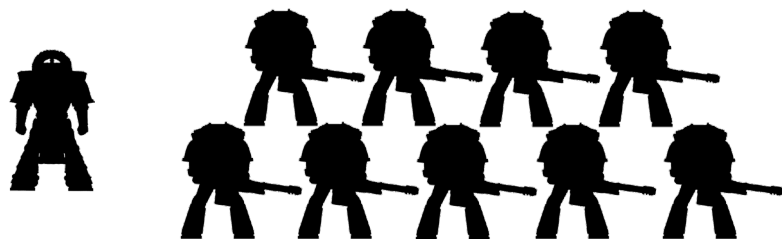
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Lascannons [TL2]	25/50	2	-2	[HQ1]
Heavy Support Type 2	10	4+	1/0	Lascannons [TL2]	25/50	2	-2	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND HEAVY SUPPORT (TYPE 3) DETACHMENT

The Legion Grand Heavy Support Detachment consists of 1 Decurion stand, 9 Heavy Support Type 3 stands.



Point Value 450



LEGION GRAND HEAVY SUPPORT (TYPE 3) DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

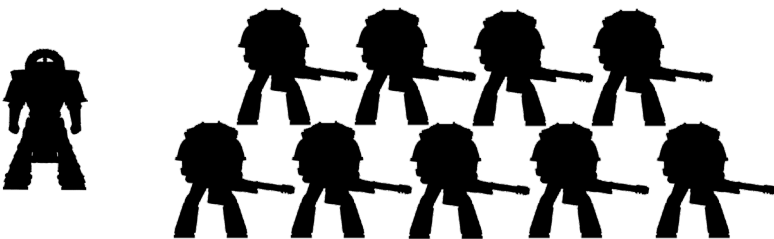
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Missile Launcher Krak Frag [B]	25/50	- 3 3	- -2 0	[HQ1]
Heavy Support Type 3	10	4+	1/0	Missile Launcher Krak Frag [B]	25/50	- 3 3	- -2 0	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND HEAVY SUPPORT (TYPE 4) DETACHMENT

The Legion Grand Heavy Support Detachment consists of 1 Decurion stand, 9 Heavy Support Type 4 stands.



Point Value 450



LEGION GRAND HEAVY SUPPORT (TYPE 4) DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

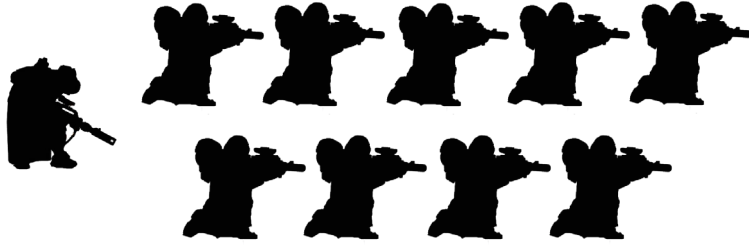
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/0	Multi-Meltas	25	3	-3	[HQ1]
Heavy Support Type 4	10	4+	1/0	Multi-Meltas	25	3	-3	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND RECONNAISSANCE DETACHMENT

The Legion Grand Reconnaissance Detachment consists of 1 Decurion stand, 9 Reconnaissance stands.



Point Value 400



LEGION GRAND RECONNAISSANCE DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

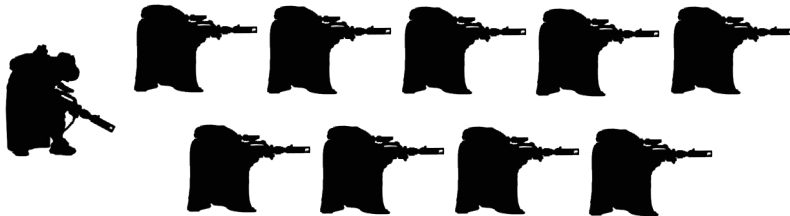
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [R], [SH]
Recon	10	5+	1/0	Boltgun	25	2	0	[R], [SH]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND RECONNAISSANCE (SNIPER) DETACHMENT

The Legion Grand Reconnaissance Detachment consists of 1 Decurion stand, 9 Reconnaissance (Sniper) stands.



Point Value 400



LEGION GRAND RECONNAISSANCE (SNIPER) DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

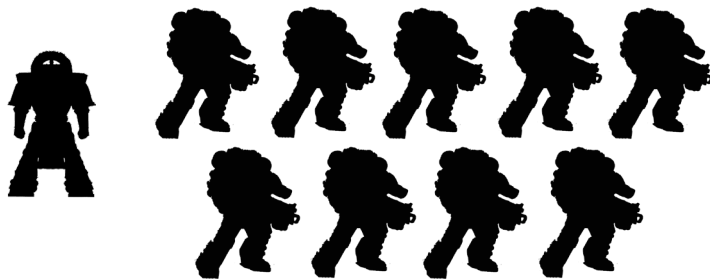
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	7[9]+	2/0	Sniper rifle	20/35	1	-1	[HQ1], [R], [SH], [IF], [AG]
Recon Sniper	10	7[9]+	1/0	Sniper rifle	20/35	1	-1	[R], [SH], [IF], [AG]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND SEEKER DETACHMENT

The Legion Grand Seeker Detachment consists of 1 Decurion stand, 9 Seeker stands.



Point Value 350



LEGION GRAND SEEKER DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Combi-weapon	25	2	-1	[HQ1], [SN], [SU]
Seekers	10	5+	1/0	Combi-weapon	25	2	-1	[SN], [SU]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND TACTICAL DETACHMENT

The Legion Grand Tactical Detachment consists of 1 Decurion stand, 8 Tactical stands and 2 Tactical Support stands.



Point Value 300



LEGION GRAND TACTICAL DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

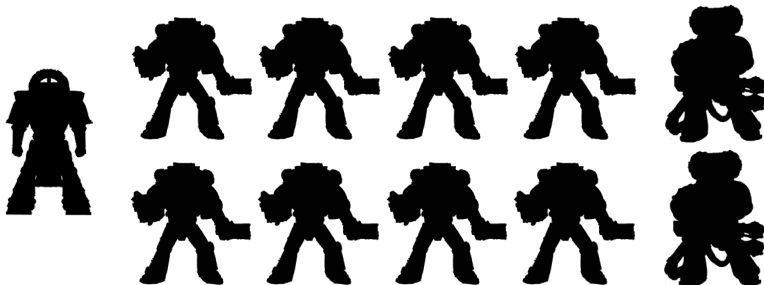
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1]
Tactical	10	5+	1/0	Boltgun	25	2	0	
Tactical Support	10	5+	1/0	Support Weapons	25	2	-2	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND TACTICAL CLOSE COMBAT DETACHMENT

The Legion Grand Tactical Detachment consists of 1 Decurion stand, 8 Tactical Close Combat stands and 2 Tactical Close Combat Support stand.



Point Value 250



LEGION GRAND TACTICAL CLOSE COMBAT DETACHMENT

Break Point 7: The Detachment is broken if it has lost 7 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	3/-1	CC weapons	-	-	-	[HQ1]
Tactical Close Combat	10	5+	2/-1	CC weapons	-	-	-	
Tactical Support	10	5+	1/-1	Flamers [FW]	10	4	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION TECHMARINE COVENANT

The Legion Techmarine Covenant consists of 3 Techmarine in Power Armor Stand



Point Value 250



LEGION TECHMARINE COVENANT

Break Point +2: The Techmarine adds +2 to the break point of the formation it is added to.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Techmarine	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1], [MK]

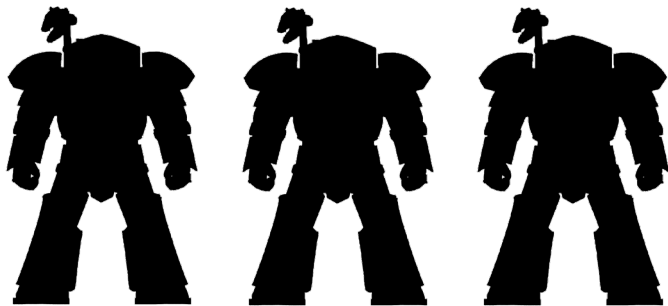
Techmarine – each element of this formation must be assigned must be assigned to one non-infantry/non-cavalry formation.

Victory Points +3

Your opponent gains +1 VPs when attached formation is broken

LEGION TECHMARINE COVENANT

The Legion Techmarine Covenant consists of 3 Techmarine in Terminator Armor Stand



Point Value 350



LEGION TECHMARINE COVENANT

Break Point +2: The Techmarine adds +2 to the break point of the formation it is added to.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Techmarine	10[T]	3[5]+	2/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1], [MK]

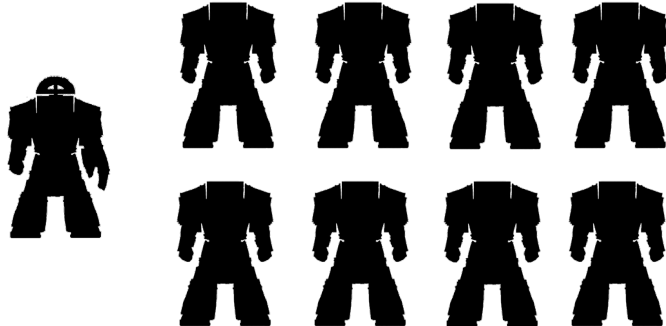
Techmarine – each element of this formation must be assigned must be assigned to one non-infantry/non-cavalry formation.

Victory Points +4

Your opponent gains +2 VPs when attached formation is broken

LEGION GRAND TERMINATOR DETACHMENT

The Legion Grand Terminator Detachment consists of 1 Decurion stand, 8 Terminator stands.



Point Value 650



LEGION GRAND TERMINATOR DETACHMENT

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

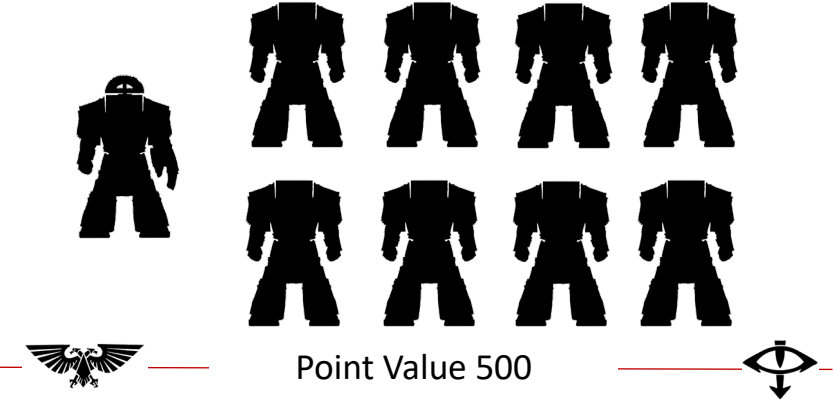
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	[HQ1]
Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND TERMINATOR
CLOSE COMBAT DETACHMENT

The Legion Grand Terminator Detachment consists of 1 Decurion stand, 8 Close Combat Terminator stands.



LEGION GRAND TERMINATOR
CLOSE COMBAT DETACHMENT

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

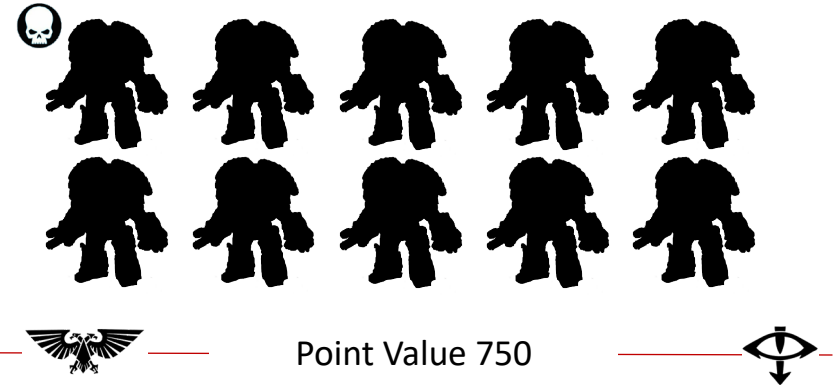
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	5/-2	CC Weapons	-	-	-	
Terminators Close Combat	10[T]	3[5]+	4/-2	CC Weapons	-	-	-	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION SATURNINE TERMINATOR
TYPE I GRAND DETACHMENT

The Legion Saturnine Type I Terminator Grand Detachment consists of 1 Saturnine Type I Decurion stand; 8 Saturnine Type I Terminator stands.



LEGION SATURNINE TERMINATOR
TYPE I GRAND DETACHMENT

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

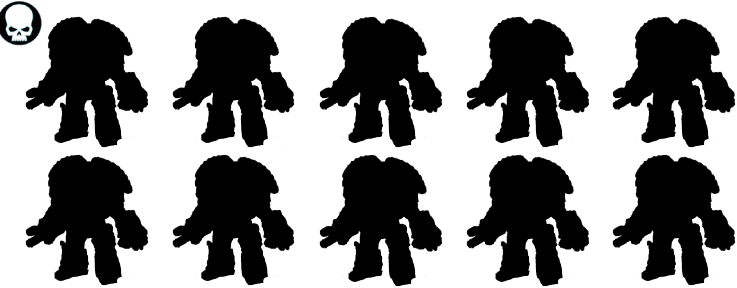
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	2[4]+	2/-3	Disruption Fist [B] Plasma Bombard [Fire,B,AY,A] Particle Shredder [AP,A]	- 25 10	- 2 2	- -2 -1	
Terminator, Saturnine Type I	10	2[4]+	2/-3	Disruption Fist [B] Plasma Bombard [Fire,B,AY,A] Particle Shredder [AP,A]	- 25 10	- 2 2	- -2 -1	Special

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

LEGION SATURNINE TERMINATOR TYPE II GRAND DETACHMENT

The Legion Saturnine Type II Terminator Grand Detachment consists of 1 Saturnine Type I Decurion stand; 8 Saturnine Type II Terminator stands.



Point Value 750



LEGION SATURNINE TERMINATOR TYPE II GRAND DETACHMENT

Break Point 5: The Detachment is broken if it has lost 5 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

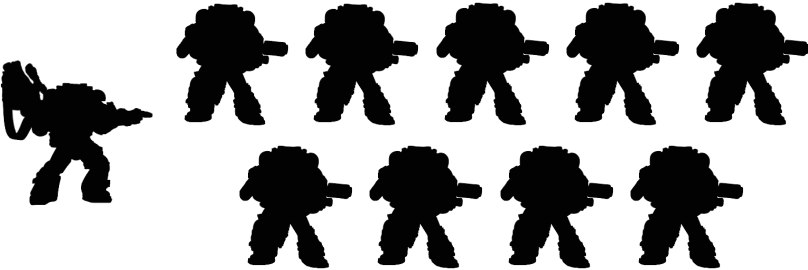
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	2[4]+	2/-3	Disruption Fist [B]	-	-	-	
				Plasma Bombard [Fire,B,AY,A]	25	2	-2	
				Particle Shredder [AP,A]	10	2	-1	
Terminator, Saturnine Type II	10	2[4]+	2/-3	Plasma Bombard [Fire,B,AY,A]	25	2	-2	Special
				Particle Shredder [AP,A]	25	2	-1	

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND TACTICAL VETERAN DETACHMENT

The Legion Grand Tactical Detachment consists of 1 Decurion stand, 9 Tactical Veteran stands.



Point Value 450



LEGION GRAND TACTICAL VETERAN DETACHMENT

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Combi-weapon	25	2	-1	[HQ1],
				Missile Launcher	25/50	-	-	[V]
				Frag [B]	-	1	0	
Veteran Tactical	10	5+	1/0	Combi-weapon	25	2	-1	[V]
				Missile Launcher	25/50	-	-	
				Frag [B]	-	1	0	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

CAVALRY [2]

LEGION ATTACK BIKE SQUADRON

The Legion Attack Bike Squadron consists of 1 Command Attack Bike and 4 Attack Bikes.



Point Value 200



LEGION ATTACK BIKE SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	5[7]+	2/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	[HQ1]
Attack Bike	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION HUSSAR SQUADRON

The Legion Landspeeder Squadron consists of 1 Command Legion Hussar and 4 Legion Hussars



Point Value 250



LEGION HUSSAR SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

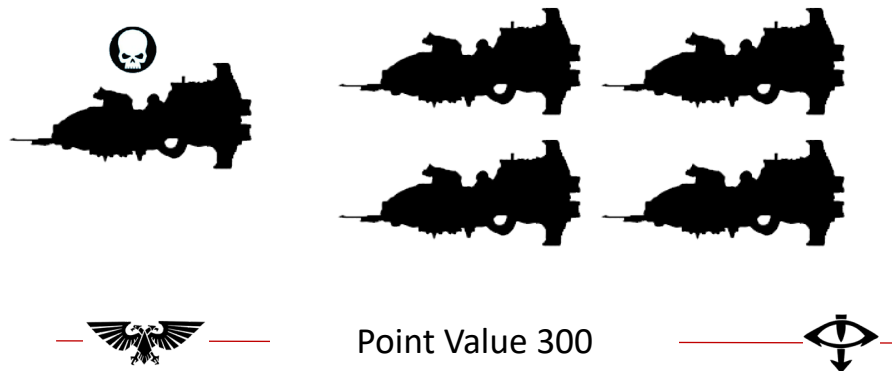
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	5[7]+	3/-2	Boltguns [AP]	25	2	0	[HQ1], [HR]
Hussar	30	5+	2/-2	Boltguns [AP]	25	2	0	[HR]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION JAVELIN ATTACK SPEEDER SQUADRON(RECON)

The Legion Javelin Attack Squadron consists of 1 Command Legion Javelin Attack Speeders (Recon) stand and 4 Legion Attack Speeders (Recon)



LEGION JAVELIN ATTACK SPEEDER SQUADRON(RECON)

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

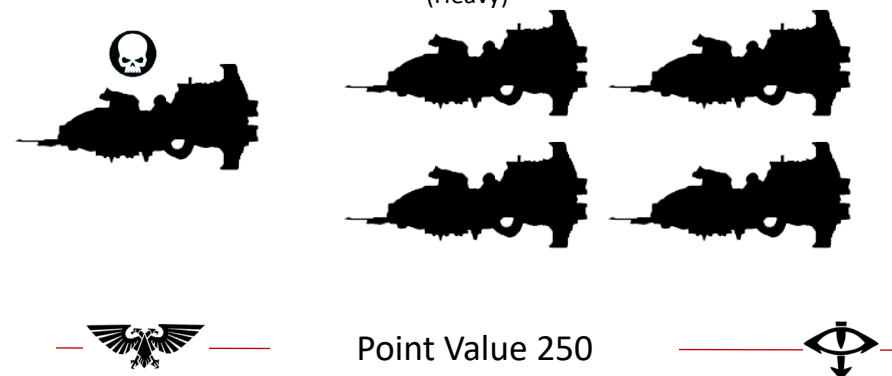
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[TK]	5[7]+	2/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[HQ1], [R]
Javelin Recon	25[TK]	5+	1/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[R]

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION JAVELIN ATTACK SPEEDER SQUADRON (HEAVY)

The Legion Javelin Attack Squadron consists of 1 Command Legion Javelin Attack Speeders (Heavy) stand and 4 Legion Javelin Attack Speeders (Heavy)



LEGION JAVELIN ATTACK SPEEDER SQUADRON (HEAVY)

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

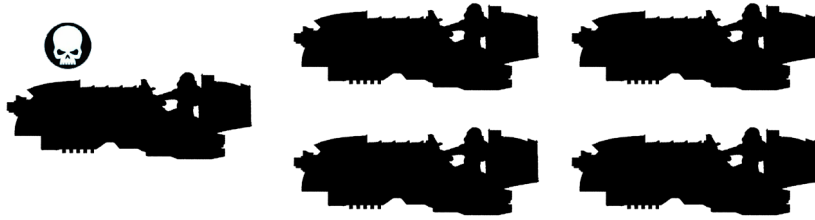
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[TK]	5[7]+	2/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	[HQ1]
Javelin Heavy	25[TK]	5+	1/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION JETBIKE SKY SLAYER SQUADRON

The Legion Jetbike Sky Slayer Support Squadron consists of 1 Command Legion Jetbike Sky Slayer, 4 Legion Jetbike Sky Slayer stands.



Point Value 200



LEGION JETBIKE SKY SLAYER SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

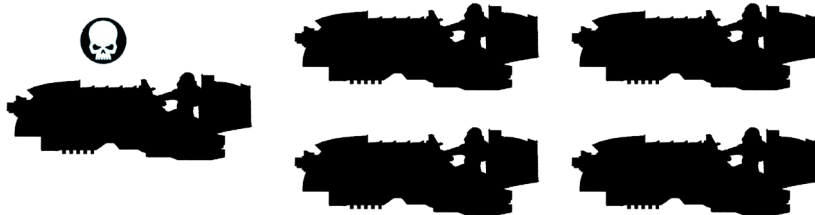
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30[TK]	5[7]+	2/-1	Multi-melta	25	1	-3	[HQ1]
Sky Slayer Jetbike	30[TK]	5+	1/-1	Multi-melta	25	1	-3	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION JETBIKE SKYHUNTER SQUADRON (RECON)

The Legion Jetbike Skyhunter Squadron consists of 1 Command Legion Jetbike Skyhunter (Recon) and 4 Legion Jetbike Skyhunter (Recon) stands.



Point Value 200



LEGION JETBIKE SKYHUNTER SQUADRON (RECON)

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

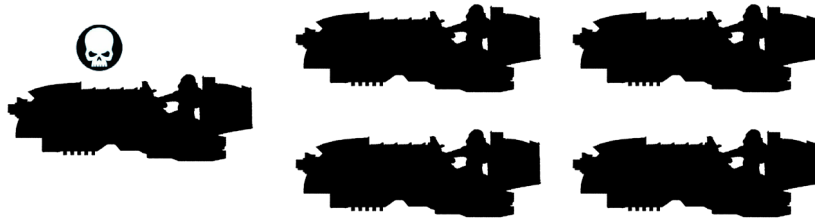
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	5[7]+	2/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Skyhunter Recon	35[K]	5+	1/-1	Boltguns [AP]	25	1	0	[R]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

LEGION JETBIKE SKYHUNTER SQUADRON (HEAVY)

The Legion Jetbike Skyhunter Squadron consists of 1 Command Legion Jetbike Skyhunter (Heavy) and 4 Legion Jetbike Skyhunter (Heavy) stands.



