

LEGIONES ASTARTES



TRANSPORT 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.



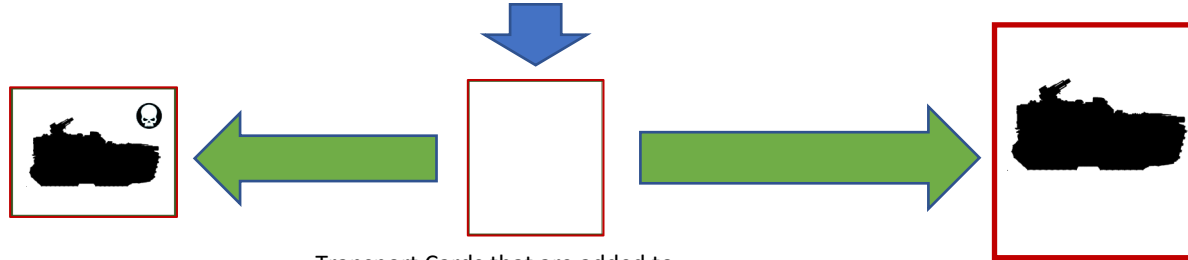
Where necessary, this symbol means the element is a level 1 commander [HQ1] for that formation (mainly used in non infantry formations).



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

TRANSPORT CARD SYMBOLS

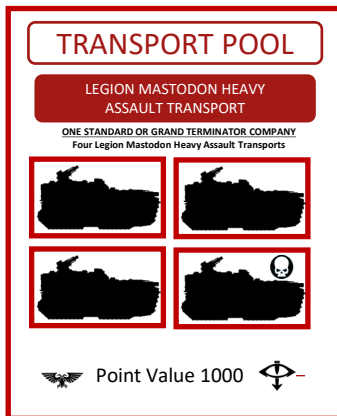
DETACHMENT BOX



In the case of the transport attached to a command formation an additional symbol is added to let the player know that this box and grouping of models belongs specifically to transport the command formation.

This example shows that 1 Mastodon comprises one formation of transports that will transport one detachment in a terminator company. Each such box on a transport card means one formation that receives one order counter.

Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying how many models serve as transport to one detachment on the company card. Each such group is given an order like any other formation.



This Transport Card for a Terminator Company that consists of FOUR boxes which means there are a total of 4 formations to be attached as transport. One of the boxes has a symbol which means that one belongs to the command formation. In total there are 3 formations of 1 element that are attached to 3 detachments of terminators and 1 formation attached to the command formation.

GROUND TRANSPORT CARDS VEHICLES [3] AND [4]

TRANSPORT POOL

LEGION PHOBOS LAND RAIDERS

ONE TERMINATOR DETACHMENT
Three Legion Phobos Land Raiders



Point Value 250



LEGION PHOBOS LAND RAIDERS

Break Point +2: The Detachment 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
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION PHOBOS LAND RAIDERS

ONE POWERED ARMORED INFANTRY DETACHMENT
Three Legion Phobos Land Raiders



Point Value 250



LEGION PHOBOS LAND RAIDERS

Break Point +2: The Detachment 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
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

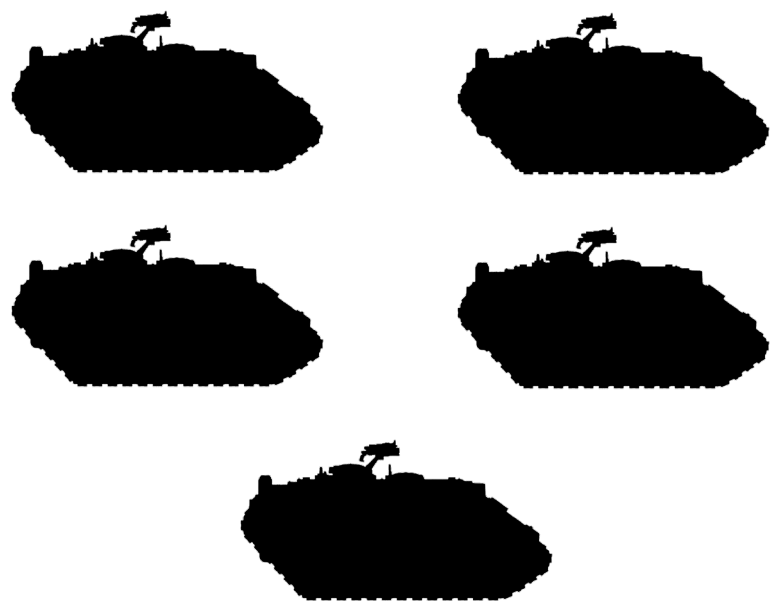
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION PHOBOS LAND RAIDERS