Point Value 200



LEGION JETBIKE SKYHUNTER SQUADRON (HEAVY)

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

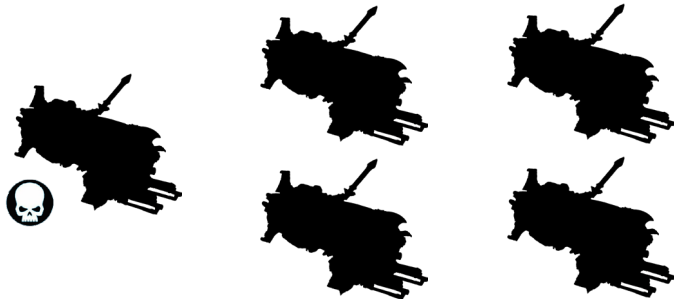
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	5[7]+	2/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	[HQ1], Special
Skyhunter Heavy	35[K]	5+	1/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION JETBIKE SKYSEEKER SQUADRON

The Legion Landspeeder Squadron consists of 1 Command Jetbike Skyseeker and 4 Legion Jetbike Skyseekers



Point Value 350



LEGION LANDSPEEDER SQUADRON (RECON)

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

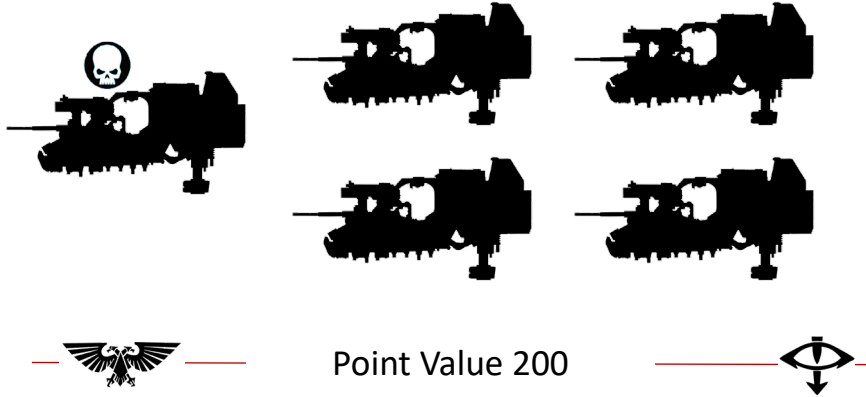
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	40[TK]	6[8]+	2/-1	Heavy Rotor Cannon [TL2]	30	3	0	[HQ1], [R], Special
Skyseeker Jetbike	40[TK]	6+	1/-1	Heavy Rotor Cannon [TL2]	30	3	0	[R], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION LANDSPEEDER SQUADRON (RECON) TYPE 1

The Legion Landspeeder Squadron consists of 1 Command Legion Landspeeder (Recon) and 4 Legion Landspeeders (recon) Type 1



LEGION LANDSPEEDER SQUADRON (RECON) TYPE 1

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

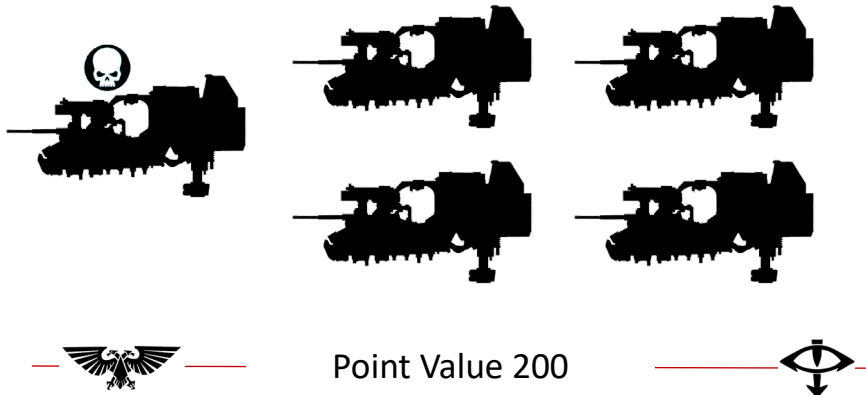
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[TK]	6[8]+	2/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Recon Landspeeder Type I	35[TK]	6+	1/-1	Boltguns [AP]	25	1	0	[R]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION LANDSPEEDER SQUADRON (RECON) TYPE 2

The Legion Landspeeder Squadron consists of 1 Command Legion Landspeeder (Recon) and 4 Legion Landspeeders (recon) Type 2



LEGION LANDSPEEDER SQUADRON (RECON) TYPE 2

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[TK]	6[8]+	2/-1	Flamers [FW,A]	10	1	0	[HQ1], [R]
Recon Landspeeder Type II	35[TK]	6+	1/-1	Flamers [FW,A]	10	1	0	[R]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION LANDSPEEDER HEAVY SQUADRON

The Legion Landspeeder Squadron consists of 1 Command Legion Landspeeder and 4 Legion Landspeeders



Point Value 250



LEGION LANDSPEEDER HEAVY SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30[TK]	6[8]+	2/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	[HQ1], Special
Heavy Landspeeder	30[TK]	6+	1/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION OUTRIDER SQUADRON

The Legion Outrider Squadron consists of 1 Command Legion Outrider and 4 Legion Outriders.



Point Value 200



LEGION OUTRIDER SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	4+	3/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Outriders	30	5+	2/-1	Boltguns [AP]	25	1	0	[R]

Victory Points 2

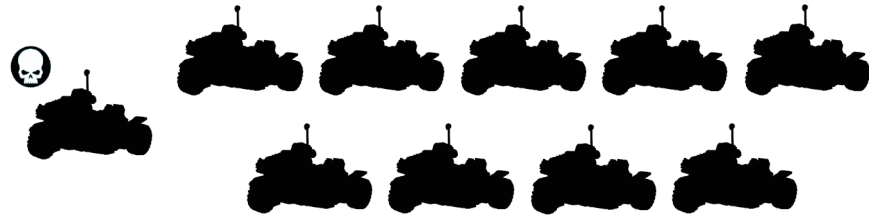
Your opponent gains 1 VPs when this Detachment is broken

GRAND SUPPORT CARDS

CAVALRY [2]

LEGION GRAND ATTACK BIKE SQUADRON

The Legion Grand Attack Bike Squadron consists of 1 Command Attack Bike and 9 Attack Bikes.



Point Value 350



LEGION GRAND ATTACK BIKE SQUADRON

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	5[7]+	2/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	[HQ1]
Attack Bike	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND HUSSAR SQUADRON

The Legion Grand Landspeeder Squadron consists of 1 Command Legion Hussar and 9 Legion Hussars



Point Value 450



LEGION GRAND HUSSAR SQUADRON

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

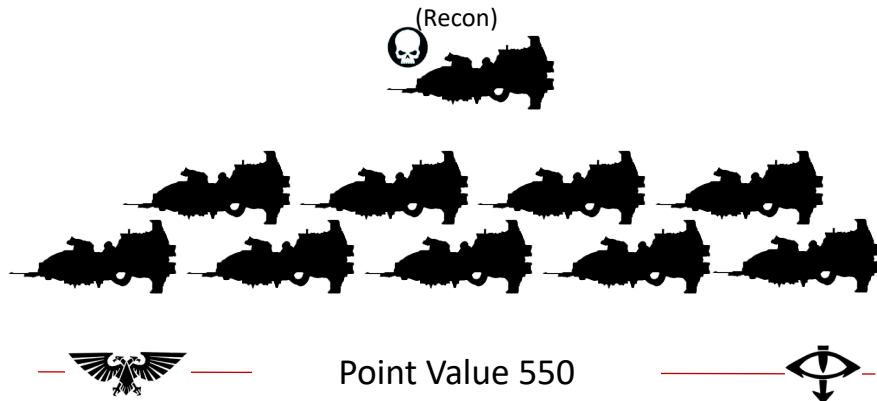
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	5[7]+	3/-2	Boltguns [AP]	25	2	0	[HQ1], [HR]
Hussar	30	5+	2/-2	Boltguns [AP]	25	2	0	[HR]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND JAVELIN ATTACK SPEEDER SQUADRON (RECON)

The Legion Grand Javelin Attack Squadron consists of 1 Command Legion Javelin Attack Speeders (Recon) stand and 9 Legion Attack Speeders (Recon)



Point Value 550

LEGION GRAND JAVELIN ATTACK SPEEDER SQUADRON (RECON)

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

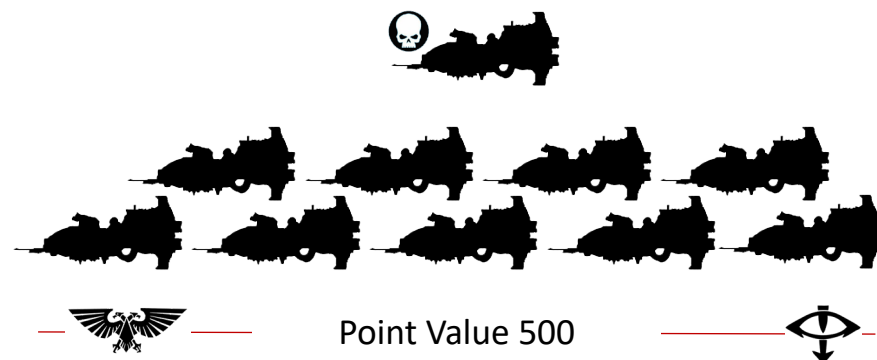
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[TK]	5[7]+	2/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[HQ1], [R]
Javelin Recon	25[TK]	5+	1/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[R]

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND JAVELIN ATTACK SPEEDER SQUADRON (HEAVY)

The Legion Grand Javelin Attack Squadron consists of 1 Command Legion Javelin Attack Speeders (Heavy) stand and 9 Legion Javelin Attack Speeders (Heavy)



Point Value 500

LEGION GRAND JAVELIN ATTACK SPEEDER SQUADRON (HEAVY)

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

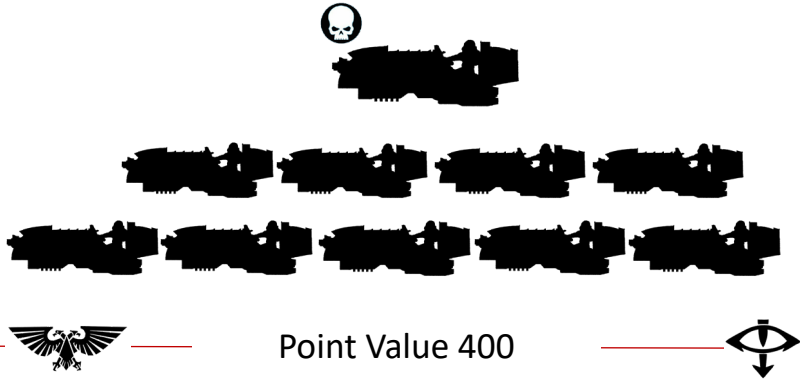
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25[TK]	5[7]+	2/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	[HQ1]
Javelin Heavy	25[TK]	5+	1/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND JETBIKE SKY SLAYER SQUADRON

The Legion Grand Jetbike Sky Slayer Support Squadron consists of 1 Legion Jetbike Skyhunter, 9 Legion Jetbike Skyhunter stands.



LEGION GRAND JETBIKE SKY SLAYER SQUADRON

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

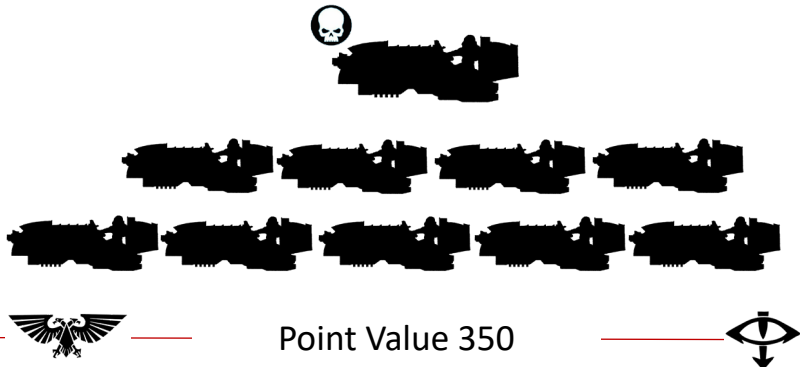
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30[TK]	5[7]+	2/-1	Multi-melta	25	1	-3	[HQ1]
Sky Slayer Jetbike	30[TK]	5+	1/-1	Multi-melta	25	1	-3	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND JETBIKE SKYHUNTER SQUADRON (RECON)

The Legion Grand Jetbike Skyhunter Support Squadron consists of 1 Command Legion Jetbike Skyhunter (Recon) and 9 Legion Jetbike Skyhunter (Recon) stands.



LEGION GRAND JETBIKE SKYHUNTER SQUADRON (RECON)

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	5[7]+	2/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Skyhunter Recon	35[K]	5+	1/-1	Boltguns [AP]	25	1	0	[R]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND JETBIKE SKYHUNTER SQUADRON (HEAVY)

The Legion Grand Jetbike Skyhunter Support Squadron consists of 1 Command Legion Jetbike Skyhunter (Heavy) and 9 Legion Jetbike Skyhunter (Heavy) stands.



Point Value 400



LEGION GRAND JETBIKE SKYHUNTER SQUADRON (HEAVY)

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[K]	5[7]+	2/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	[HQ1], Special
Skyhunter Heavy	35[K]	5+	1/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND JETBIKE SKYSEEKER SQUADRON

The Legion Grand Landspeeder Squadron consists of 1 Command Jetbike Skyseeker and 9 Legion Jetbike Skyseekers



Point Value 700



LEGION GRAND JETBIKE SKYSEEKER SQUADRON

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

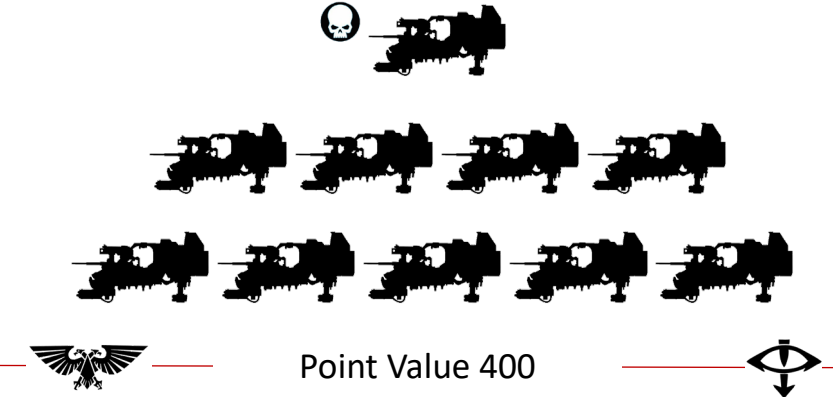
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	40[TK]	6[8]+	2/-1	Heavy Rotor Cannon [TL2]	30	3	0	[HQ1], [R], Special
Skyseeker Jetbike	40[TK]	6+	1/-1	Heavy Rotor Cannon [TL2]	30	3	0	[R], Special

Victory Points 7 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND LANDSPEEDER SQUADRON (RECON)

The Legion Grand Landspeeder Squadron consists of 1 Command Legion Landspeeder (Recon) and 9 Legion Landspeeders (recon)



Point Value 400

LEGION GRAND LANDSPEEDER SQUADRON (RECON)

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

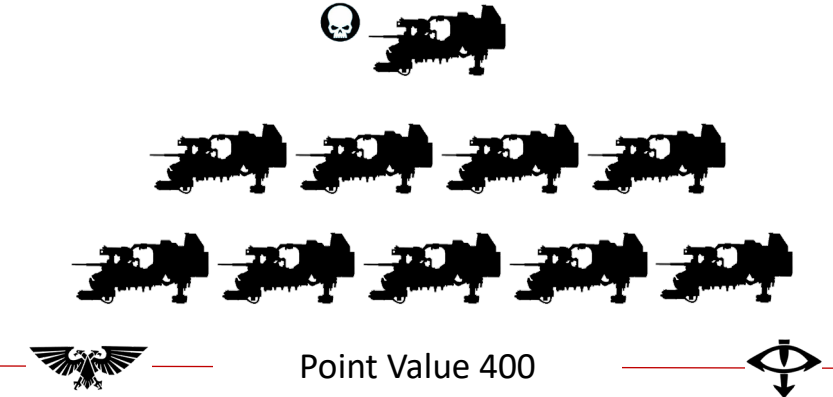
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[TK]	6[8]+	2/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Recon Landspeeder Type I	35[TK]	6+	1/-1	Boltguns [AP]	25	1	0	[R]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND LANDSPEEDER SQUADRON (RECON)

The Legion Grand Landspeeder Squadron consists of 1 Command Legion Landspeeder (Recon) and 9 Legion Landspeeders (recon)



Point Value 400

LEGION GRAND LANDSPEEDER SQUADRON (RECON)

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	35[TK]	6[8]+	2/-1	Flamers [FW,A]	10	1	0	[HQ1], [R]
Recon Landspeeder Type II	35[TK]	6+	1/-1	Flamers [FW,A]	10	1	0	[R]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND LANDSPEEDER HEAVY SQUADRON

The Legion Grand Landspeeder Heavy Squadron consists of 1 Command Legion Landspeeder and 9 Legion Landspeeders



Point Value 500



LEGION GRAND LANDSPEEDER HEAVY SQUADRON

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

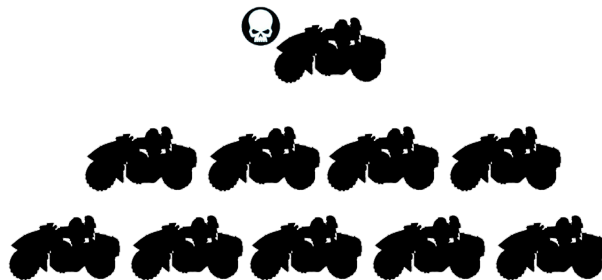
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30[TK]	6[8]+	2/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	[HQ1], Special
Heavy Landspeeder	30[TK]	6+	1/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	Special

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND OUTRIDER SQUADRON

The Legion Grand Outrider Squadron consists of 1 Command Legion Outrider and 9 Legion Outriders.



Point Value 350



LEGION GRAND OUTRIDER SQUADRON

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	4+	3/-1	Boltguns [AP]	25	1	0	[HQ1], [R]
Outriders	30	5+	2/-1	Boltguns [AP]	25	1	0	[R]

Victory Points 4

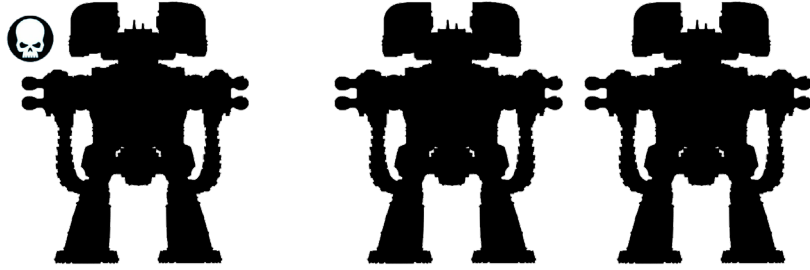
Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

WALKERS [2]

LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 1

The Legion Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught and 2 Deredeo Dreadnaughts Type 1.



Point Value 300



LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

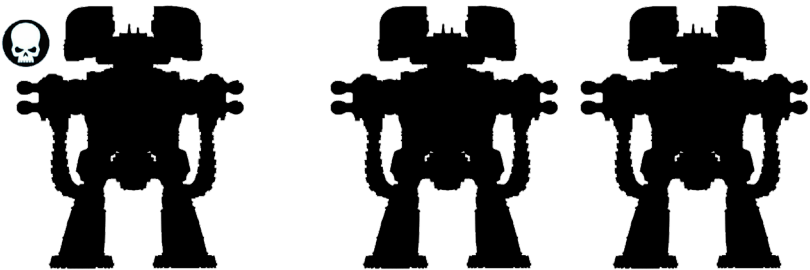
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	TL Anvillus Autocannon [TL2] Aiolos Missile Launcher Boltguns [AP]	25/50 30/60 25	2 1 2	-2 -1 0	[HQ1], [RA]
Deredeo Type 1	10	3+	2/-1	TL Anvillus Autocannon [TL2] Aiolos Missile Launcher Boltguns [AP]	25/50 30/60 25	2 1 2	-2 -1 0	[RA]

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 2

The Legion Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught and 2 Deredeo Dreadnaughts Type 2.



Point Value 250



LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

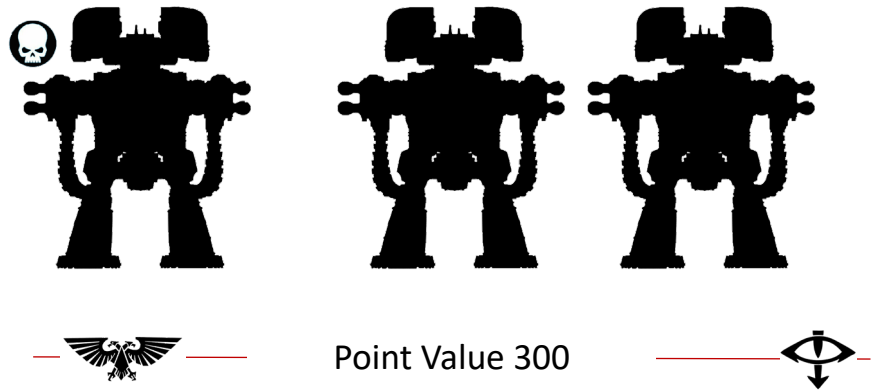
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	Arachnus Heavy Lascannon Battery Aiolos Missile Launcher Boltguns [AP]	25/50 30/60 25	2 1 2	-4 -1 0	[HQ1], [RA]
Deredeo Type II	10	3+	2/-1	Arachnus Heavy Lascannon Battery Aiolos Missile Launcher Boltguns [AP]	25/50 30/60 25	2 1 2	-4 -1 0	[RA]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION DEREDEO HEAVY SUPPORT
DREADNOUGHT TALON TYPE 3

The Legion Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught and 2 Deredeo Dreadnaughts Type 3.



LEGION DEREDEO HEAVY SUPPORT
DREADNOUGHT TALON TYPE 3

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

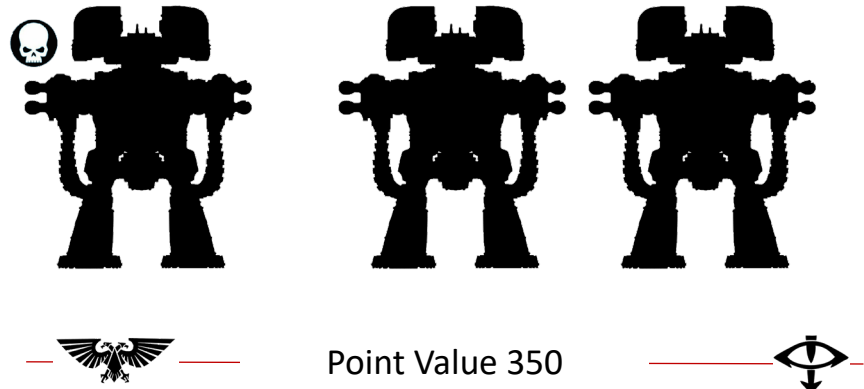
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	Hellfire Plasma Cannonade Rapid Fire [TL2] Sustained [B] Aiolos Missile Launcher Boltguns [AP]	20/35 20/35 30/60 25	4 6 1 2	-1 -1 -1 0	[HQ1], [RA], Special
Deredeo Type III	10	3+	2/-1	Hellfire Plasma Cannonade Rapid Fire [TL2] Sustained [B] Aiolos Missile Launcher Boltguns [AP]	20/35 20/35 30/60 25	4 6 1 2	-1 -1 -1 0	[RA], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION DEREDEO HEAVY SUPPORT
DREADNOUGHT TALON TYPE 4

The Legion Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught and 2 Deredeo Dreadnaughts Type 4.