ONE GRAND TERMINATOR DETACHMENT
Five Legion Phobos Land Raiders



Point Value 450



LEGION PHOBOS LAND RAIDERS

Break Point +3: The Detachment adds +3 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
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

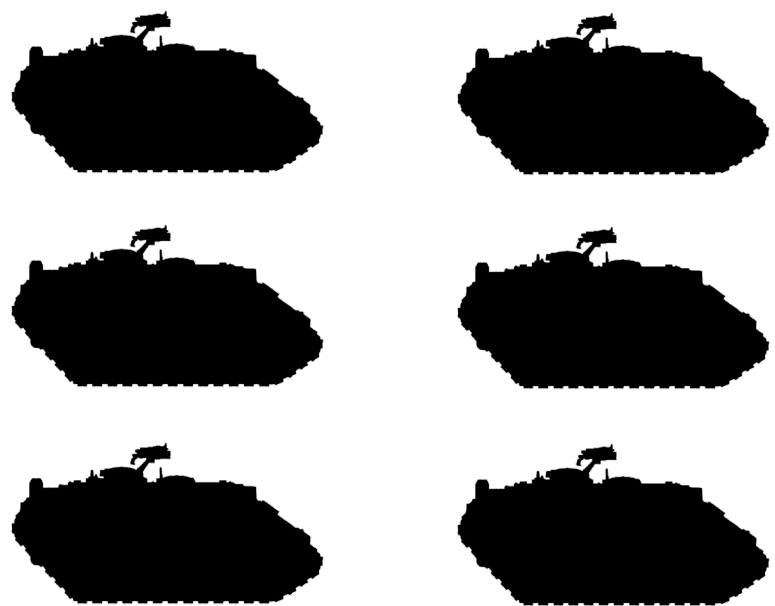
Victory Points +5

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION PHOBOS
LAND RAIDERS

ONE GRAND POWERED INFANTRY DETACHMENT
Six Legion Phobos Land Raiders





Point Value 550



LEGION PHOBOS
LAND RAIDERS

Break Point +4: The Detachment adds +4 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.

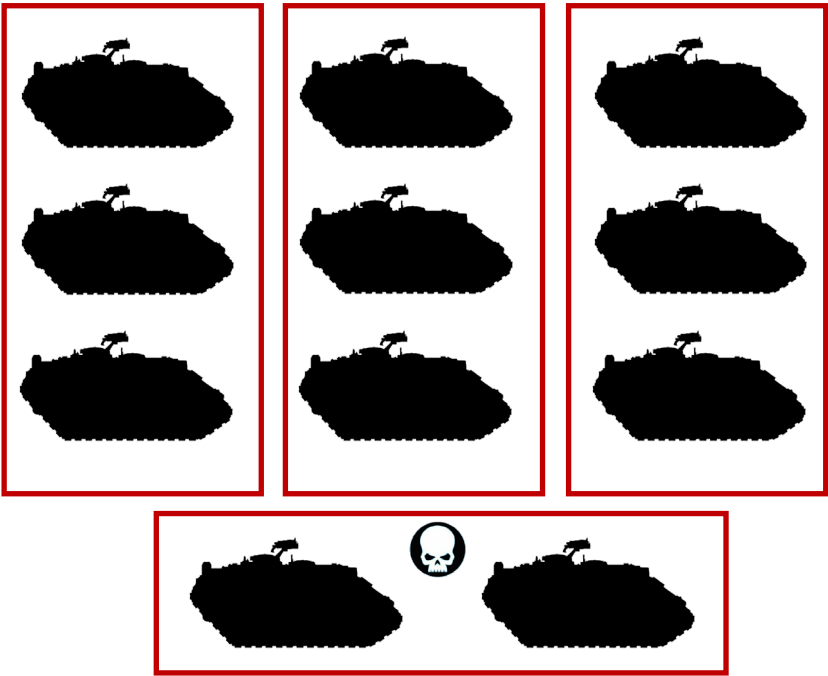
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

Victory Points +6
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION PHOBOS LAND RAIDERS

ONE TERMINATOR COMPANY
Eleven Legion Phobos Land Raiders



 Point Value 1000 

LEGION PHOBOS LAND RAIDERS

Break Point +7: The Detachment adds +7 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
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