LEGION DEREDEO HEAVY SUPPORT
DREADNOUGHT TALON TYPE 4

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

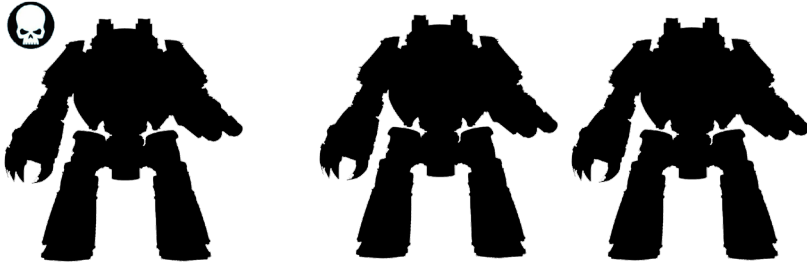
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	Volkite Falconet Battery [VK] Aiolos Missile Launcher Boltguns [AP]	15/30 30/60 25	6 1 2	-1 -1 0	[HQ1], [RA]
Deredeo Type IV	10	3+	2/-1	Volkite Falconet Battery [VK] Aiolos Missile Launcher Boltguns [AP]	15/30 30/60 25	6 1 2	-1 -1 0	[RA]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE 1A

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught and 2 Contemptor Dreadnaughts Type 1A



Point Value 200

LEGION CONTEMPTOR TALON TYPE 1A

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

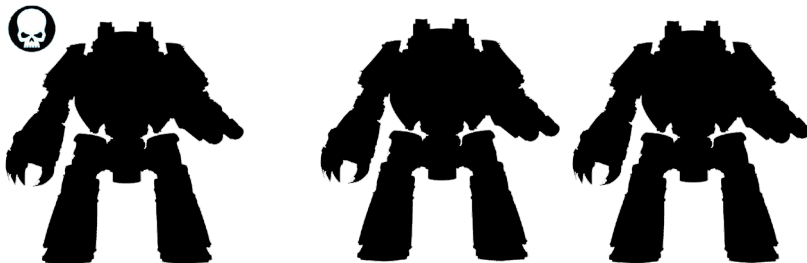
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	4/-2	CC Weapon [B]	-	-	-	[HQ1], [RA]
				Multi-Melta	25	1	-3	
				Boltguns [AP]	25	2	0	
Contemptor Type 1A	15	3+	3/-2	CC Weapon [B]	-	-	-	[RA]
				Multi-Melta	25	1	-3	
				Boltguns [AP]	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE 1B

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught and 2 Contemptor Dreadnaughts Type 1B



Point Value 200

LEGION CONTEMPTOR TALON TYPE 1B

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

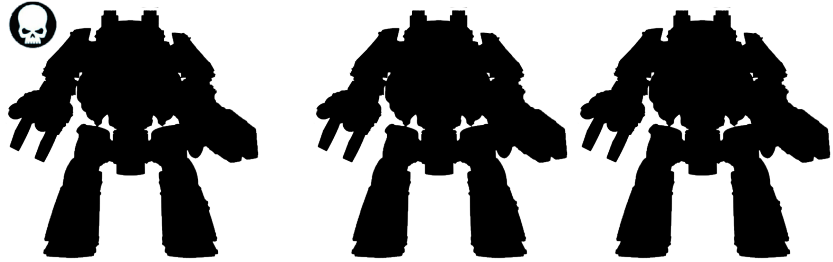
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	4/-2	CC Weapon [B]	-	-	-	[HQ1], [RA]
				Multi-Melta	25	2	-3	
				Heavy Flamer [FW,A]	10	2	0	
Contemptor Type 1B	15	3+	3/-2	CC Weapon [B]	-	-	-	[RA]
				Multi-Melta	25	2	-3	
				Heavy Flamer [FW,A]	10	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE 2

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught and 2 Contemptor Dreadnaughts Type 2



Point Value 300

LEGION CONTEMPTOR TALON TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

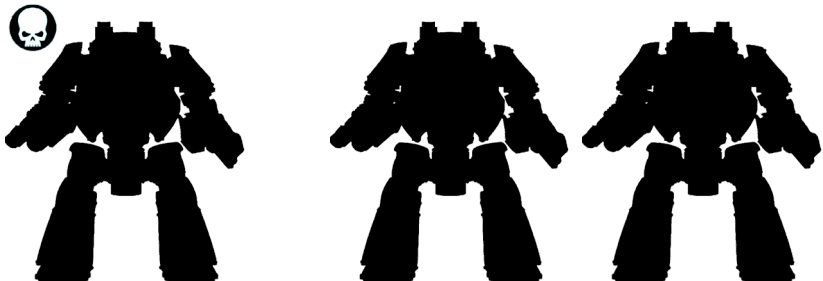
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	3/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[HQ1], [RA]
Contemptor Type II	15	3+	2/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[RA]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE 3

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught and 2 Contemptor Dreadnaughts Type 3



Point Value 250

LEGION CONTEMPTOR TALON TYPE 3

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

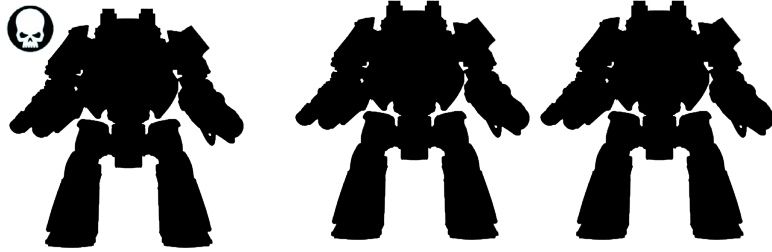
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	3/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[HQ1], [RA]
Contemptor Type III	15	3+	2/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[RA]

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE 4

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught and 2 Contemptor Dreadnaughts Type 4



Point Value 250



LEGION CONTEMPTOR TALON TYPE 4

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	3/-1	Heavy Conversion Beamer [HM,B2] TL Lascannon [TL2]	35/70 25/50	1 1	-3 -2	[HQ1], [RA]
Contemptor Type IV	15	3+	2/-1	Heavy Conversion Beamer [HM,B2] TL Lascannon [TL2]	35/70 25/50	1 1	-3 -2	[RA]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION MORTIS TALON TYPE 1

The Legion Mortis Talon consists of 1 Command Mortis Dreadnaught and 2 Mortis Dreadnaughts Type 1



Point Value 200



LEGION MORTIS TALON TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	4/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[HQ1], [RA]
Mortis Type I	15	4+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION MORTIS TALON TYPE 2

The Legion Mortis Talon consists of 1 Command Mortis Dreadnaught and 2 Mortis Dreadnaughts Type 2



Point Value 250



LEGION MORTIS TALON TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[HQ1], [RA]
Mortis Type II	15	4+	2/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[RA]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION MORTIS TALON TYPE 3

The Legion Mortis Talon consists of 1 Command Mortis Dreadnaught and 2 Mortis Dreadnaughts Type 3



Point Value 200



LEGION MORTIS TALON TYPE 3

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[HQ1], [RA]
Mortis Type III	15	4+	2/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[RA]

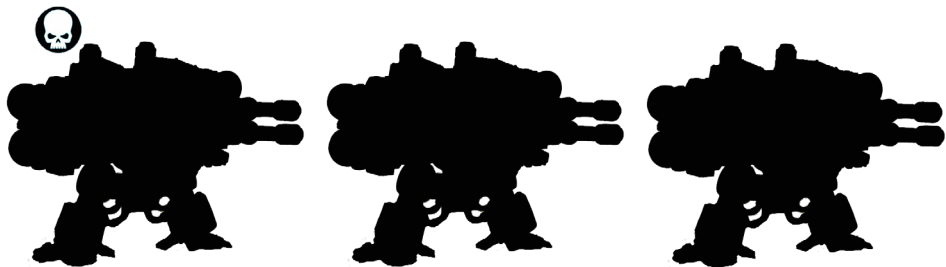
Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION MORTIS TALON

TYPE 4

The Legion Mortis Talon consists of 1 Command Mortis Dreadnaught and 2 Mortis Dreadnaughts Type 1



Point Value 250



LEGION MORTIS TALON

TYPE 4

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[HQ1], [RA]
Mortis Type IV	15	4+	2/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[RA]

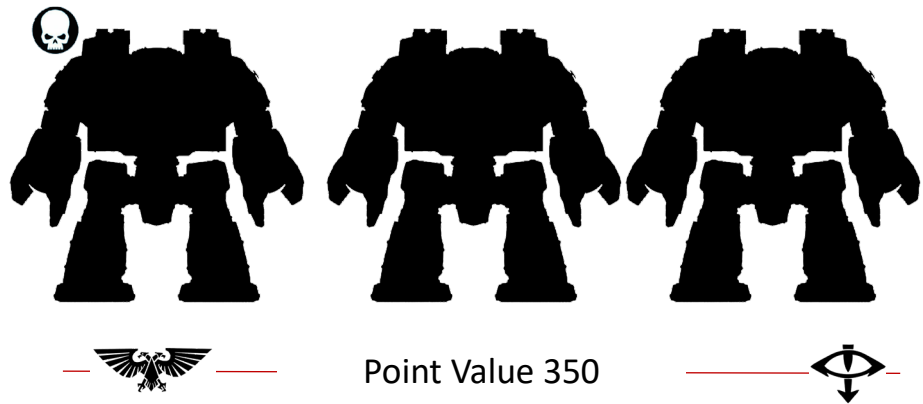
Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION LEVIATHAN TALON

TYPE 1

The Legion Leviathan Talon consists of 1 Command Leviathan Dreadnaught and 2 Leviathan Dreadnaughts Type 1



Point Value 350

LEGION LEVIATHAN TALON

TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	6/-4	Siege Claw/Drill [B,W]	-	-	-	[HQ1], [DR2], [RA]
				Melta-Guns	15	2	-2	
				Grenade Launcher [PH]	20	1	0	
				Heavy Flamers [FW,A]	10	4	0	
Leviathan Type 1	10	3+	5/-4	Siege Claw/Drill [B,W]	-	-	-	[DR2], [RA]
				Melta-Guns	15	2	-2	
				Grenade Launcher [PH]	20	1	0	
				Heavy Flamers [FW,A]	10	4	0	

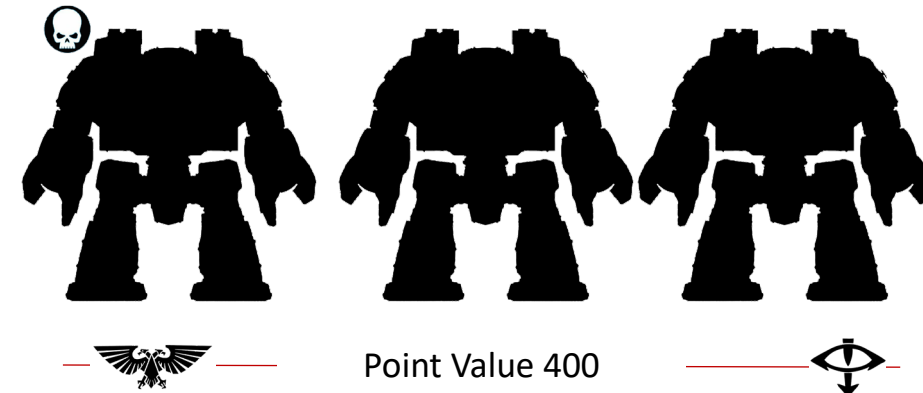
Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION LEVIATHAN TALON

TYPE 2

The Legion Leviathan Talon consists of 1 Command Leviathan Dreadnaught and 2 Leviathan Dreadnaughts Type 2



Point Value 400

LEGION LEVIATHAN TALON

TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	5/-3	Siege Claw/Drill [B,W]	-	-	-	[HQ1], [DR2], [RA]
				Storm Cannon	25	6	-1	
				TL Volkite Caliver [VK,TL2]	15/30	2	-1	
				Melta-Gun	15	1	-2	
				Grenade Launcher [PH]	20	1	0	
Leviathan Type II	10	3+	4/-3	Siege Claw/Drill [B,W]	-	-	-	[DR2], [RA]
				Storm Cannon	25	6	-1	
				TL Volkite Caliver [VK,TL2]	15/30	2	-1	
				Melta-Gun	15	1	-2	
				Grenade Launcher [PH]	20	1	0	

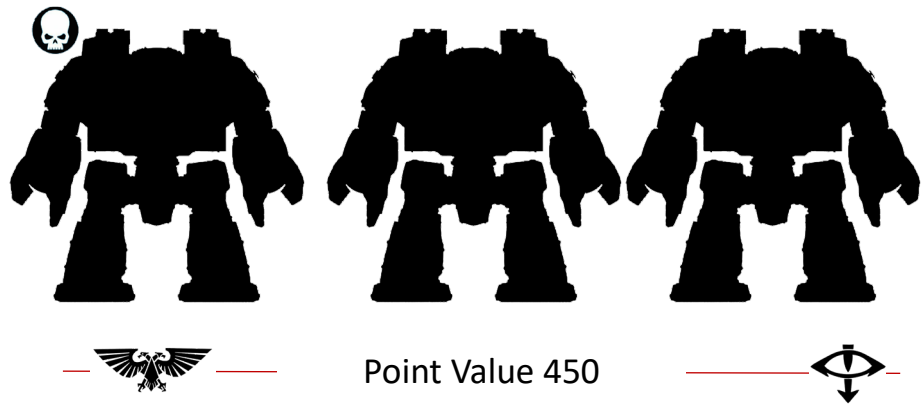
Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION LEVIATHAN TALON

TYPE 3

The Legion Leviathan Talon consists of 1 Command Leviathan Dreadnaught and 2 I Leviathan Dreadnaughts Type 3



Point Value 450

LEGION LEVIATHAN TALON

TYPE 3

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	4/-2	Cyclonic Melta Lance [TL3]	20	1	-3	[HQ1], [DR2], [RA]
				Grav Flux Bombard [D2,IC,B,TL2]	20	1	-3	
				TL Volkite Caliver [VK,TL2]	15/30	1	-1	
				Grenade Launcher [PH]	20	1	0	
Leviathan Type III	10	3+	3/-2	Cyclonic Melta Lance [TL3]	20	1	-3	[DR2], [RA]
				Grav Flux Bombard [D2,IC,B,TL2]	20	1	-3	
				TL Volkite Caliver [VK,TL2]	15/30	1	-1	
				Grenade Launcher [PH]	20	1	0	

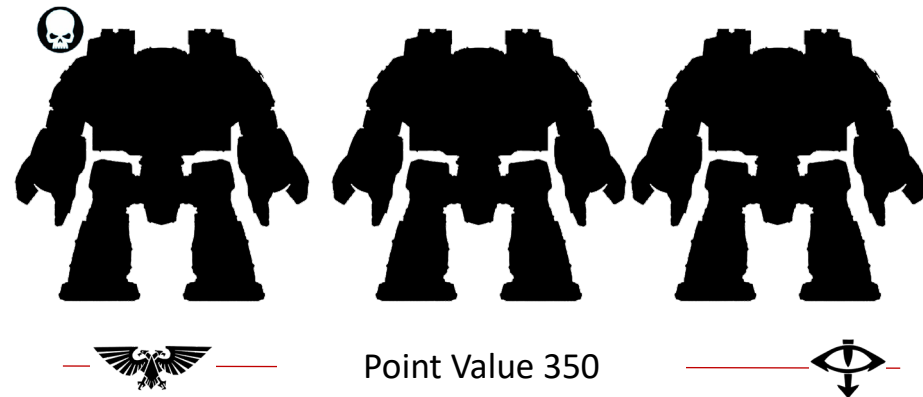
Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION LEVIATHAN TALON

TYPE 4

The Legion Leviathan Talon consists of 1 Command Leviathan Dreadnaught and 2 I Leviathan Dreadnaughts Type 4



Point Value 350

LEGION LEVIATHAN TALON

TYPE 4

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	5/-3	Grav Flux Bombard [D,IC,B,TL2]	20	1	-3	[HQ1], [DR2], [RA]
				Siege Claw/Drill [B,W]	-	-	-	
				Melta-Gun	15	1	-2	
				Grenade Launcher [PH]	20	1	0	
				Heavy Flamers [FW,A]	10	4	0	
Leviathan Type IV	10	3+	4/-3	Grav Flux Bombard [D,IC,B,TL2]	20	1	-3	[DR2], [RA]
				Siege Claw/Drill [B,W]	-	-	-	
				Melta-Gun	15	1	-2	
				Grenade Launcher [PH]	20	1	0	
				Heavy Flamers [FW,A]	10	4	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION SATURNINE TYPE 1 TALON

The Legion Saturnine Type 1 Talon consists of 1 Command Saturnine Type 1 Dreadnaught and 2 Saturnine Type 1 Dreadnaughts.



Point Value 400



LEGION SATURNINE TYPE 1 TALON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-2	Disintegrator Cannon Heavy Plasma Bombard [Fire,B,AY] Photonic Incinerators [AP,FW,A]	25 20/35 10	3 2 4	-2 -3 -1	[HQ1], [DR2], [RA]
Saturnine Type 1	10	3+	3/-2	Disintegrator Cannon Heavy Plasma Bombard [Fire,B,AY] Photonic Incinerators [AP,FW,A]	25 20/35 10	3 2 4	-2 -3 -1	[DR2], [RA]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION SATURNINE TYPE 2 TALON

The Legion Saturnine Type 2 Talon consists of 1 Command Saturnine Type 2 Dreadnaught and 2 Saturnine Type 2 Dreadnaughts.



Point Value 450



LEGION SATURNINE TYPE 2 TALON

Break Point 2: The Detachment is broken if it has lost 2 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-2	Graviton Pulveriser [D,I,C,B,TL2] Inversion Beamer [B2] Photonic Incinerators [AP,FW,A]	20 15/30 10	1 1 4	-4 -3 -1	[HQ1], [DR2], [RA]
Saturnine Type 2	10	3+	3/-2	Graviton Pulveriser [D,I,C,B,TL2] Inversion Beamer [B2] Photonic Incinerators [AP,FW,A]	20 15/30 10	1 1 4	-4 -3 -1	[DR2], [RA]

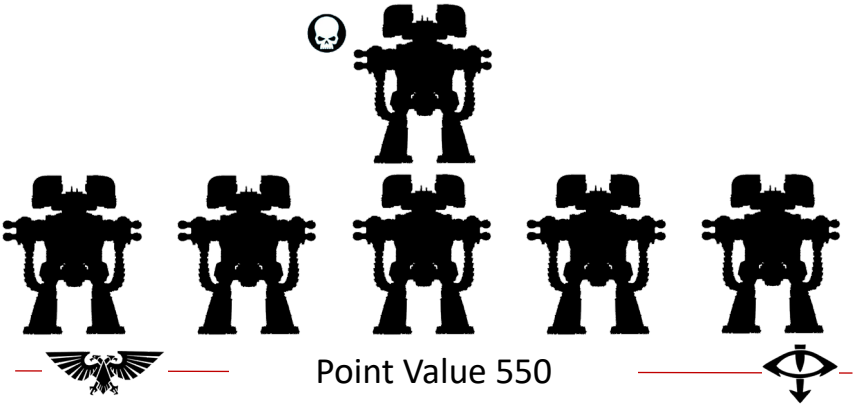
Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

GRAND SUPPORT CARDS WALKERS [2]

LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 1

The Legion Grand Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught (Type 1) and 5 Deredeo Dreadnaught (Type 1).



LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

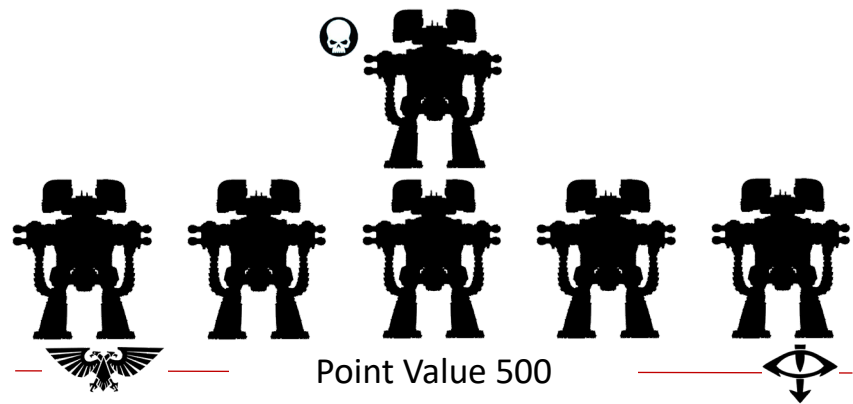
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	TL Anvillus Autocannon [TL2]	25/50	2	-2	[HQ1], [RA]
				Aiolos Missile Launcher Boltguns [AP]	30/60 25	1 2	-1 0	
Deredeo Type 1	10	3+	2/-1	TL Anvillus Autocannon [TL2]	25/50	2	-2	[RA]
				Aiolos Missile Launcher Boltguns [AP]	30/60 25	1 2	-1 0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 2

The Legion Grand Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught (Type 2) and 5 Deredeo Dreadnaught (Type 2).



LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

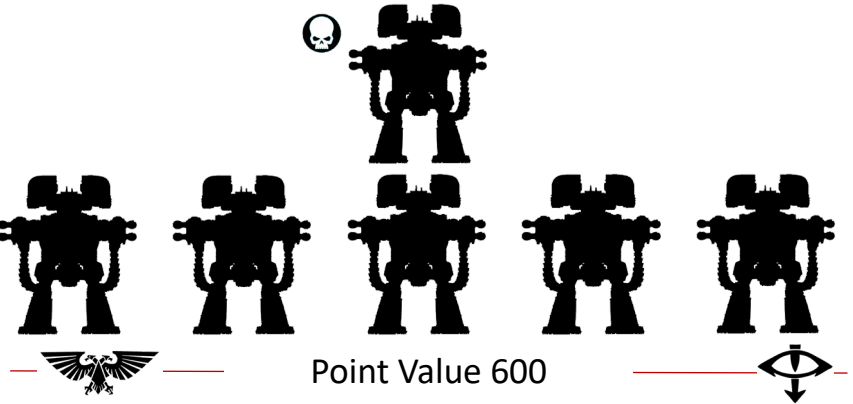
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	Arachnus Heavy Lascannon Battery	25/50	2	-4	[HQ1], [RA]
				Aiolos Missile Launcher Boltguns [AP]	30/60 25	1 2	-1 0	
Deredeo Type II	10	3+	2/-1	Arachnus Heavy Lascannon Battery	25/50	2	-4	[RA]
				Aiolos Missile Launcher Boltguns [AP]	30/60 25	1 2	-1 0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 3

The Legion Grand Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught (Type 1) and 5 Deredeo Dreadnaught (Type 1).



LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

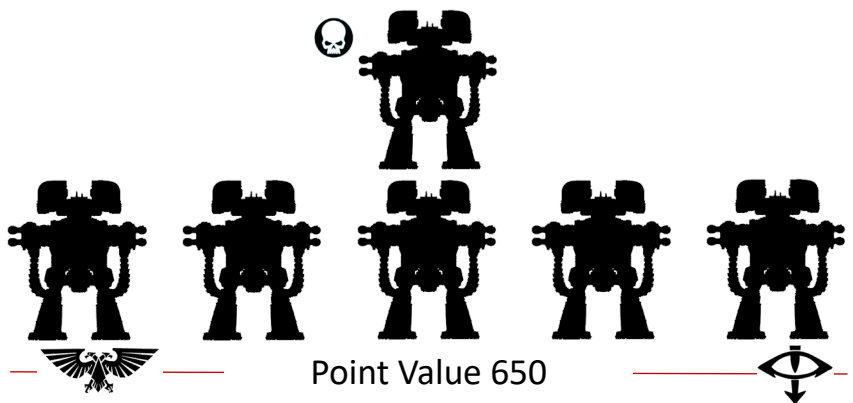
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	Hellfire Plasma Cannonade Rapid Fire [TL2] Sustained [B] Aiolos Missile Launcher Boltguns [AP]	20/35 20/35 30/60 25	4 6 1 2	-1 -1 -1 0	[HQ1], [RA], Special
Deredeo Type III	10	3+	2/-1	Hellfire Plasma Cannonade Rapid Fire [TL2] Sustained [B] Aiolos Missile Launcher Boltguns [AP]	20/35 20/35 30/60 25	4 6 1 2	-1 -1 -1 0	[RA], Special

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 4

The Legion Grand Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught (Type 2) and 5 Deredeo Dreadnaught (Type 2).



LEGION GRAND DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE 4

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

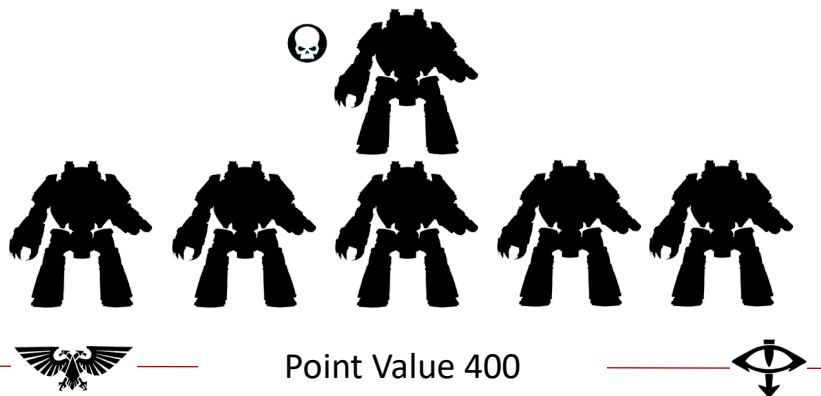
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-1	Volkite Falconet Battery [VK] Aiolos Missile Launcher Boltguns [AP]	15/30 30/60 25	6 1 2	-1 -1 0	[HQ1], [RA]
Deredeo Type IV	10	3+	2/-1	Volkite Falconet Battery [VK] Aiolos Missile Launcher Boltguns [AP]	15/30 30/60 25	6 1 2	-1 -1 0	[RA]

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND CONTEMPTOR TALON TYPE 1A

The Legion Grand Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 1) and 5 Contemptor Dreadnaughts (Type 1)



LEGION GRAND CONTEMPTOR TALON TYPE 1A

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

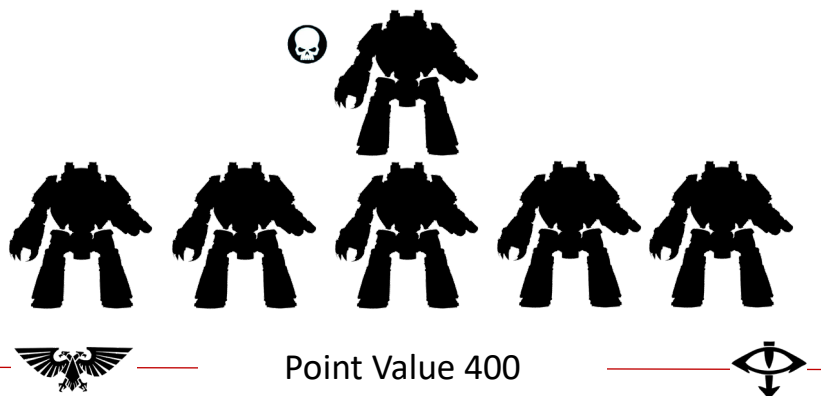
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	4/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[HQ1], [RA]
Contemptor Type 1A	15	3+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND CONTEMPTOR TALON TYPE 1B

The Legion Grand Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 1) and 5 Contemptor Dreadnaughts (Type 1)



LEGION GRAND CONTEMPTOR TALON TYPE 1B

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

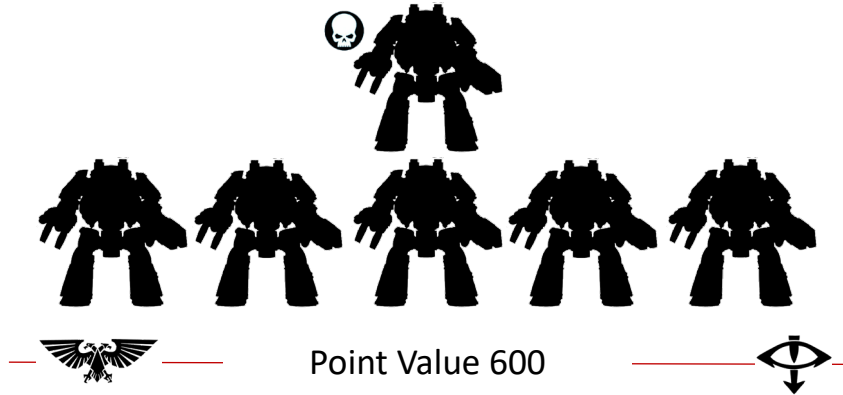
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	4/-2	CC Weapon [B] Multi-Melta Heavy Flamer [FW,A]	- 25 10	- 2 2	- -3 0	[HQ1], [RA]
Contemptor Type 1B	15	3+	3/-2	CC Weapon [B] Multi-Melta Heavy Flamer [FW,A]	- 25 10	- 2 2	- -3 0	[RA]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND CONTEMPTOR TALON TYPE 2

The Legion Grand Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 2) and 5 Contemptor Dreadnaughts (Type 2)



LEGION GRAND CONTEMPTOR TALON TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

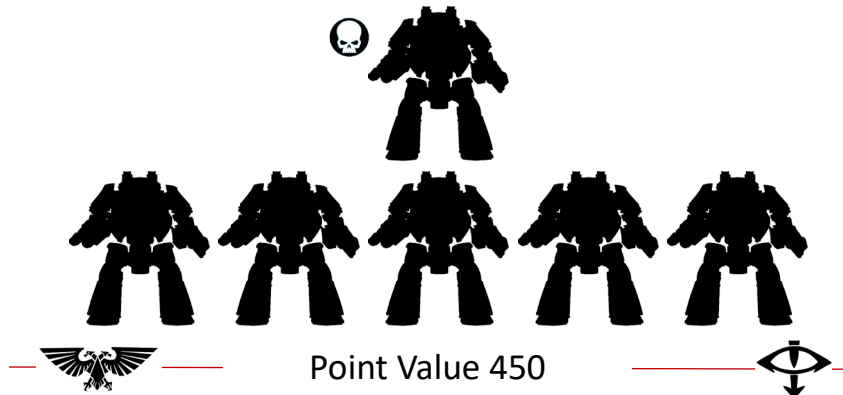
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	3/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[HQ1], [RA]
Contemptor Type II	15	3+	2/-1	TL Autocannon [TL4] TL Volkite Culverin [TL4,VK]	25/50 20/45	1 1	-1 -1	[RA]

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND CONTEMPTOR TALON TYPE 3

The Legion Grand Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 3) and 5 Contemptor Dreadnaughts (Type 3)



LEGION GRAND CONTEMPTOR TALON TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

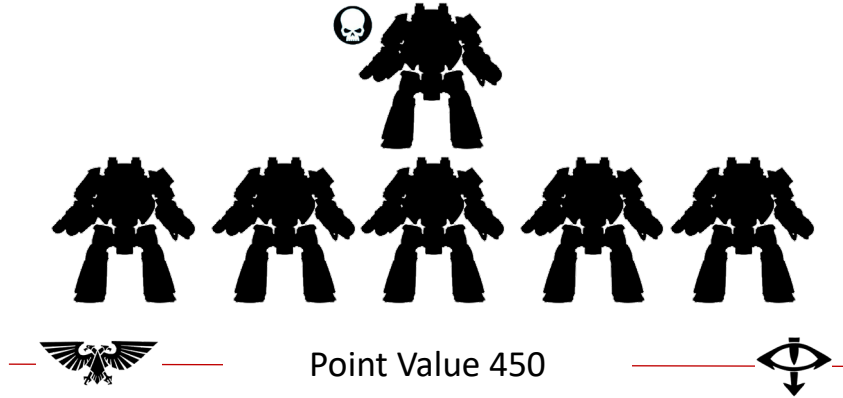
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	3/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[HQ1], [RA]
Contemptor Type III	15	3+	2/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[RA]

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND CONTEMPTOR TALON TYPE 4

The Legion Grand Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 4) and 5 Contemptor Dreadnaughts (Type 4)



Point Value 450

LEGION GRAND CONTEMPTOR TALON TYPE 4

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

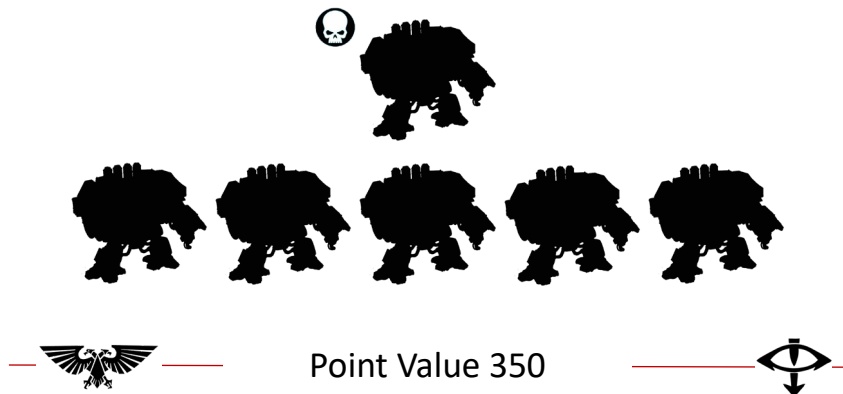
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	3+	3/-1	Heavy Conversion Beamer [HM,B2] TL Lascannon [TL2]	35/70 25/50	1 1	-3 -2	[HQ1], [RA]
Contemptor Type IV	15	3+	2/-1	Heavy Conversion Beamer [HM,B2] TL Lascannon [TL2]	35/70 25/50	1 1	-3 -2	[RA]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND MORTIS TALON TYPE 1

The Legion Grand Mortis Talon consists of 1 Command Mortis Dreadnaught (Type 1) and 5 Mortis Dreadnaughts (Type 1)



Point Value 350

LEGION GRAND MORTIS TALON TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

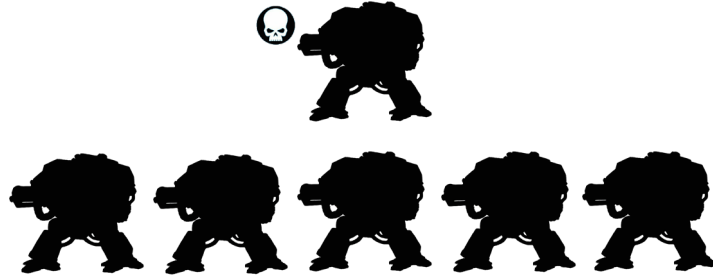
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	4/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[HQ1], [RA]
Mortis Type I	15	4+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND MORTIS TALON TYPE 2

The Legion Grand Mortis Talon consists of 1 Command Mortis Dreadnaught (Type 2) and 5 Mortis Dreadnaughts (Type 2)



Point Value 450



LEGION GRAND MORTIS TALON TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[HQ1], [RA]
Mortis Type II	15	4+	2/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[RA]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND MORTIS TALON TYPE 3

The Legion Grand Mortis Talon consists of 1 Command Mortis Dreadnaught (Type 3) and 5 Mortis Dreadnaughts (Type 3)



Point Value 400



LEGION GRAND MORTIS TALON TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

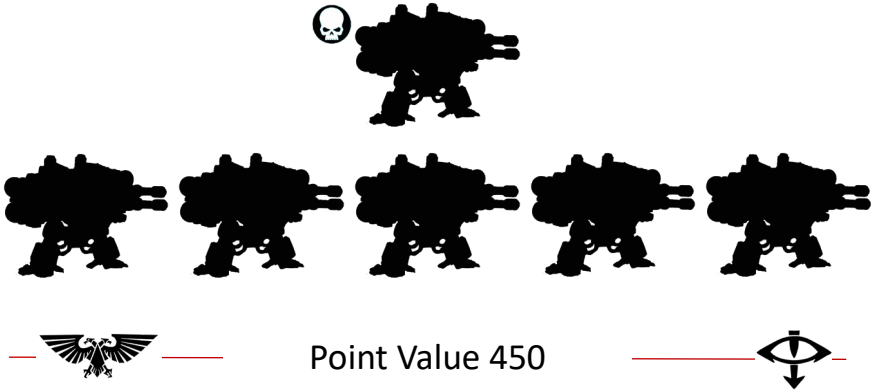
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[HQ1], [RA]
Mortis Type III	15	4+	2/-1	TL Lascannons [TL2] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-2 - -2 0	[RA]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND MORTIS TALON TYPE 4

The Legion Grand Mortis Talon consists of 1 Command Mortis Dreadnaught (Type 2) and 5 Mortis Dreadnaughts (Type 2)



Point Value 450

LEGION GRAND MORTIS TALON TYPE 4

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

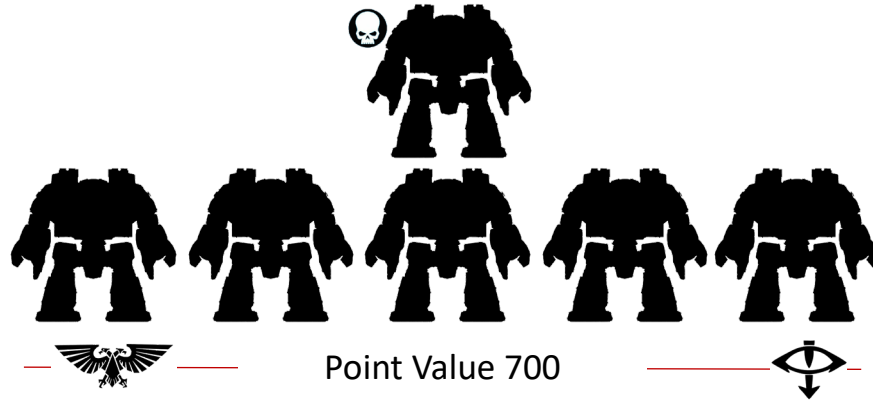
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[HQ1], [RA]
Mortis Type IV	15	4+	2/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[RA]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND LEVIATHAN TALON TYPE 1

The Legion Grand Leviathan Talon consists of 1 Command Leviathan Dreadnaught (Type 1) and 5 Leviathan Dreadnaughts (Type 1)



LEGION GRAND LEVIATHAN TALON TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

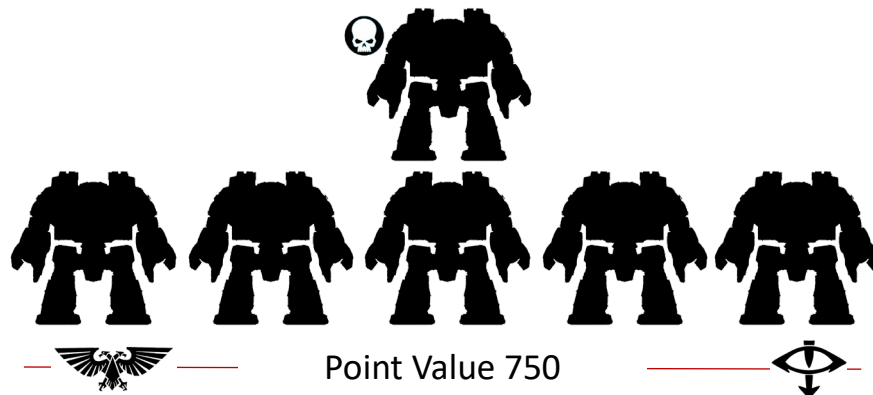
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	6/-4	Siege Claw/Drill [B,W] Melta-Guns Grenade Launcher [PH] Heavy Flamers [FW,A]	- 15 20 10	- 2 1 4	- -2 0 0	[HQ1], [DR2], [RA]
Leviathan Type 1	10	3+	5/-4	Siege Claw/Drill [B,W] Melta-Guns Grenade Launcher [PH] Heavy Flamers [FW,A]	- 15 20 10	- 2 1 4	- -2 0 0	[DR2], [RA]

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND LEVIATHAN TALON TYPE 2

The Legion Grand Leviathan Talon consists of 1 Command Leviathan Dreadnaught (Type 2) and 5 Leviathan Dreadnaughts (Type 2)



LEGION GRAND LEVIATHAN TALON TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

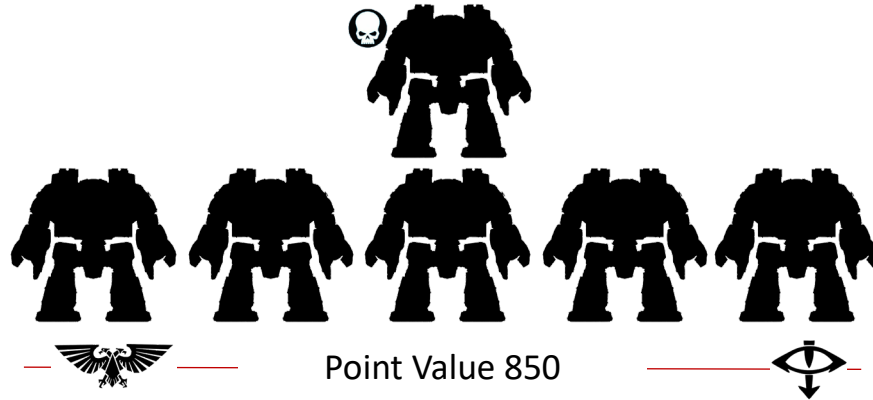
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	5/-3	Siege Claw/Drill [B,W] Storm Cannon TL Volkite Caliber [VK,TL2] Melta-Gun Grenade Launcher [PH]	- 25 15/30 15 20	- 6 2 1 1	- -1 -1 -2 0	[HQ1], [DR2], [RA]
Leviathan Type II	10	3+	4/-3	Siege Claw/Drill [B,W] Storm Cannon TL Volkite Caliber [VK,TL2] Melta-Gun Grenade Launcher [PH]	- 25 15/30 15 20	- 6 2 1 1	- -1 -1 -2 0	[DR2], [RA]

Victory Points 8 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND LEVIATHAN TALON TYPE 3

The Legion Grand Leviathan Talon consists of 1 Command Leviathan Dreadnaught (Type 1) and 5 Leviathan Dreadnaughts (Type 1)



LEGION GRAND LEVIATHAN TALON TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

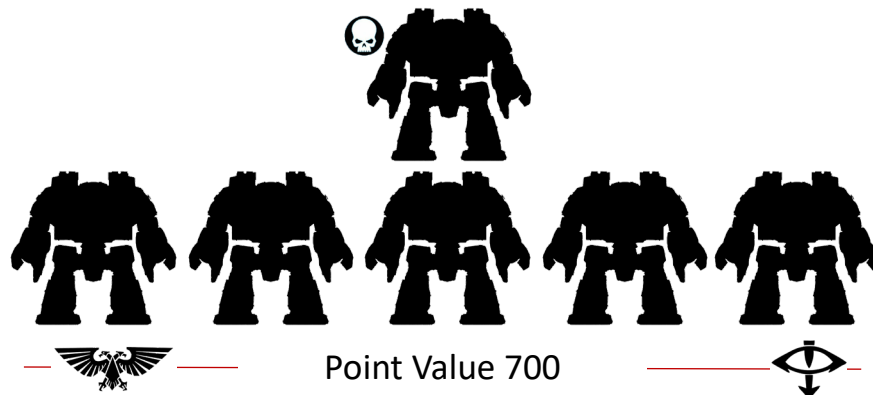
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	4/-2	Cyclonic Melta Lance [TL3]	20	1	-3	[HQ1], [DR2], [RA]
				Grav Flux Bombard [D2,IC,B,TL2]	20	1	-3	
				TL Volkite Caliver [VK,TL2]	15/30	1	-1	
				Grenade Launcher [PH]	20	1	0	
Leviathan Type III	10	3+	3/-2	Cyclonic Melta Lance [TL3]	20	1	-3	[DR2], [RA]
				Grav Flux Bombard [D2,IC,B,TL2]	20	1	-3	
				TL Volkite Caliver [VK,TL2]	15/30	1	-1	
				Grenade Launcher [PH]	20	1	0	

Victory Points 9

Your opponent gains 5 VPs when this Detachment is broken

LEGION GRAND LEVIATHAN TALON TYPE 4

The Legion Grand Leviathan Talon consists of 1 Command Leviathan Dreadnaught (Type 2) and 5 Leviathan Dreadnaughts (Type 2)



LEGION GRAND LEVIATHAN TALON TYPE 4

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

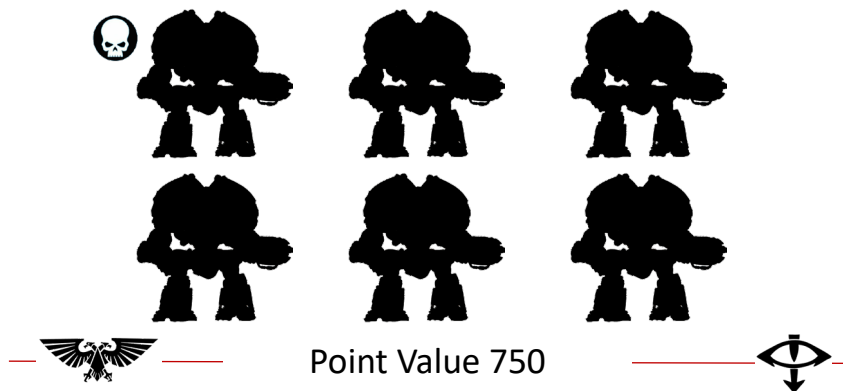
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	5/-3	Grav Flux Bombard [D,IC,B,TL2]	20	1	-3	[HQ1], [DR2], [RA]
				Siege Claw/Drill [B,W]	-	-	-	
				Melta-Gun	15	1	-2	
				Grenade Launcher [PH]	20	1	0	
				Heavy Flamers [FW,A]	10	4	0	
Leviathan Type IV	10	3+	4/-3	Grav Flux Bombard [D,IC,B,TL2]	20	1	-3	[DR2], [RA]
				Siege Claw/Drill [B,W]	-	-	-	
				Melta-Gun	15	1	-2	
				Grenade Launcher [PH]	20	1	0	
				Heavy Flamers [FW,A]	10	4	0	

Victory Points 7 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION SATURNINE TYPE 1 GRAND TALON

The Legion Saturnine Type 1 Grand Talon consists of 1 Command Saturnine Type 1 Dreadnaught and 5 Saturnine Type 1 Dreadnaughts.