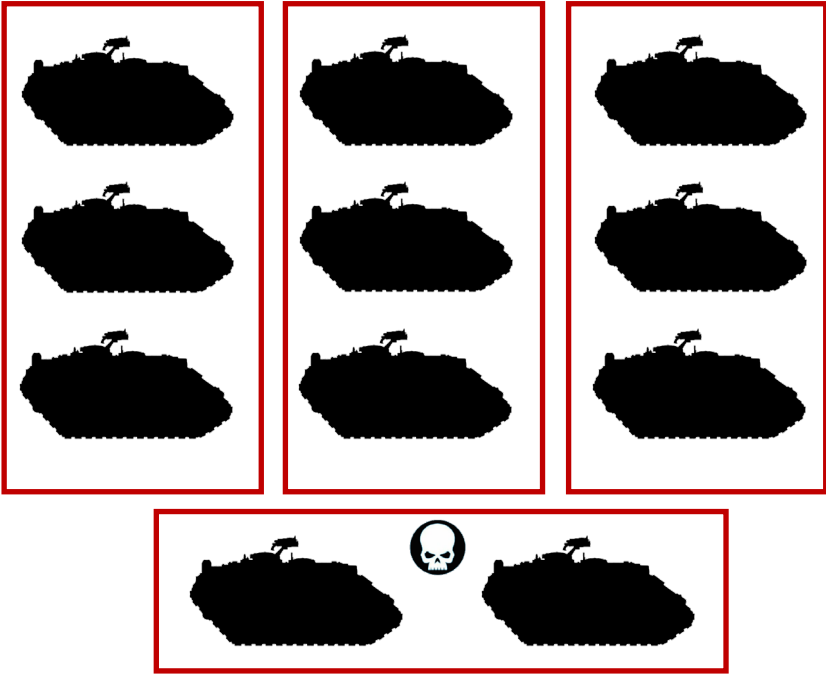
Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION PHOBOS LAND RAIDERS

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Phobos Land Raiders



 Point Value 1000 

LEGION PHOBOS LAND RAIDERS

Break Point +7: The Detachment adds +7 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
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

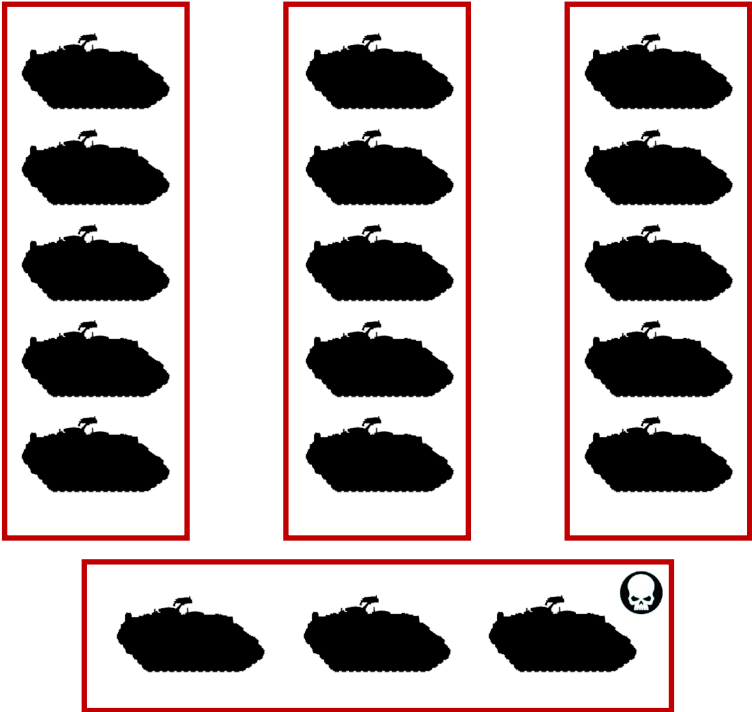
Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION PHOBOS LAND RAIDERS

ONE GRAND TERMINATOR COMPANY
Eighteen Legion Phobos Land Raiders



 Point Value 1650 

LEGION PHOBOS LAND RAIDERS

Break Point +11: The Detachment adds +11 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
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