LEGION SATURNINE TYPE 1 GRAND TALON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

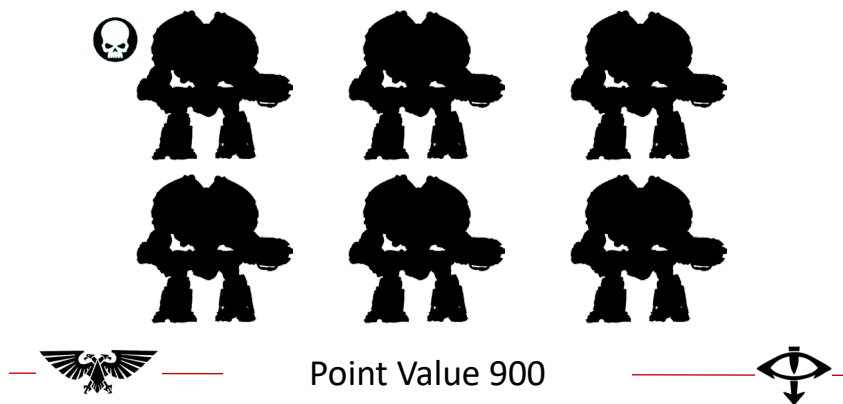
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-2	Disintegrator Cannon Heavy Plasma Bombard [Fire,B,AY] Photonic Incinerators [AP,FW,A]	25 20/35 10	3 2 4	-2 -3 -1	[HQ1], [DR2], [RA]
Saturnine Type 1	10	3+	3/-2	Disintegrator Cannon Heavy Plasma Bombard [Fire,B,AY] Photonic Incinerators [AP,FW,A]	25 20/35 10	3 2 4	-2 -3 -1	[DR2], [RA]

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

LEGION SATURNINE TYPE 2 GRAND TALON

The Legion Saturnine Type 2 Grand Talon consists of 1 Command Saturnine Type 2 Dreadnaught and 5 Saturnine Type 2 Dreadnaughts.



LEGION SATURNINE TYPE 2 GRAND TALON

Break Point 4: The Detachment is broken if it has lost 4 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	3+	3/-2	Graviton Pulveriser [D,I,C,B,TL2] Inversion Beamer [B2] Photonic Incinerators [AP,FW,A]	20 15/30 10	1 1 4	-4 -3 -1	[HQ1], [DR2], [RA]
Saturnine Type 2	10	3+	3/-2	Graviton Pulveriser [D,I,C,B,TL2] Inversion Beamer [B2] Photonic Incinerators [AP,FW,A]	20 15/30 10	1 1 4	-4 -3 -1	[DR2], [RA]

Victory Points 9

Your opponent gains 5 VPs when this Detachment is broken

STANDARD SUPPORT CARDS VEHICLES [3]

LEGION PREDATOR WITH ANNIHILATOR SQUADRON

The Legion Predator Annihilator Squadron consists of 1 Command Deimos Annihilator tank and 2 Predator Annihilator tanks



Point Value 250



LEGION PREDATOR WITH ANNIHILATOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	TL Lascannons [TL2]	25/50	1	-2	[HQ1]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	
Predator Annihilator	25	3+	2/-1	TL Lascannons [TL2]	25/50	1	-2	
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION PREDATOR WITH CONVERSION BEAMER SQUADRON

The Legion Predator Conversion Beamer Squadron consists of 1 Command Predator Conversion Beamer tank and 2 Predator Conversion Beamer tanks



Point Value 300



LEGION PREDATOR WITH CONVERSION BEAMER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Conversion Beamer [B2]	35/70	1	-3	[HQ1]
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	
Predator Conversion Beamer	25	3+	2/-1	Conversion Beamer [B2]	35/70	1	-3	
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION PREDATOR DESTRUCTOR SQUADRON

The Legion Predator Destructor Squadron consists of 1 Command Predator Destructor tank and 2 Predator Destructor tanks



Point Value 250



LEGION PREDATOR DESTRUCTOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

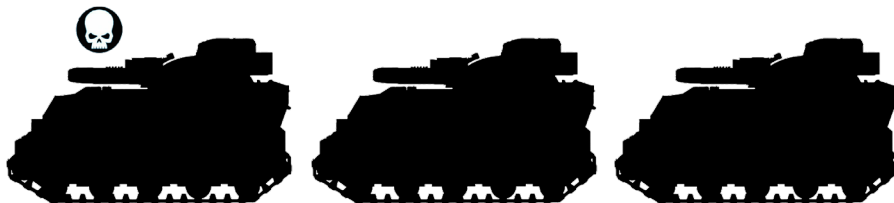
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Predator Cannon Bolters [AP] Heavy Flamers [FW,A]	25/20 25 10	3 4 2	-1 0 0	[HQ1]
Predator Destructor	25	3+	2/-1	Predator Cannon Bolters [AP] Heavy Flamers [FW,A]	25/20 25 10	3 4 2	-1 0 0	

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

LEGION PREDATOR EXECUTIONER SQUADRON

The Legion Predator Executioner Squadron consists of 1 Command Predator Executioner tank and 2 Predator Executioner tanks



Point Value 300



LEGION PREDATOR EXECUTIONER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	[HQ1], Special
Predator Executioner	25	3+	2/-1	Plasma Destroyer Bolters [AP] Heavy Flamers [FW,A]	20/35 25 10	6 4 2	-1 0 0	Special

Victory Points 3 VP

Your opponent gains 2 VP's when this Detachment is broken

LEGION PREDATOR INFERNUS SQUADRON

The Legion Predator Infernus Squadron consists of 1 Command Predator Infernus tank and 2 Predator Infernus tanks



Point Value 300



LEGION PREDATOR INFERNUS SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

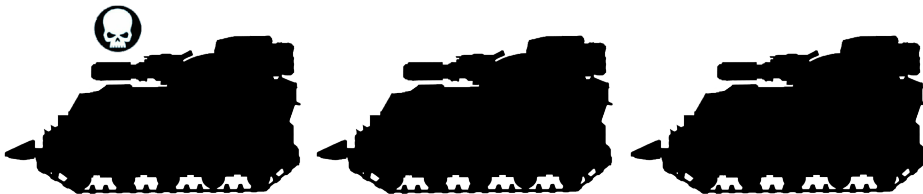
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Firestorm Cannon [FW]	25	6	0	[HQ1]
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	
Predator Infernus	25	3+	2/-1	Firestorm Cannon [FW]	25	6	0	
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION PREDATOR MELTA SQUADRON

The Legion Predator Melta Squadron consists of 1 Command Predator Melta tank and 2 Predator Melta tanks



Point Value 250



LEGION PREDATOR MELTA SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Magna Melta [B,W,TL2]	20	1	-3	[HQ1], Special
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	
Predator Melta	25	3+	2/-1	Magna Melta [B,W,TL2]	20	1	-3	Special
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION SICARAN ARCUS STRIKE TANK SQUADRON

The Legion Arcus Strike Tank Squadron consists of 1 Command Legion Sicaran Arcus Strike tank and 2 Legion Sicaran Arcus Strike tanks.



Point Value 250



LEGION SICARAN ARCUS STRIKE TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	[HQ1], Special
Arcus Strike	30	3+	2/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION SICARAN BATTLE TANK SQUADRON

The Legion Sicaran Battle Tank Squadron consists of 1 Command Legion Sicaran Battle tank and 2 Legion Sicaran Battle tanks.



Point Value 300



LEGION SICARAN BATTLE TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Accelerator Cannon [A,AA,TL2] Boltguns [AP]	25/50 25	3 2	-1 0	[HQ1]
Battle Tank	30	3+	2/-1	Accelerator Cannon [A,AA,TL2] Boltguns [AP]	25/50 25	3 2	-1 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION SICARAN OMEGA TANK DESTROYER SQUADRON

The Legion Sicaran Omega Tank Destroyer Squadron consists of 1 Command Legion Sicaran Omega tank Destroyer and 2 Legion Sicaran Omega tank Destroyers



Point Value 250



LEGION SICARAN OMEGA TANK DESTROYER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25	6 1 2	-1 -2 0	[HQ1]
Omega Tank Destroyer	30	3+	2/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25	6 1 2	-1 -2 0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION SICARAN PUNISHER ASSAULT TANK SQUADRON

The Legion Sicaran Punisher Assault Tank Squadron consists of 1 Command Legion Sicaran Punisher and 2 Legion Sicaran Punishers.



Point Value 300



LEGION SICARAN PUNISHER ASSAULT TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	[HQ1]
Punisher Assault Tank	30	3+	2/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION SICARAN VENATOR TANK DESTROYER SQUADRON

The Legion Sicaran Venator Squadron consists of 1 Command Legion Sicaran Venator tank destroyer and 2 Legion Sicaran Venator tank Destroyers



Point Value 200



LEGION SICARAN VENATOR TANK DESTROYER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Neutron Beam [HW,TL2] Boltguns [AP]	25/50 25	1 2	-3 0	[HQ1], Special
Venator	30	3+	2/-1	Neutron Beam [HW,TL2] Boltguns [AP]	25/50 25	1 2	-3 0	Special

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

LEGION SABRE STRIKE TANK DETACHMENT TYPE 1

The Legion Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank Type 1 and 2 Sabre Strike Tank Type 1.



Point Value 250



LEGION SABRE STRIKE TANK DETACHMENT (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	[HQ1]
Sabre Strike Type I	30	3+	2/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION SABRE STRIKE TANK DETACHMENT TYPE 2

The Legion Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank Type 2 and 2 Sabre Strike Tank Type 2.



Point Value 200



LEGION SABRE STRIKE TANK DETACHMENT TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	[HQ1], Special
Sabre Strike Type II	30	3+	2/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	Special

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

LEGION SABRE STRIKE TANK DETACHMENT TYPE 3

The Legion Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank Type 3 and 2 Sabre Strike Tank Type 3



Point Value 200



LEGION SABRE STRIKE TANK DETACHMENT TYPE 3

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

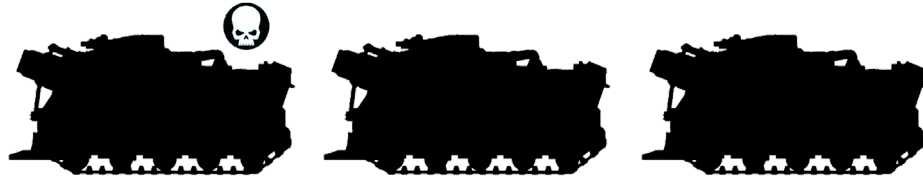
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	4/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	[HQ1]
Sabre Strike Type III	30	3+	3/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	

Victory Points 2 VP

Your opponent gains 1 VP when this Detachment is broken

LEGION VINDICATOR SIEGE TANK SQUADRON TYPE 1

The Legion Vindicator Siege Tank Squadron consists of 1 Command Legion Vindicator siege tank Type 1 and 2 Legion Vindicator Siege tanks Type 1



Point Value 200



LEGION VINDICATOR SIEGE TANK SQUADRON TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	2+	3/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[HQ1], [RA]
Vindicator Type I	25	2+	2/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[RA]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION VINDICATOR SIEGE TANK SQUADRON TYPE 2

The Legion Vindicator Siege Tank Squadron consists of 1 Command Legion Vindicator siege tank Type 2 and 2 Legion Vindicator Siege tanks Type 2



Point Value 200



LEGION VINDICATOR SIEGE TANK SQUADRON TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	[HQ1]
Vindicator Type II	25	3+	2/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

GRAND SUPPORT CARDS VEHICLES [3]

LEGION GRAND PREDATOR WITH ANNIHILATOR SQUADRON

The Legion Grand Predator Annihilator Squadron consists of 1 Command Predator Annihilator tank and 5 Predator Annihilator tanks



Point Value 450



LEGION GRAND PREDATOR WITH ANNIHILATOR SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

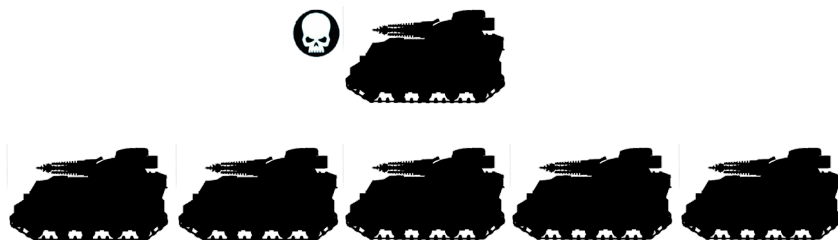
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 2 2	-2 -2 0	[HQ1]
Predator Annihilator	25	3+	2/-1	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 2 2	-2 -2 0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND PREDATOR WITH CONVERSION BEAMER SQUADRON

The Legion Grand Predator Conversion Beamer Squadron consists of 1 Command Predator Conversion Beamer tank and 5 Predator Conversion Beamer tanks



Point Value 550



LEGION GRAND PREDATOR WITH CONVERSION BEAMER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

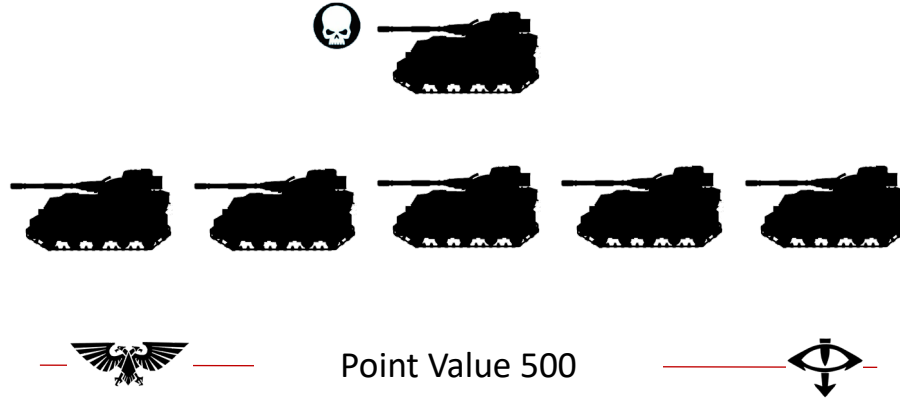
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Conversion Beamer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	[HQ1]
Predator Conversion Beamer	25	3+	2/-1	Conversion Beamer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND PREDATOR DESTRUCTOR SQUADRON

The Legion Grand Predator Destructor Squadron consists of 1 Command Predator Destructor tank and 5 Predator Destructor tanks



LEGION GRAND PREDATOR DESTRUCTOR SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

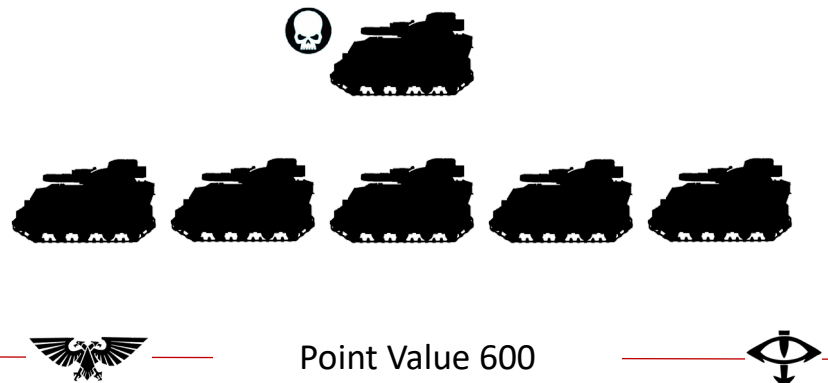
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Predator Cannon	25/20	3	-1	[HQ1]
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	
Predator Destructor	25	3+	2/-1	Predator Cannon	25/20	3	-1	
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND PREDATOR EXECUTIONER SQUADRON

The Legion Grand Predator Executioner Squadron consists of 1 Command Predator Executioner tank and 5 Predator Executioner tanks



LEGION GRAND PREDATOR EXECUTIONER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Plasma Destroyer	20/35	6	-1	[HQ1], Special
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	
Predator Executioner	25	3+	2/-1	Plasma Destroyer	20/35	6	-1	Special
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND PREDATOR INFERNUS SQUADRON

The Legion Grand Predator Infernus Squadron consists of 1 Command Predator Infernus tank and 5 Predator Infernus tanks



Point Value 600



LEGION GRAND PREDATOR INFERNUS SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Firestorm Cannon [FW]	25	6	0	[HQ1]
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	
Predator Infernus	25	3+	2/-1	Firestorm Cannon [FW]	25	6	0	
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND PREDATOR MELTA SQUADRON

The Legion Grand Predator Melta Squadron consists of 1 Command Predator Melta tank and 5 Predator Melta tanks



Point Value 500



LEGION GRAND PREDATOR MELTA SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Magna Melta [B,W,TL2]	20	1	-3	[HQ1], Special
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	
Predator Melta	25	3+	2/-1	Magna Melta [B,W,TL2]	20	1	-3	Special
				Bolters [AP]	25	4	0	
				Heavy Flamers [FW,A]	10	2	0	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND SICARAN ARCUS STRIKE TANK SQUADRON

The Legion Grand Sicaran Arcus Strike Tank Squadron consists of 1 Command Sicaran Arcus Strike tank and 5 Sicaran Arcus Strike tanks.



Point Value 450



LEGION GRAND SICARAN ARCUS STRIKE TANK SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	[HQ1], Special
Arcus Strike	30	3+	2/-1	Arcus Launcher [AA] Skyspear Warhead Arcus Warhead Pyrax Warhead [FW,B] Boltguns [AP]	- 25/50 20/35 20/35 25	- 2 2 2 2	- -1 -2 0 0	Special

Victory Points 5

Your opponent gains 3 VP's when this Detachment is broken

LEGION GRAND SICARAN BATTLE TANK SQUADRON

The Legion Grand Sicaran Battle Tank Squadron consists of 1 Command Legion Sicaran Battle tank and 5 Legion Sicaran Battle tanks.



Point Value 600



LEGION GRAND SICARAN BATTLE TANK SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Accelerator Cannon [A,AA,TL2] Boltguns [AP]	25/50 25	3 2	-1 0	[HQ1]
Battle Tank	30	3+	2/-1	Accelerator Cannon [A,AA,TL2] Boltguns [AP]	25/50 25	3 2	-1 0	

Victory Points 6 VP

Your opponent gains 3 VP's when this Detachment is broken

LEGION GRAND SICARAN OMEGA TANK DESTROYER SQUADRON

The Legion Sicaran Omega Tank Destroyer Squadron consists of 1 Command Legion Sicaran Omega tank Destroyer and 5 Legion Sicaran Omega tank Destroyers



Point Value 450



LEGION GRAND SICARAN OMEGA TANK DESTROYER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25	6 1 2	-1 -2 0	[HQ1]
Omega Tank Destroyer	30	3+	2/-1	Omega Plasma Array Volley Sustained Burn [TL2,HW] Boltguns [AP]	25	6 1 2	-1 -2 0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND SICARAN PUNISHER ASSAULT TANK SQUADRON

The Legion Sicaran Punisher Assault Tank Squadron consists of 1 Command Legion Sicaran Punisher and 5 Legion Sicaran Punishers.



Point Value 550



LEGION GRAND SICARAN PUNISHER ASSAULT TANK SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

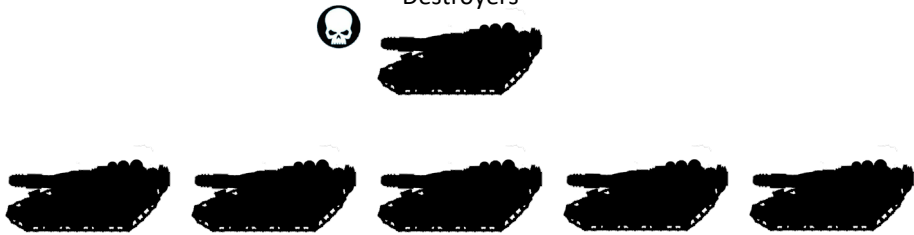
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	[HQ1]
Punisher Assault Tank	30	3+	2/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND SICARAN VENATOR TANK DESTROYER SQUADRON

The Legion Sicaran Venator Squadron consists of 1 Command Legion
Sicaran Venator tank destroyer and 5 Legion Sicaran Venator tank
Destroyers



Point Value 400



LEGION GRAND SICARAN VENATOR TANK DESTROYER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

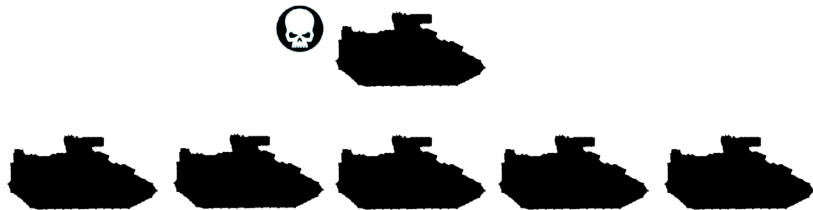
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Neutron Beam [HW,TL2] Boltguns [AP]	25/50 25	1 2	-3 0	[HQ1], Special
Venator	30	3+	2/-1	Neutron Beam [HW,TL2] Boltguns [AP]	25/50 25	1 2	-3 0	Special

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND SABRE STRIKE TANK DETACHMENT TYPE 1

The Sabre Strike Tank Detachment consists of 1 command Sabre Strike
Tank Type 1 and 5 Sabre Strike Tank Type 1.



Point Value 450



LEGION GRAND SABRE STRIKE TANK DETACHMENT (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	[HQ1]
Sabre Strike Type I	30	3+	2/-1	Anvillus Snub Autocannon [TL2] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-3 -1 0	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND SABRE STRIKE TANK DETACHMENT TYPE 2

The Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank Type 2 and 5 Sabre Strike Tank Type 2.



Point Value 350



LEGION GRAND SABRE STRIKE TANK DETACHMENT TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	[HQ1], Special
Sabre Strike Type II	30	3+	2/-1	Neutron Blaster [HW] Sabre Missile [TL2] Boltguns [AP]	25 20/35 25	1 1 2	-2 -1 0	Special

Victory Points 4

Your opponent gains 2 VP's when this Detachment is broken

LEGION GRAND SABRE STRIKE TANK DETACHMENT TYPE 3

The Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank Type 3 and 5 Sabre Strike Tank Type 3



Point Value 350



LEGION GRAND SABRE STRIKE TANK DETACHMENT TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	4/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	[HQ1]
Sabre Strike Type III	30	3+	3/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	

Victory Points 4 VP

Your opponent gains 2 VP's when this Detachment is broken

LEGION GRAND VINDICATOR SIEGE TANK SQUADRON TYPE 1

The Legion Vindicator Siege Tank Squadron consists of 1 Command Legion Vindicator siege tank Type 1 and 5 Legion Vindicator Siege tanks Type 1



Point Value 350



LEGION GRAND VINDICATOR SIEGE TANK SQUADRON TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

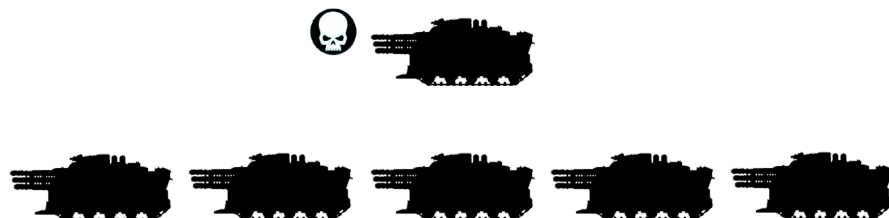
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	2+	3/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[HQ1], [RA]
Vindicator Type I	25	2+	2/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[RA]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND VINDICATOR SIEGE TANK SQUADRON TYPE 2

The Legion Vindicator Siege Tank Squadron consists of 1 Command Legion Vindicator siege tank Type 2 and 5 Legion Vindicator Siege tanks Type 2



Point Value 350



LEGION GRAND VINDICATOR SIEGE TANK SQUADRON TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	[HQ1]
Vindicator Type II	25	3+	2/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

HEAVY VEHICLES [3]

LEGION ACHILLES LAND RAIDER SQUADRON

The Legion Achilles Land Raider Squadron consists of 1 Command Achilles Land Raider and 2 Achilles Land Raiders.



Point Value 400



LEGION ACHILLES LAND RAIDER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	TL Multimeltas [TL2] Quad Launcher [AY] Frag [B] Flamer [FW] Bolters [AP]	25 - 30/60 10 25	2 - 2 2 2	-3 - -1 0 0	[HQ1], [DR2], [RA], [AG] [TR1]
Achilles	20	2+	3/-2	TL Multimeltas [TL2] Quad Launcher [AY] Frag [B] Flamer [FW] Bolters [AP]	25 - 30/60 10 25	2 - 2 2 2	-3 - -1 0 0	[DR2], [RA], [AG] [TR1]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION ACHILLES ALPHA LAND RAIDER SQUADRON

The Legion Achilles Alpha Land Raider Squadron consists of 1 Command Achilles Alpha Land Raider and 2 Achilles Alpha Land Raiders.



Point Value 450



LEGION ACHILLES ALPHA LAND RAIDER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	TL Volkite Culverins [TL2,VK] Quad Launcher [AY] Frag [B] Flamer [FW] Bolters [AP]	25/45 - 30/60 10 25	4 - 2 2 2	-1 - -1 0 0	[HQ1], [DR2], [RA], [AG] [TR1]
Achilles Alpha	20	2+	3/-2	TL Volkite Culverins [TL2,VK] Quad Launcher [AY] Frag [B] Flamer [FW] Bolters [AP]	25/45 - 30/60 10 25	4 - 2 2 2	-1 - -1 0 0	[DR2], [RA], [AG] [TR1]

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION PROTEUS LAND RAIDER SQUADRON

The Legion Proteus Land Raider Squadron consists of 1 Command Proteus Land Raider and 2 Proteus Land Raiders.



Point Value 300



LEGION PROTEUS LAND RAIDER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	2+	4/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[HQ1], [DR2], [TR2]
Proteus	25	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION CEREBUS HEAVY TANK DESTROYER SQUADRON

The Legion Cerebus Heavy Tank Destroyer Squadron consists of 1 Command Cerebus heavy tank and 2 Legion Cerebus heavy tanks



Point Value 350



LEGION CEREBUS HEAVY TANK DESTROYER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[HQ1], [DR2]
Cerebus	15	2+	3/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[DR2]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION KRATOS HEAVY TANK SQUADRON TYPE 1

The Legion Kratos Heavy Tank Squadron Type 1 consists of 1 Command Kratos Heavy Tank Type 1 and 2 Kratos Heavy Tanks Type 1



Point Value 450



LEGION KRATOS HEAVY TANK SQUADRON TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	Kratos Battlecannon [M] Armor Piercing High Explosive [B] Volkite Culverins [VK, TL2] Autocannon [TL2] Bolters [AP]	35/70 - - 25/50 25/50 25	- 1 2 2 1 6	- -4 -2 -1 -1 0	[HQ1], [DR2], [RA]
Kratos Type I	20	2+	3/-2	Kratos Battlecannon [M] Armor Piercing High Explosive [B] Volkite Culverins [VK, TL2] Autocannon [TL2] Bolters [AP]	35/70 - - 25/50 25/50 25	- 1 2 2 1 6	- -4 -2 -1 -1 0	[DR2], [RA]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION KRATOS HEAVY TANK SQUADRON TYPE 2

The Legion Kratos Heavy Tank Squadron Type 2 consists of 1 Command Kratos Heavy Tank Type 2 and 2 Kratos Heavy Tanks Type 2



Point Value 450



LEGION KRATOS HEAVY TANK SQUADRON TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	Melta Blastgun Lascannons Autocannon [TL2] Bolters [AP]	20/35 25/50 25/50 25	4 2 1 6	-3 -2 -1 0	[HQ1], [DR2], [RA]
Kratos Type II	20	2+	3/-2	Melta Blastgun Lascannons Autocannon [TL2] Bolters [AP]	20/35 25/50 25/50 25	4 2 1 6	-3 -2 -1 0	[DR2], [RA]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION KRATOS HEAVY TANK SQUADRON TYPE 3

The Legion Kratos Heavy Tank Squadron Type 3 consists of 1 Command Kratos Heavy Tank Type 3 and 2 Kratos Heavy Tanks Type 3



Point Value 500



LEGION KRATOS HEAVY TANK SQUADRON TYPE 3

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	Volkite Cardanelle [VK]	30/45	8	-1	[HQ1], [DR2], [RA]
				Autocannon [TL2]	25/50	1	-1	
				Bolters [AP]	25	6	0	
Kratos Type III	20	2+	3/-2	Volkite Cardanelle [VK]	30/45	8	-1	[DR2], [RA]
				Autocannon [TL2]	25/50	1	-1	
				Bolters [AP]	25	6	0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION MALCADOR ASSAULT TANK SQUADRON TYPE 1

The Legion Malcador Assault Tank Squadron Type 1 consists of 1 Command Malcador Assault Tank Type 1 and 2 Legion Malcador Assault Tank Type 1



Point Value 350



LEGION MALCADOR ASSAULT TANK SQUADRON TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	3/-2	Battlecannon [B]	35/70	1	-2	[HQ1], [DR2]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	1	-1	
Malcador Type I	15	2+	3/-2	Bolters [AP]	25	2	0	[DR2]
				Battlecannon [B]	35/70	1	-2	
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	1	-1	
				Bolters [AP]	25	2	0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION MALCADOR ASSAULT TANK SQUADRON TYPE 2

The Legion Malcador Assault Tank Squadron Type 2 consists of 1 Command Malcador Assault Tank Type 2 and 2 Legion Malcador Assault Tank Type 2



Point Value 250



LEGION MALCADOR ASSAULT TANK SQUADRON TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	3/-2	TL Lascannons [TL2]	25/50	1	-2	[HQ1], [DR2]
				Lascannons	25/50	3	-2	
				Bolters [AP]	25	2	0	
Malcador Type II	15	2+	3/-2	TL Lascannons [TL2]	25/50	1	-2	[DR2]
				Lascannons	25/50	3	-2	
				Bolters [AP]	25	2	0	

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

LEGION TYPHON HEAVY SIEGE TANK SQUADRON

The Legion Typhon Heavy Siege Tank Squadron consists of 1 Command Typhon Heavy Siege Tank and 2 Typhon Heavy Siege Tanks.



Point Value 350



LEGION TYPHON HEAVY SIEGE TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-2	Dreadhammer Siege Cannon [B,W,IC,M]	25/50	3	-3	[HQ1], [DR2]
				Bolters [AP]	25	2	0	
Typhon	15	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M]	25/50	3	-3	[DR2]
				Bolters [AP]	25	2	0	

Victory Points 4 VP

Your opponent gains 2 VP's when this Detachment is broken

GRAND SUPPORT CARDS

HEAVY VEHICLES [3]

LEGION GRAND ACHILLES LAND RAIDER SQUADRON

The Legion Grand Achilles Land Raider Squadron consists of 1 Command Achilles Land Raider and 5 Achilles Land Raiders.












Point Value 800



LEGION GRAND ACHILLES LAND RAIDER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	TL Multimeltas [TL2]	25	2	-3	[HQ1], [DR2], [RA], [AG] [TR1]
				Quad Launcher [AY]	-	-	-	
				Frag [B]	30/60	2	-1	
				Flamer [FW]	10	2	0	
				Bolters [AP]	25	2	0	
Achilles	20	2+	3/-2	TL Multimeltas [TL2]	25	2	-3	[DR2], [RA], [AG] [TR1]
				Quad Launcher [AY]	-	-	-	
				Frag [B]	30/60	2	-1	
				Flamer [FW]	10	2	0	
				Bolters [AP]	25	2	0	

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND ACHILLES ALPHA LAND RAIDER SQUADRON

The Legion Grand Achilles Alpha Land Raider Squadron consists of 1 Command Achilles Alpha Land Raider and 5 Achilles Alpha Land Raiders.












Point Value 850



LEGION GRAND ACHILLES ALPHA LAND RAIDER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	TL Volkite Culverins [TL2,VK]	25/45	4	-1	[HQ1], [DR2], [RA], [AG] [TR1]
				Quad Launcher [AY]	-	-	-	
				Frag [B]	30/60	2	-1	
				Flamer [FW]	10	2	0	
				Bolters [AP]	25	2	0	
Achilles Alpha	20	2+	3/-2	TL Volkite Culverins [TL2,VK]	25/45	4	-1	[DR2], [RA], [AG] [TR1]
				Quad Launcher [AY]	-	-	-	
				Frag [B]	30/60	2	-1	
				Flamer [FW]	10	2	0	
				Bolters [AP]	25	2	0	

Victory Points 9 VP

Your opponent gains 5 VPs when this Detachment is broken

LEGION GRAND PROTEUS LAND RAIDER SQUADRON

The Legion Grand Proteus Land Raider Squadron consists of 1 Command Proteus Land Raider and 5 Proteus Land Raiders.



Point Value 550



LEGION GRAND PROTEUS LAND RAIDER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	2+	4/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[HQ1], [DR2], [TR2]
Proteus	25	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2]

Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND CEREBUS HEAVY TANK DESTROYER SQUADRON

The Legion Grand Cerebus Heavy Tank Destroyer Squadron consists of 1 Command Cerebus heavy tank and 5 Legion Cerebus heavy tanks



Point Value 650



LEGION GRAND CEREBUS HEAVY TANK DESTROYER SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

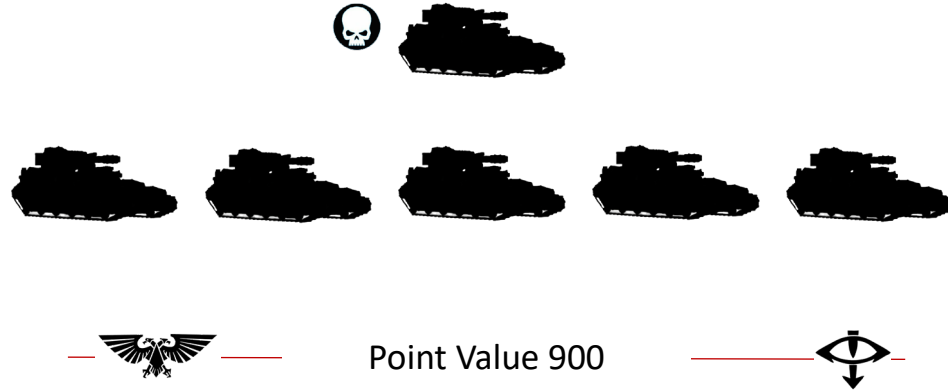
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[HQ1], [DR2]
Cerebus	15	2+	3/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[DR2]

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND KRATOS HEAVY TANK SQUADRON TYPE 1

The Legion Grand Kratos Heavy Tank Squadron Type 1 consists of 1 Command Kratos Heavy Tank Type 1 and 5 Kratos Heavy Tanks Type 1



LEGION GRAND KRATOS HEAVY TANK SQUADRON TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

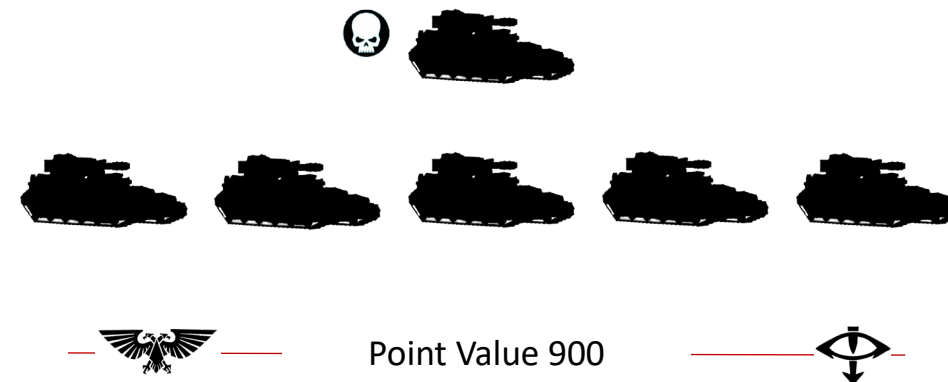
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	Kratos Battlecannon [M] Armor Piercing High Explosive [B] Volkite Culverins [VK, TL2] Autocannon [TL2] Bolters [AP]	35/70 - - 25/50 25/50 25	- 1 2 2 1 6	- -4 -2 -1 -1 0	[HQ1], [DR2], [RA]
Kratos Type I	20	2+	3/-2	Kratos Battlecannon [M] Armor Piercing High Explosive [B] Volkite Culverins [VK, TL2] Autocannon [TL2] Bolters [AP]	35/70 - - 25/50 25/50 25	- 1 2 2 1 6	- -4 -2 -1 -1 0	[DR2], [RA]

Victory Points 9

Your opponent gains 5 VPs when this Detachment is broken

LEGION GRAND KRATOS HEAVY TANK SQUADRON TYPE 2

The Legion Grand Kratos Heavy Tank Squadron Type 2 consists of 1 Command Kratos Heavy Tank Type 2 and 5 Kratos Heavy Tanks Type 2



LEGION GRAND KRATOS HEAVY TANK SQUADRON TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	Melta Blastgun Lascannons Autocannon [TL2] Bolters [AP]	20/35 25/50 25/50 25	4 2 1 6	-3 -2 -1 0	[HQ1], [DR2], [RA]
Kratos Type II	20	2+	3/-2	Melta Blastgun Lascannons Autocannon [TL2] Bolters [AP]	20/35 25/50 25/50 25	4 2 1 6	-3 -2 -1 0	[DR2], [RA]

Victory Points 9

Your opponent gains 5 VPs when this Detachment is broken

LEGION GRAND KRATOS HEAVY TANK SQUADRON TYPE 3

The Legion Grand Kratos Heavy Tank Squadron Type 3 consists of 1 Command Kratos Heavy Tank Type 3 and 5 Kratos Heavy Tanks Type 3



Point Value 950



LEGION GRAND KRATOS HEAVY TANK SQUADRON TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	20	2+	4/-2	Volkite Cardanelle [VK] Autocannon [TL2] Bolters [AP]	30/45 25/50 25	8 1 6	-1 -1 0	[HQ1], [DR2], [RA]
Kratos Type III	20	2+	3/-2	Volkite Cardanelle [VK] Autocannon [TL2] Bolters [AP]	30/45 25/50 25	8 1 6	-1 -1 0	[DR2], [RA]

Victory Points 10

Your opponent gains 5 VPs when this Detachment is broken

LEGION GRAND MALCADOR ASSAULT TANK SQUADRON TYPE 1

The Legion Grand Malcador Assault Tank Squadron Type 1 consists of 1 Command Malcador Assault Tank Type 1 and 5 Legion Malcador Assault Tank Type 1



Point Value 650



LEGION GRAND MALCADOR ASSAULT TANK SQUADRON TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	3/-2	Battlecannon [B] Demolisher Cannon [B2,W,M] Sponson Autocannons [TL2] Bolters [AP]	35/70 25/50 25/50 25	1 1 1 2	-2 -3 -1 0	[HQ1], [DR2]
Malcador Type I	15	2+	3/-2	Battlecannon [B] Demolisher Cannon [B2,W,M] Sponson Autocannons [TL2] Bolters [AP]	35/70 25/50 25/50 25	1 1 1 2	-2 -3 -1 0	[DR2]

Victory Points 7

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND MALCADOR ASSAULT TANK SQUADRON TYPE 2

The Legion Grand Malcador Assault Tank Squadron Type 2 consists of 1 Command Malcador Assault Tank Type 2 and 5 Legion Malcador Assault Tank Type 2



Point Value 500



LEGION GRAND MALCADOR ASSAULT TANK SQUADRON TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[HQ1], [DR2]
Malcador Type II	15	2+	3/-2	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[DR2]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND TYPHON HEAVY SIEGE TANK SQUADRON

The Legion Grand Typhon Heavy Siege Tank Squadron consists of 1 Command Typhon Heavy Siege Tank and 5 Typhon Heavy Siege Tanks.



Point Value 650



LEGION GRAND TYPHON HEAVY SIEGE TANK SQUADRON

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[HQ1], [DR2]
Typhon	15	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[DR2]

Victory Points 7 VP

Your opponent gains 4 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

SUPER HEAVY VEHICLES [4]

LEGION ASCALON SUPER HEAVY TANK TYPE I

The Legion Ascalon Super Heavy Tank Type I consists of 1 Command Ascalon Super Heavy Tank Type I.



Point Value 200



LEGION ASCALON SUPER HEAVY TANK TYPE I

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[HQ1], [DR4]
Ascalon Type I	15	2+	4/-3	Inferno Gun [FW] Laser Destroyer [TL3] Bolters [AP]	25 20/35 25	9 2 2	-2 -3 0	[DR4]

Victory Points 2 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION ASCALON SUPER HEAVY TANK TYPE II

The Legion Ascalon Super Heavy Tank Type II consists of 1 Command Ascalon Super Heavy Tank Type II.



Point Value 200



LEGION ASCALON SUPER HEAVY TANK TYPE II

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

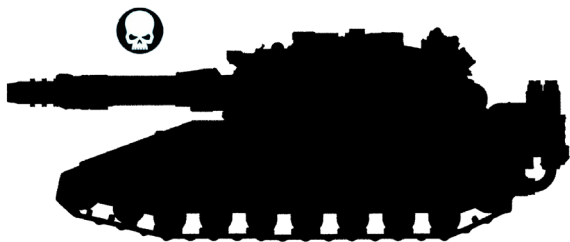
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[HQ1], [DR4]
Ascalon Type II	15	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[DR4]

Victory Points 2 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION FALCHION SUPER HEAVY TANK TYPE I DESTROYER

The Legion Falchion Super Heavy Tank Type I consists of 1 Command Falchion Super Heavy Tank Type I.



Point Value 300



LEGION FALCHION SUPER HEAVY TANK TYPE I DESTROYER

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

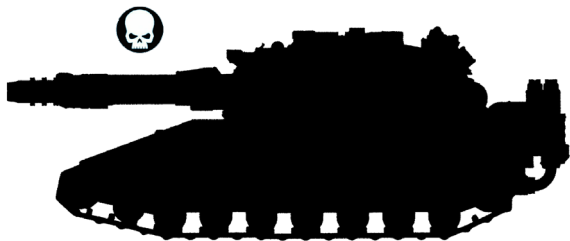
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[HQ1], [DR4]
Falchion Type I	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4] Bolters [AP]	60/120 25/50 25	1 2 2	-4 -2 0	[DR4]

Victory Points 3 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION FALCHION SUPER HEAVY TANK TYPE II DESTROYER

The Legion Falchion Super Heavy Tank Type II consists of 1 Command Falchion Super Heavy Tank Type II.



Point Value 300



LEGION FALCHION SUPER HEAVY TANK TYPE II DESTROYER

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

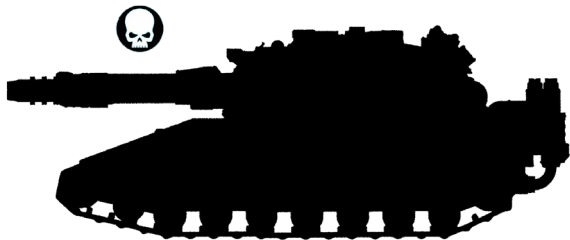
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[HQ1], [DR4]
Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[DR4]

Victory Points 3 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION FALCHION SUPER HEAVY TANK TYPE III DESTROYER

The Legion Falchion Super Heavy Tank Type III consists of 1 Command Falchion Super Heavy Tank Type III.



Point Value 250



LEGION FALCHION SUPER HEAVY TANK TYPE III DESTROYER

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

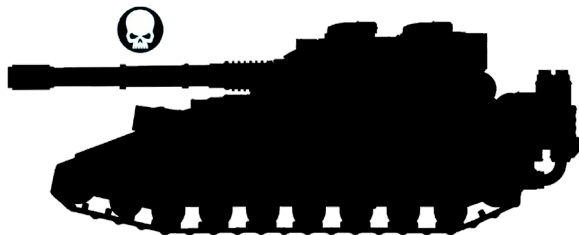
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Laser Destroyer [TL3] Bolters [AP]	60/120 20/35 25	1 2 2	-4 -3 0	[HQ1], [DR4]
Falchion Type III	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Laser Destroyer [TL3] Bolters [AP]	60/120 20/35 25	1 2 2	-4 -3 0	[DR4]

Victory Points 3 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION FELLBLADE SUPER HEAVY TANK TYPE 1

The Legion Fellblade Super Heavy Tank consists of 1 Legion Fellblade Super Heavy Tank Type 1.



Point Value 300



LEGION FELLBLADE SUPER HEAVY TANK TYPE 1

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

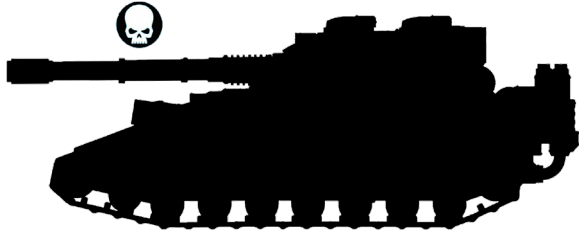
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Quad Lascannons [TL4] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 25/50 25/50 25	- 1 6 2 1 6	- -4 -2 -2 -3 0	[HQ1], [DR4]
Fellblade Type I	15	2+	4/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Quad Lascannons [TL4] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 25/50 25/50 25	- 1 6 2 1 6	- -4 -2 -2 -3 0	[DR4]

Victory Points 3

Your opponent gains 3 VPs when this Detachment is broken

LEGION FELLBLADE SUPER HEAVY TANK TYPE 2

The Legion Fellblade Super Heavy Tank consists of 1 Command Fellblade Super Heavy Tank Type 2.



Point Value 250



LEGION FELLBLADE SUPER HEAVY TANK TYPE 2

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

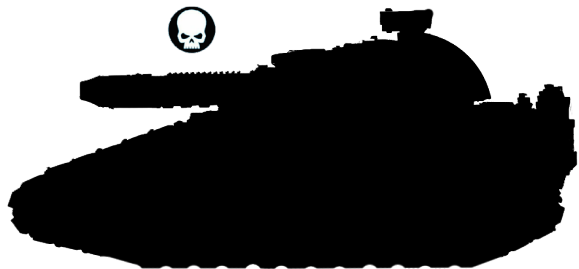
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Laser Destroyer [TL3] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 20/35 25/50 25	- 1 6 2 1 6	- -4 -2 -3 -3 0	[HQ1], [DR4]
Fellblade Type II	15	2+	4/3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Laser Destroyer [TL3] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 20/35 25/50 25	- 1 6 2 1 6	- -4 -2 -3 -3 0	[DR4]

Victory Points 3

Your opponent gains 3 VPs when this Detachment is broken

LEGION GLAIVE SUPER HEAVY SPECIAL WEAPONS TANK

The Legion Glaive Super Heavy Tank consists of 1 Command Glaive Super Heavy Tank.



Point Value 300



LEGION GLAIVE SUPER HEAVY SPECIAL WEAPONS TANK

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

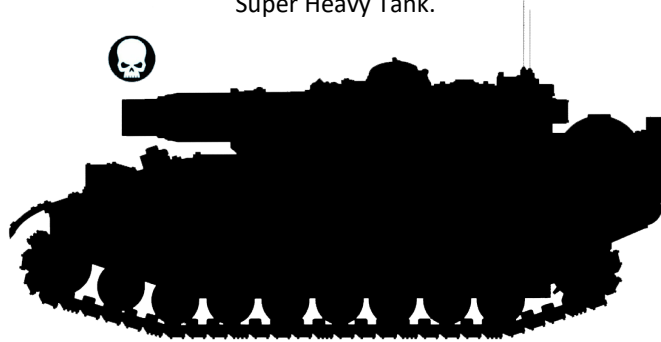
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/3	Volkite Carronade [VK,HW,IC] Quad Lascannons [TL4] Bolters [AP]	25/50 25/50 25	8 2 6	-2 -2 0	[HQ1], [DR4]
Glaive	15	2+	4/3	Volkite Carronade [VK,HW,IC] Quad Lascannons [TL4] Bolters [AP]	25/50 25/50 25	8 2 6	-2 -2 0	[DR4]

Victory Points 3 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION STORMBLADE SUPER HEAVY TANK

The Legion Stormblade Detachment consists of 1 Command Stormblade Super Heavy Tank.



Point Value 200



LEGION STORMBLADE SUPER HEAVY TANK

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[HQ1], [DR3], Special
Stormblade	15	2+	4/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[DR3], Special

Victory Points 2

Your opponent gains 2 VP's when this Detachment is broken

GRAND SUPPORT CARDS SUPER HEAVY VEHICLES [4]

LEGION GRAND ASCALON SUPER HEAVY TANKS TYPE I

The Legion Ascalon Super Heavy Tanks Type I consists of 1 Command Ascalon Super Heavy Tank Type I and 2 Ascalon Super Heavy Tanks Type I.



Point Value 650



LEGION GRAND ASCALON SUPER HEAVY TANKS TYPE I

Break Point 2: The Detachment is broken if it has lost 2 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	Inferno Gun [FW]	25	9	-2	[HQ1], [DR4]
				Laser Destroyer [TL3]	20/35	2	-3	
				Bolters [AP]	25	2	0	
Ascalon Type I	15	2+	4/-3	Inferno Gun [FW]	25	9	-2	[DR4]
				Laser Destroyer [TL3]	20/35	2	-3	
				Bolters [AP]	25	2	0	

Victory Points 7 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND ASCALON SUPER HEAVY TANKS TYPE II

The Legion Ascalon Super Heavy Tank Type II consists of 1 Command Ascalon Super Heavy Tank Type II and 2 Ascalon Super Heavy Tanks Type II.



Point Value 650



LEGION GRAND ASCALON SUPER HEAVY TANKS TYPE II

Break Point 2: The Detachment is broken if it has lost 2 models.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	Inferno Gun [FW]	25	9	-2	[HQ1], [DR4]
				Bolters [AP]	25	14	0	
Ascalon Type II	15	2+	4/-3	Inferno Gun [FW]	25	9	-2	[DR4]
				Bolters [AP]	25	14	0	

Victory Points 7 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND FALCHION SUPER HEAVY TANK TYPE I DESTROYERS

The Legion Grand Falchion Super Heavy Tank consists of 1 Command
Falchion Super Heavy Tank Type I and 2 Falchion Super Heavy Tanks Type I.



Point Value 850



LEGION GRAND FALCHION SUPER HEAVY TANK TYPE I DESTROYERS

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	TL Neutron Wave Cannon	60/120	1	-4	[HQ1], [DR4]
				[TL2,D2,B,M,HY]	25/50	2	-2	
				Quad Lascannons [TL4] Bolters [AP]	25	2	0	
Falchion Type I	15	2+	4/-3	TL Neutron Wave Cannon	60/120	1	-4	[DR4]
				[TL2,D2,B,M,HY]	25/50	2	-2	
				Quad Lascannons [TL4] Bolters [AP]	25	2	0	

Victory Points 9 VP

Your opponent gains 5 VPs when this Detachment is broken

LEGION GRAND FALCHION SUPER HEAVY TANK TYPE II DESTROYERS

The Legion Grand Falchion Super Heavy Tank consists of 1 Command
Falchion Super Heavy Tank Type II and 2 Falchion Super Heavy Tanks Type II.



Point Value 850



LEGION GRAND FALCHION SUPER HEAVY TANK TYPE II DESTROYERS

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

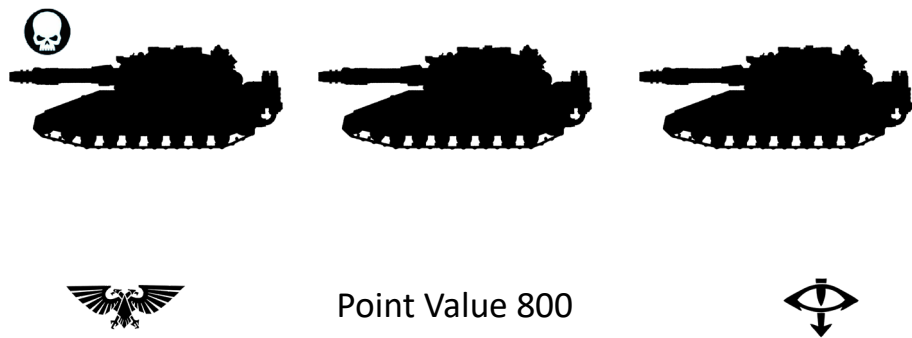
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	TL Neutron Wave Cannon	60/120	1	-4	[HQ1], [DR4]
				[TL2,D2,B,M,HY]	25	2	0	
				Bolters [AP]				
Falchion Type II	15	2+	4/-3	TL Neutron Wave Cannon	60/120	1	-4	[DR4]
				[TL2,D2,B,M,HY]	25	2	0	
				Bolters [AP]				

Victory Points 9 VP

Your opponent gains 5 VPs when this Detachment is broken

LEGION GRAND FALCHION SUPER HEAVY TANK TYPE III DESTROYERS

The Legion Grand Falchion Super Heavy Tank consists of 1 Command Falchion Super Heavy Tank Type III and 2 Falchion Super Heavy Tanks Type I.



LEGION GRAND FALCHION SUPER HEAVY TANK TYPE III DESTROYERS

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

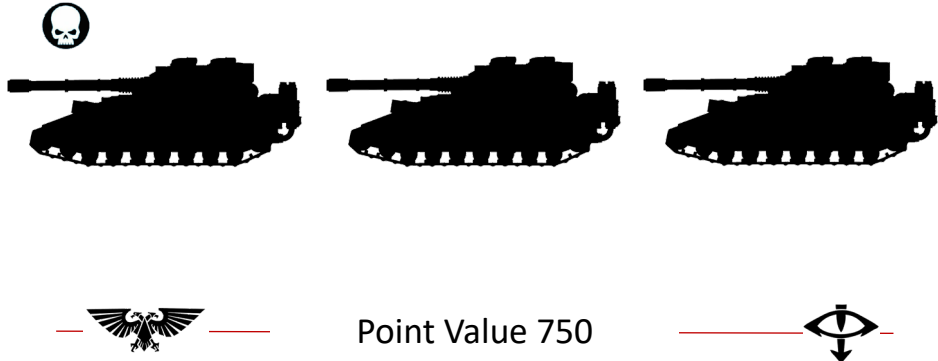
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	4/-3	TL Neutron Wave Cannon	60/120	1	-4	[HQ1], [DR4]
				[TL2,D2,B,M,HY] Laser Destroyer [TL3]	20/35	2	-3	
				Bolters [AP]	25	2	0	
Falchion Type III	15	2+	4/-3	TL Neutron Wave Cannon	60/120	1	-4	[DR4]
				[TL2,D2,B,M,HY] Laser Destroyer [TL3]	20/35	2	-3	
				Bolters [AP]	25	2	0	

Victory Points 8 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND FELLBLADE SUPER HEAVY TANKS TYPE 1

The Legion Grand Fellblade Super Heavy Tank Type 1 consists of 1 Command Fellblade Super Heavy Tank Type 1 and 2 Fellblade Super Heavy Tanks Type 1.



LEGION GRAND FELLBLADE SUPER HEAVY TANKS TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

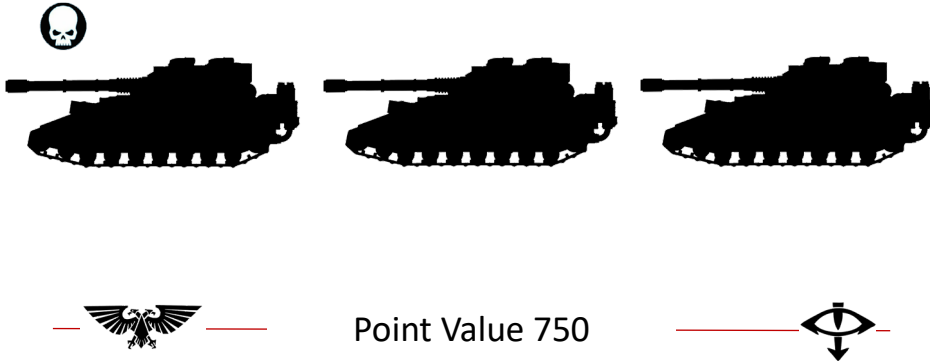
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/-3	TL Accelerator Cannon	50/100	-	-	[HQ1], [DR4]
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	
				Quad Lascannons [TL4]	25/50	2	-2	
				Demolisher Siege Cannon [B2,W,M]	25/50	1	-3	
Fellblade Type I	15	2+	4/-3	Bolters [AP]	25	6	0	[DR4]
				TL Accelerator Cannon	50/100	-	-	
				Armor Piercing [TL2,B,M]		1	-4	
				High Explosive [B]		6	-2	
				Quad Lascannons [TL4]	25/50	2	-2	
				Demolisher Siege Cannon [B2,W,M]	25/50	1	-3	
				Bolters [AP]	25	6	0	

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND FELLBLADE SUPER HEAVY TANKS TYPE 2

The Legion Grand Fellblade Super Heavy Tank Type 2 consists of 1 Command Fellblade Super Heavy Tank Type 2 and 2 Fellblade Super Heavy Tanks Type 2.



Point Value 750

LEGION GRAND FELLBLADE SUPER HEAVY TANKS TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

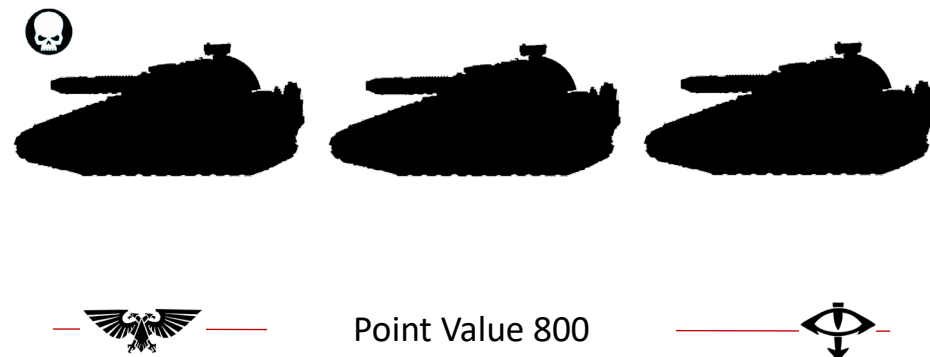
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Laser Destroyer [TL3] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 20/35 25/50 25	- 1 6 2 1 6	- -4 -2 -3 -3 0	[HQ1], [DR4]
Fellblade Type II	15	2+	4/-3	TL Accelerator Cannon Armor Piercing [TL2,B,M] High Explosive [B] Laser Destroyer [TL3] Demolisher Siege Cannon [B2,W,M] Bolters [AP]	50/100 20/35 25/50 25	- 1 6 2 1 6	- -4 -2 -3 -3 0	[DR4]

Victory Points 8

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND GLAIVE SUPER HEAVY SPECIAL WEAPONS TANKS

The Legion Glaive Super Heavy Tank consists of 1 Command Glaive Super Heavy Tank and 2 Glaive Super Heavy Tanks.



Point Value 800

LEGION GRAND GLAIVE SUPER HEAVY SPECIAL WEAPONS TANKS

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/-3	Volkite Carronade [VK,HW,IC] Quad Lascannons [TL4] Bolters [AP]	25/50 25/50 25	8 2 6	-2 -2 0	[HQ1], [DR4]
Glaive	15	2+	4/-3	Volkite Carronade [VK,HW,IC] Quad Lascannons [TL4] Bolters [AP]	25/50 25/50 25	8 2 6	-2 -2 0	[DR4]

Victory Points 8 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND STORMBLADE SUPER HEAVY TANKS

The Legion Stormblade Detachment consists of 1 Command Stormblade Super Heavy Tank and 2 Stormblade Super Heavy Tanks.



Point Value 550



LEGION GRAND STORMBLADE SUPER HEAVY TANKS

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	2+	5/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[HQ1], [DR3], Special
Stormblade	15	2+	4/-2	Plasma Blastgun [M] Rapid Fire Overload Fire [B] Lascannon Bolters [AP]	- 35/70 50/100 25/50 25	- 4 4 2 12	- -2 -3 -2 0	[DR3], Special

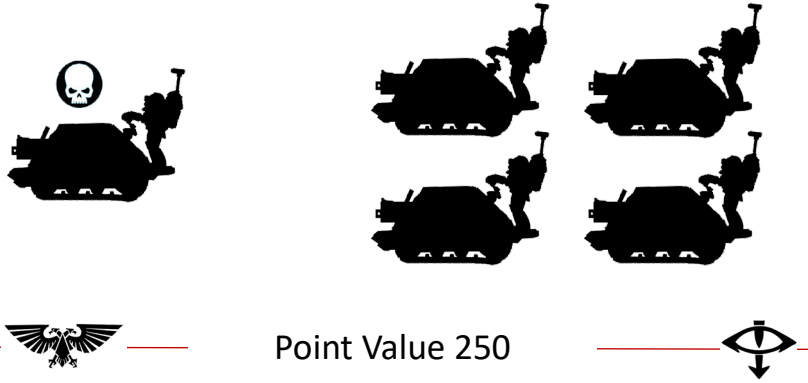
Victory Points 6

Your opponent gains 3 VPs when this Detachment is broken

STANDARD SUPPORT CARDS
LIGHT SUPPORT PLATFORMS [1]

LEGION RAPIER WEAPONS BATTERY TYPE 1

Legion Rapier Weapons Battery consists of 1 Command Rapier weapon Type 1 and 4 Rapiers weapon Type 1



LEGION RAPIER WEAPONS BATTERY TYPE 1

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

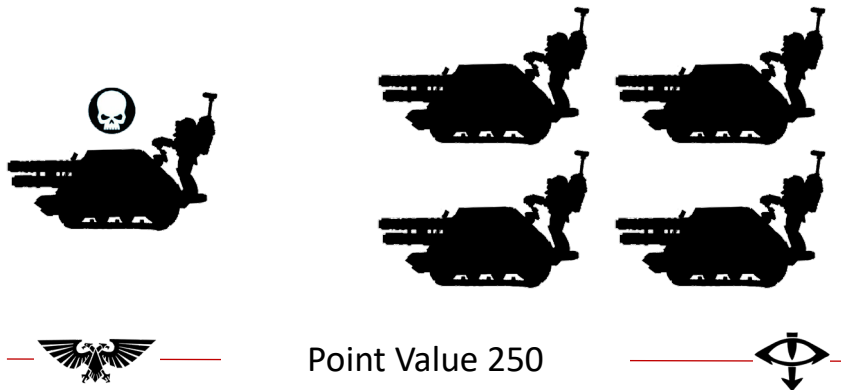
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	5	5[7]+	2/0	Bolters [AP]	25	6	0	[HQ1]
Rapier Type I	5	5+	1/0	Bolters [AP]	25	6	0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION RAPIER WEAPONS BATTERY TYPE 2

Legion Rapier Weapons Battery consists of 1 Command Rapier weapon Type 2 and 4 Rapiers weapon Type 2



LEGION RAPIER WEAPONS BATTERY TYPE 2

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

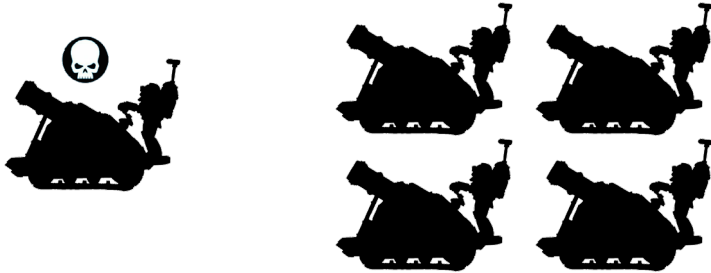
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	5	5[7]+	2/0	Quad Laser Destroyer [TL3]	20/35	1	-3	[HQ1]
Rapier Type II	5	5+	1/0	Quad Laser Destroyer [TL3]	20/35	1	-3	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION RAPIER WEAPONS BATTERY TYPE 3

Legion Rapier Weapons Battery consists of 1 Command Rapier weapon
Type 3 and 4 Rapiers weapon Type 3



Point Value 200



LEGION RAPIER WEAPONS BATTERY TYPE 3

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

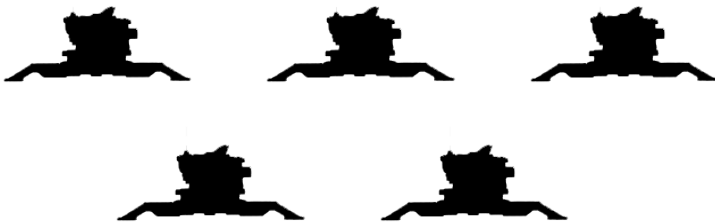
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	5	5[7]+	2/0	Quad Frag Launcher [AY,B]	30/60	2	-1	[HQ1]
Rapier Type III	5	5+	1/0	Quad Frag Launcher [AY,B]	30/60	2	-1	

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY TYPE 1

The Legion Tarantula Sentry Gun Battery consists of 5 Tarantula sentry
guns Type 1



Point Value 200



LEGION TARANTULA SENTRY GUN BATTERY TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type I	5[T]	5+	1/0	Bolters [AP]	25	4	0	[RC], [IF]

Victory Points 2 VP

Your opponent gains 1 VP when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY TYPE 2

The Legion Tarantula Sentry Gun Battery consists of 5 Tarantula sentry guns Type 2



Point Value 200



LEGION TARANTULA SENTRY GUN BATTERY TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type II	5[T]	5+	1/0	Heavy Flamers [FW,AP]	10	4	0	[RC], [IF]

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY TYPE 3

The Legion Tarantula Sentry Gun Battery consists of 5 Tarantula sentry guns Type 3



Point Value 200



LEGION TARANTULA SENTRY GUN BATTERY TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

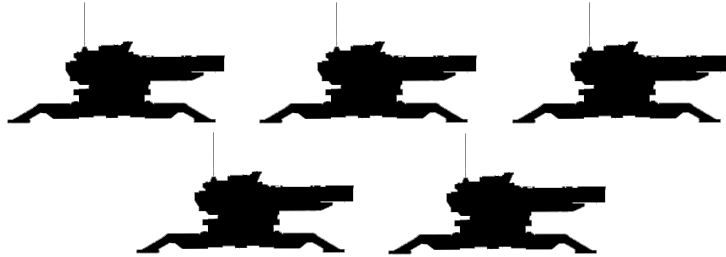
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type III	5[T]	5+	1/0	TL Lascannons [TL2]	25/50	1	-2	[RC], [IF]

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY TYPE 4

The Legion Tarantula Sentry Gun Battery consists of 5 Tarantula sentry guns Type 4



Point Value 250



LEGION TARANTULA SENTRY GUN BATTERY TYPE 4

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type IV	5[T]	5+	1/0	Dual Rotor Cannons	15/30	4	0	[RC], [IF]

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY TYPE 5

The Legion Tarantula Sentry Gun Battery consists of 5 Tarantula sentry guns Type 5



Point Value 200



LEGION TARANTULA SENTRY GUN BATTERY TYPE 5

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type V	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF]

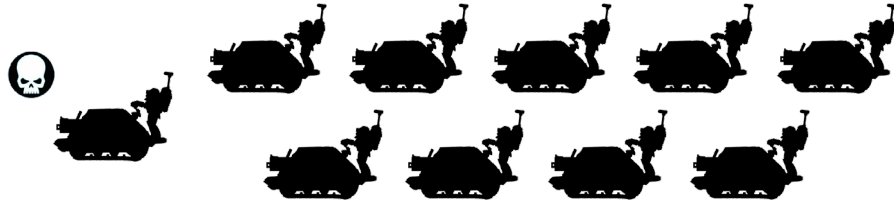
Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

GRAND SUPPORT CARDS LIGHT SUPPORT PLATFORMS [1]

LEGION GRAND RAPIER WEAPONS BATTERY TYPE 1

Legion Grand Rapier Weapons Battery consists of 1 Command Rapier weapon Type 1 and 9 Rapiers weapon Type 1



Point Value 450



LEGION GRAND RAPIER WEAPONS BATTERY TYPE 1

Break Point 6: The Detachment is broken if it has lost 6 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

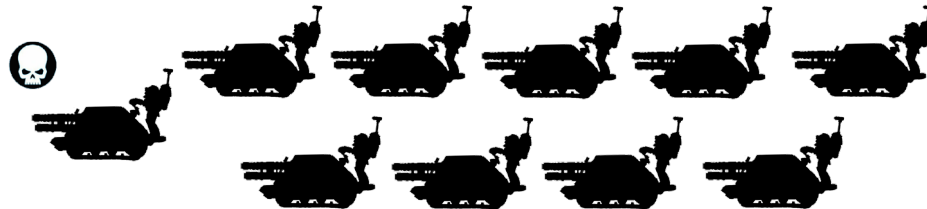
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	5	5[7]+	2/0	Bolters [AP]	25	6	0	[HQ1]
Rapier Type I	5	5+	1/0	Bolters [AP]	25	6	0	

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND RAPIER WEAPONS BATTERY TYPE 2

Legion Grand Rapier Weapons Battery consists of 1 Command Rapier weapon Type 2 and 9 Rapiers weapon Type 2



Point Value 450



LEGION GRAND RAPIER WEAPONS BATTERY TYPE 2

Break Point 6: The Detachment is broken if it has lost 6 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

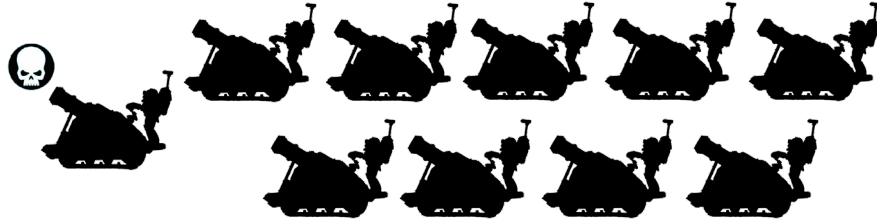
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	5	5[7]+	2/0	Quad Laser Destroyer [TL3]	20/35	1	-3	[HQ1]
Rapier Type II	5	5+	1/0	Quad Laser Destroyer [TL3]	20/35	1	-3	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND RAPIER WEAPONS BATTERY TYPE 3

Legion Grand Rapier Weapons Battery consists of 1 Command Rapier weapon Type 3 and 9 Rapiers weapon Type 3



Point Value 400



LEGION GRAND RAPIER WEAPONS BATTERY TYPE 3

Break Point 6: The Detachment is broken if it has lost 6 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	5	5[7]+	2/0	Quad Frag Launcher [AY,B]	30/60	2	-1	[HQ1]
Rapier Type III	5	5+	1/0	Quad Frag Launcher [AY,B]	30/60	2	-1	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 1

The Legion Grand Tarantula Sentry Gun Battery consists of 10 Tarantula sentry guns Type 1



Point Value 450



LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 1

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type I	5[T]	5+	1/0	Bolters [AP]	25	4	0	[RC], [IF]

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 2

The Legion Tarantula Sentry Gun Battery consists of 5 Legion Tarantula sentry guns Type 2



Point Value 450



LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type II	5[T]	5+	1/0	Heavy Flamers [FW,AP]	10	4	0	[RC], [IF]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 3

The Legion Grand Tarantula Sentry Gun Battery consists of 10 Tarantula sentry guns Type 3



Point Value 400



LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 3

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type III	5[T]	5+	1/0	TL Lascannons [TL2]	25/50	1	-2	[RC], [IF]

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 4

The Legion Grand Tarantula Sentry Gun Battery consists of 10 Tarantula sentry guns Type 4



Point Value 450



LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 4

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

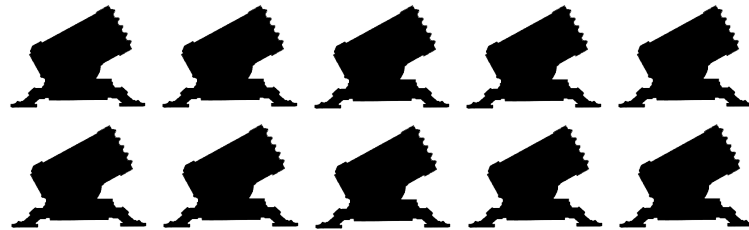
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type IV	5[T]	5+	1/0	Dual Rotor Cannons	15/30	4	0	[RC], [IF]

Victory Points 5

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 5

The Legion Grand Tarantula Sentry Gun Battery consists of 10 Tarantula sentry guns Type 5



Point Value 350



LEGION GRAND TARANTULA SENTRY GUN BATTERY TYPE 5

Break Point 7: The Detachment is broken if it has lost 7 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula Type V	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF]

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken

STANDARD SUPPORT CARDS

ARTILLERY VEHICLES [3]

LEGION ARAKNAE TYPE 1 BATTERY

The Legion Araknae Type 1 Battery consists of 1 Command Araknae Type 1 and 2 Araknae Type 1 platforms.



Point Value 250



LEGION ARAKNAE TYPE 1 BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	-	4[6]+	I/-I	Quad Accelerator Autocannons [AA,TL2]	25/50	4	-I	[HQ1], Special
Araknae Type 1	-	4[6]+	I/-I	Quad Accelerator Autocannons [AA,TL2]	25/50	4	-I	Special

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

LEGION ARAKNAE TYPE 2 BATTERY

The Legion Araknae Type 2 Battery consists of 1 Command Araknae Type 2 and 2 Araknae Type 2 platforms.



Point Value 250



LEGION ARAKNAE TYPE 2 BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	-	4[6]+	I/-I	Orias Heavy frag Missiles [AY,B]	50/100	2	-I	[HQ1], Special
Araknae Type 2	-	4[6]+	I/-I	Orias Heavy frag Missiles [AY,B]	50/100	2	-I	Special

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

LEGION ARAKNAE TYPE 3 BATTERY

The Legion Araknae Type 3 Battery consists of 1 Command Araknae Type 1 and 2 Araknae Type 3 platforms.



Point Value 250



LEGION ARAKNAE TYPE 3 BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	-	4[6]+	I/-I	Punisher Cannons [TL2]	20/35	7	0	[HQ 1], Special
Araknae Type 3	-	4[6]+	I/-I	Punisher Cannons [TL2]	20/35	7	0	Special

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

LEGION ARQUITOR BOMBARD BATTERY TYPE 1

The Legion Arquitor Bombard Battery Type 1 consists of 1 Command Arquitor Bombard and 2 Arquitor Bombards Type 1.



Point Value 250



LEGION ARQUITOR BOMBARD BATTERY TYPE 1

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Spicula Rockets [AY,M,W] Autocannons [TL2] Bolters [AP]	25/50 25	2 2	-1 0	[HQ1]
Arquitor Type 1	30	3+	2/-1	Spicula Rockets [AY,M,W] Autocannons [TL2] Bolters [AP]	25/50 25	2 2	-1 0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION ARQUITOR BOMBARD BATTERY TYPE 2

The Legion Arquitor Bombard Battery Type 2 consists of 1 Command Arquitor Bombard and 2 Arquitor Bombards Type 2.



Point Value 250



LEGION ARQUITOR BOMBARD BATTERY TYPE 2

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Graviton Charge Cannon [AY,H,W,IC] Autocannons [TL2] Bolters [AP]	25 25/50 25	2 2 2	-1 -1 0	[HQ1]
Arquitor Type II	30	3+	2/-1	Graviton Charge Cannon [AY,H,W,IC] Autocannons [TL2] Bolters [AP]	25 25/50 25	2 2 2	-1 -1 0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION ARQUITOR BOMBARD BATTERY TYPE 3

The Legion Arquitor Bombard Battery Type 3 consists of 1 Command Arquitor Bombard and 2 Arquitor Bombards Type 3.



Point Value 250



LEGION ARQUITOR BOMBARD BATTERY TYPE 3

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/1	Morbus Heavy Bombard [AY,M] High Explosives Shell [B] Carcass Shell [VK,IC] Autocannons [TL2] Bolters [AP]	- 25 25 25/50 25	- 2 2 2 2	- -3 0 -1 0	[HQ1]
Arquitor Type III	30	3+	2/1	Morbus Heavy Bombard [AY,M] High Explosives Shell [B] Carcass Shell [VK,IC] Autocannons [TL2] Bolters [AP]	- 25 25 25/50 25	- 2 2 2 2	- -3 0 -1 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION BASILISK BATTERY

The Legion Basilisk Battery consists of 1 Command Basilisk and 2 Basilisks.



Point Value 400



LEGION BASILISK BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/0	Earthshaker Cannon [AY,HM] Bolters [AP]	120/240 25	2 2	-2 0	[HQ1]
Basilisk	15	4+	2/0	Earthshaker Cannon [AY,HM] Bolters [AP]	120/240 25	2 2	-2 0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION MEDUSA BATTERY

The Legion Medusa Battery consists of 1 Command Medusa and 2 Medusas.



Point Value 300



LEGION MEDUSA BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/0	Medusa Siege Gun [AY,M,W] Bolters [AP]	60/120 25	2 2	-3 0	[HQ1]
Medusa	15	4+	2/0	Medusa Siege Gun [AY,M,W] Bolters [AP]	60/120 25	2 2	-3 0	

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION WHIRLWIND SCORPIUS AA BATTERY

The Legion Scorpis Battery consists of 1 Command Whirlwind Scorpis AA and 2 Whirlwind Scorpis' AA .



Point Value 200



LEGION WHIRLWIND SCORPIUS AA BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Hyperios Warhead [AA] Bolters [AP]	25/50 25	2 2	-2 0	[HQ1]
Whirlwind Scorpis AA	25	3+	2/-1	Hyperios Warhead [AA] Bolters [AP]	25/50 25	2 2	-2 0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION WHIRLWIND SCORPIUS BATTERY

The Legion Whirlwind Scorpius Battery consists of 1 Command Whirlwind Scorpius and 2 Whirlwind Scorpius' .



Point Value 200



LEGION WHIRLWIND SCORPIUS BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-2	Scorpius Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	[HQ1]
Whirlwind Scorpius	25	3+	2/-2	Scorpius Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION WHIRLWIND BATTERY

The Legion Whirlwind Battery consists of 1 Command Whirlwind and 2 Whirlwinds'



Point Value 200



LEGION WHIRLWIND BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	5+	3/0	Whirlwind Missile Launcher [AY,M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	[HQ1]
Whirlwind	25	5+	2/0	Whirlwind Missile Launcher [AY,M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	

Victory Points 2

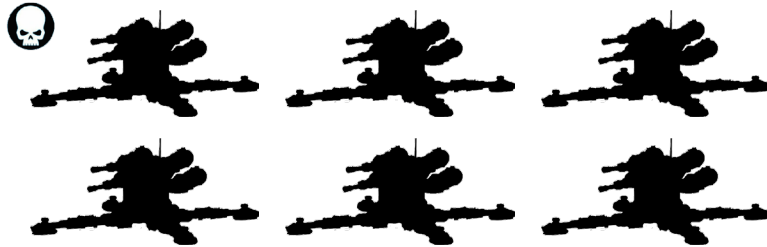
Your opponent gains 1 VPs when this Detachment is broken

GRAND SUPPORT CARDS

ARTILLERY VEHICLES [3]

LEGION ARAKNAE TYPE 1 GRAND BATTERY

The Legion Araknae Type 1 Grand Battery consists of 1 Command Araknae Type 1 and 5 Araknae Type 1 platforms.



Point Value 250



LEGION ARAKNAE TYPE 1 GRAND BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

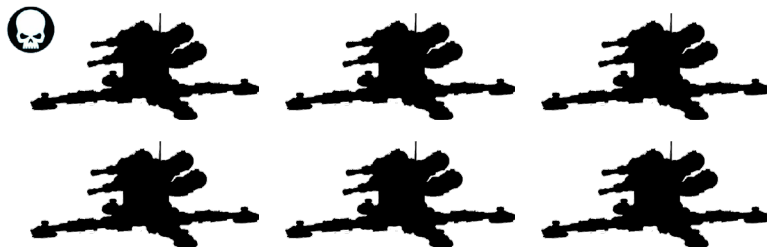
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	-	4[6]+	I/-I	Quad Accelerator Autocannons [AA,TL2]	25/50	4	-I	[HQ I], Special
Araknae Type 1	-	4[6]+	I/-I	Quad Accelerator Autocannons [AA,TL2]	25/50	4	-I	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION ARAKNAE TYPE 2 GRAND BATTERY

The Legion Araknae Type 2 Grand Battery consists of 1 Command Araknae Type 2 and 5 Araknae Type 2 platforms.



Point Value 250



LEGION ARAKNAE TYPE 2 GRAND BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

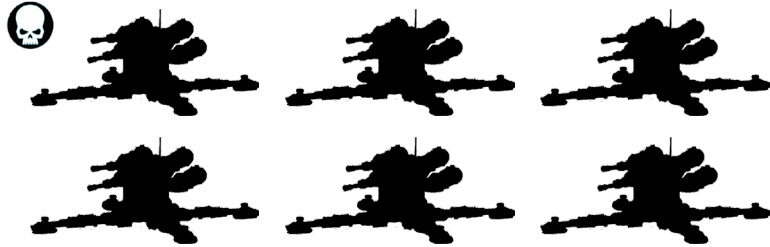
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	-	4[6]+	I/-I	Orias Heavy frag Missiles [AY,B]	50/100	2	-I	[HQ I], Special
Araknae Type 2	-	4[6]+	I/-I	Orias Heavy frag Missiles [AY,B]	50/100	2	-I	Special

Victory Points 3

Your opponent gains 2 VPs when this Detachment is broken

LEGION ARAKNAE TYPE 3 GRAND BATTERY

The Legion Araknae Type 3 Grand Battery consists of 1 Command Araknae Type 1 and 5 Araknae Type 3 platforms.



Point Value 250



LEGION ARAKNAE TYPE 3 GRAND BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

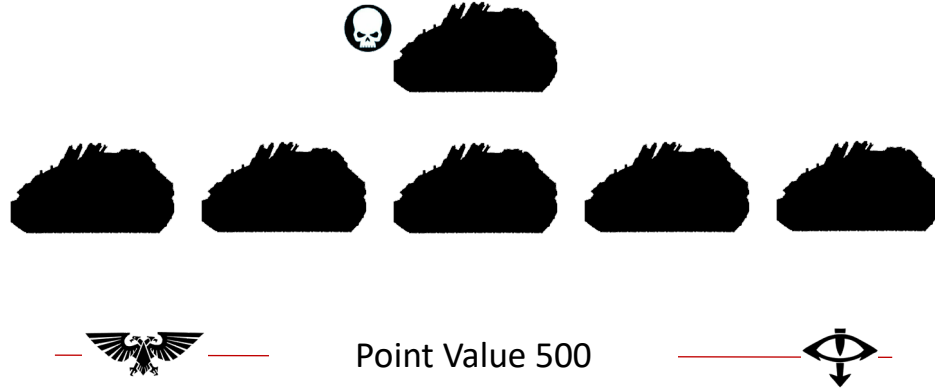
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	-	4[6]+	I/-I	Punisher Cannons [TL2]	20/35	7	0	[HQ 1], Special
Araknae Type 3	-	4[6]+	I/-I	Punisher Cannons [TL2]	20/35	7	0	Special

Victory Points 3

Your opponent gains 2 VP's when this Detachment is broken

LEGION GRAND ARQUITOR BOMBARD BATTERY TYPE 1

The Legion Grand Arquitor Bombard Battery Type 1 consists of 1 Command Arquitor Bombard and 5 Arquitor Bombards Type 1.



LEGION GRAND ARQUITOR BOMBARD BATTERY TYPE 1

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

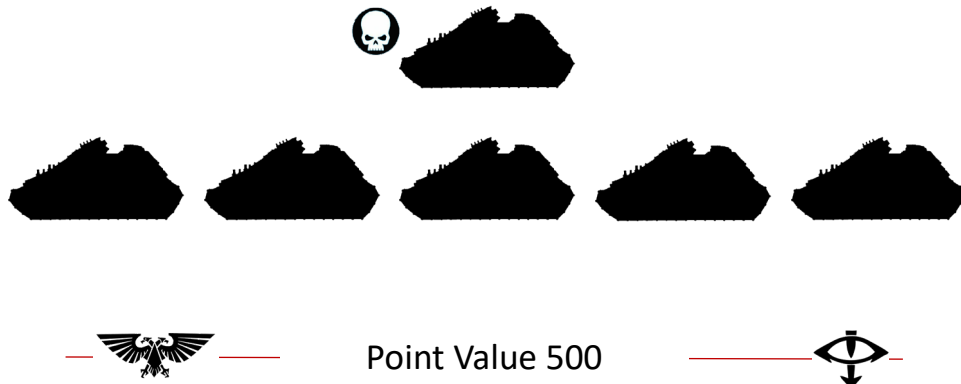
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Spicula Rockets [AY,M,W] Autocannons [TL2] Bolters [AP]	25/50 25	2 2	-1 0	[HQ1]
Arquitor Type 1	30	3+	2/-1	Spicula Rockets [AY,M,W] Autocannons [TL2] Bolters [AP]	25/50 25	2 2	-1 0	

Victory Points 5

Your opponent gains 3 VP's when this Detachment is broken

LEGION GRAND ARQUITOR BOMBARD BATTERY TYPE 2

The Legion Grand Arquitor Bombard Battery Type 2 consists of 1 Command Arquitor Bombard and 5 Arquitor Bombards Type 2.



LEGION GRAND ARQUITOR BOMBARD BATTERY TYPE 2

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/-1	Graviton Charge Cannon [AY,HW,IC] Autocannons [TL2] Bolters [AP]	25 25/50 25	2 2 2	-1 -1 0	[HQ1]
Arquitor Type II	30	3+	2/-1	Graviton Charge Cannon [AY,HW,IC] Autocannons [TL2] Bolters [AP]	25 25/50 25	2 2 2	-1 -1 0	

Victory Points 5

Your opponent gains 3 VP's when this Detachment is broken

LEGION GRAND ARQUITOR BOMBARD BATTERY TYPE 3

The Legion Grand Arquitor Bombard Battery Type 3 consists of 1 Command Arquitor Bombard and 5 Arquitor Bombards Type 3.



Point Value 500



LEGION GRAND ARQUITOR BOMBARD BATTERY TYPE 3

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

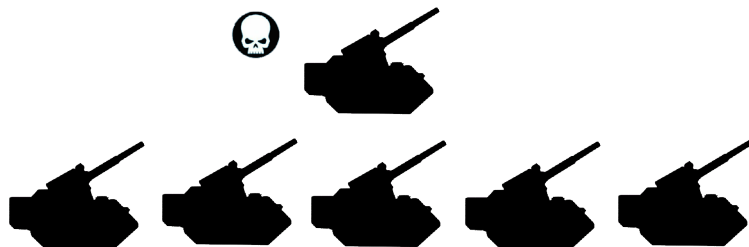
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	30	3+	3/1	Morbus Heavy Bombard [AY,M] High Explosives Shell [B] Carcass Shell [VK,IC] Autocannons [TL2] Bolters [AP]	- 25 25 25/50 25	- 2 2 2 2	- -3 0 -1 0	[HQ1]
Arquitor Type III	30	3+	2/1	Morbus Heavy Bombard [AY,M] High Explosives Shell [B] Carcass Shell [VK,IC] Autocannons [TL2] Bolters [AP]	- 25 25 25/50 25	- 2 2 2 2	- -3 0 -1 0	

Victory Points 5 VP

Your opponent gains 3 VPs when this Detachment is broken

LEGION GRAND BASILISK BATTERY

The Legion grand Basilisk Battery consists of 1 Command Basilisk and 5 Basilisks.



Point Value 750



LEGION GRAND BASILISK BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/0	Earthshaker Cannon [AY,HM] Bolters [AP]	120/240 25	2 2	-2 0	[HQ1]
Basilisk	15	4+	2/0	Earthshaker Cannon [AY,HM] Bolters [AP]	120/240 25	2 2	-2 0	

Victory Points 8 VP

Your opponent gains 4 VPs when this Detachment is broken

LEGION GRAND MEDUSA BATTERY

The Legion Grand Medusa Battery consists of 1 Command Medusa and 5 Medusas.



LEGION GRAND MEDUSA BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

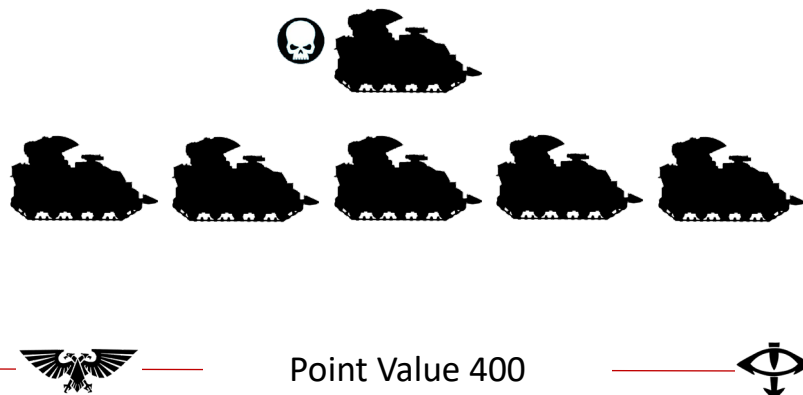
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15	4+	3/0	Medusa Siege Gun [AY,M,W] Bolters [AP]	60/120 25	2 2	-3 0	[HQ1]
Medusa	15	4+	2/0	Medusa Siege Gun [AY,M,W] Bolters [AP]	60/120 25	2 2	-3 0	

Victory Points 6

Your opponent gains 3 VP's when this Detachment is broken

LEGION GRAND WHIRLWIND SCORPIUS AA BATTERY

The Legion Grand Scorpion Battery consists of 1 Command Whirlwind Scorpion AA and 5 Whirlwind Scorpion' AA .



LEGION GRAND WHIRLWIND SCORPIUS AA BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

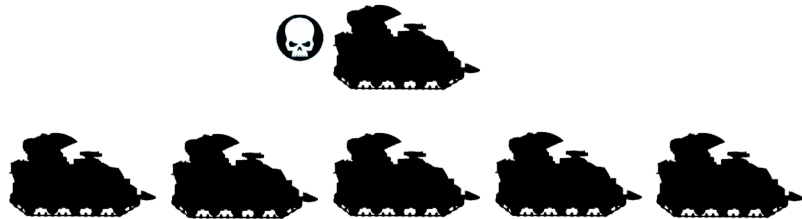
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-1	Hyperios Warhead [AA] Bolters [AP]	25/50 25	2 2	-2 0	[HQ1]
Whirlwind Scorpion AA	25	3+	2/-1	Hyperios Warhead [AA] Bolters [AP]	25/50 25	2 2	-2 0	

Victory Points 4 VP

Your opponent gains 2 VP's when this Detachment is broken

LEGION GRAND WHIRLWIND SCORPIUS BATTERY

The Legion Grand Whirlwind Scorpis Battery consists of 1 Command Whirlwind Scorpis and 5 Whirlwind Scorpis' .



Point Value 400



LEGION GRAND WHIRLWIND SCORPIUS BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

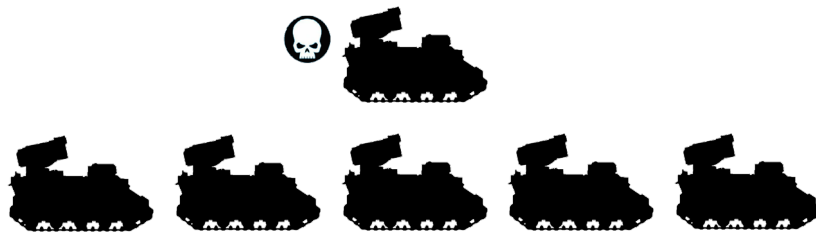
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	3+	3/-2	Scorpis Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	[HQ1]
Whirlwind Scorpis	25	3+	2/-2	Scorpis Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Detachment is broken

LEGION GRAND WHIRLWIND BATTERY

The Legion Grand Whirlwind Battery consists of 5 Command Whirlwind and 2 Whirlwinds'



Point Value 400



LEGION GRAND WHIRLWIND BATTERY

Break Point 4: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	25	5+	3/0	Whirlwind Missile Launcher [AY,M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	[HQ1]
Whirlwind	25	5+	2/0	Whirlwind Missile Launcher [AY,M] Vengeance High Explosive [B] Castellan Incendiary [FW] Bolters [AP]	50/100 25	- 2 2 2	- -1 0 0	

Victory Points 4

Your opponent gains 2 VPs when this Detachment is broken