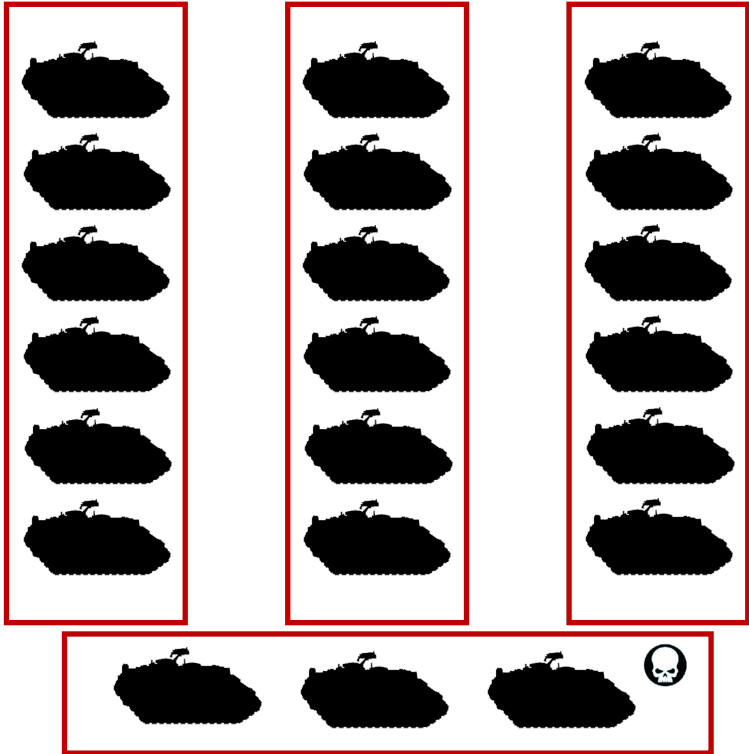
Victory Points +17

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

LEGION PHOBOS
LAND RAIDERS

ONE GRAND POWERED ARMORED INFANTRY COMPANY
Twenty-one Legion Phobos Land Raiders



 Point Value 1900 

LEGION PHOBOS
LAND RAIDERS

Break Point +13: The Detachment adds +13 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
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]

Victory Points +19

Your opponent gains +10 VP when attached formation is broken

TRANSPORT POOL

LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE STANDARD OR GRAND TERMINATOR DETACHMENT

One Legion Mastodon Heavy Assault Transport



Point Value 250



LEGION MASTODON HEAVY ASSAULT TRANSPORT

Break Point +1: The Detachment 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
Mastodon	15	2+	5/-3	Siege Melta Array [B2,W,TL4]	15	1	-3	[DR4], [RA],
				Lascannons	25/50	2	-2	[TR10],
				Skyreaper	25/50	2	-1	[AS],
				Battery [AA]				Special
				Heavy Flamers [FW,A]	10	6	0	

Special Abilities: The mastodon has the following special abilities:

- Instead of carrying 10 infantry elements it can carry up to 3 walker elements (dreadnaughts).
- Receives a +1 bonus to any reserve rolls its formation makes (cumulative with other bonuses).
- Teleport Transponder – Formations with the Deep Strike [T] ability do not scatter within 25cms of this element.
- The Mastodon has 2 Void Shields that can regenerate (See Titan Void shields) and have an AV of 4+.

Victory Points +3

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE POWERED ARMOR INFANTRY DETACHMENT

One Legion Mastodon Heavy Assault Transport



Point Value 250



LEGION MASTODON HEAVY ASSAULT TRANSPORT

Break Point +1: The Detachment 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
Mastodon	15	2+	5/-3	Siege Melta Array [B2,W,TL4]	15	1	-3	[DR4], [RA],
				Lascannons	25/50	2	-2	[TR10],
				Skyreaper	25/50	2	-1	[AS],
				Battery [AA]				Special
				Heavy Flamers [FW,A]	10	6	0	

Special Abilities: The mastodon has the following special abilities:

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- Receives a +1 bonus to any reserve rolls its formation makes (cumulative with other bonuses).
- Teleport Transponder – Formations with the Deep Strike [T] ability do not scatter within 25cms of this element.
- The Mastodon has 2 Void Shields that can regenerate (See Titan Void shields) and have an AV of 4+.

Victory Points +3

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Two Legion Mastodon Heavy Assault Transports



Point Value 500



LEGION MASTODON HEAVY ASSAULT TRANSPORT

Break Point +1: The Detachment 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
Mastodon	15	2+	5/-3	Siege Melta Array [B2,W,TL4] Lascannons Skyreaper Battery [AA] Heavy Flamers [FW,A]	15 25/50 25/50 10	1 2 2 6	-3 -2 -1 0	[DR4], [RA], [TR10], [AS], Special

Special Abilities: The mastodon has the following special abilities:

- Instead of carrying 10 infantry elements it can carry up to 3 walker elements (dreadnaughts).
- Receives a +1 bonus to any reserve rolls its formation makes (cumulative with other bonuses).
- Teleport Transponder – Formations with the Deep Strike [T] ability do not scatter within 25cms of this element.
- The Mastodon has 2 Void Shields that can regenerate (See Titan Void shields) and have an AV of 4+.

Victory Points +5

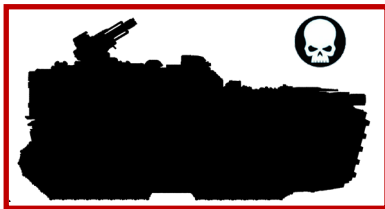
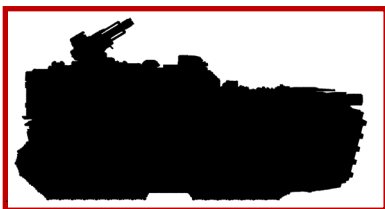
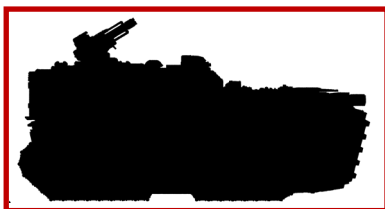
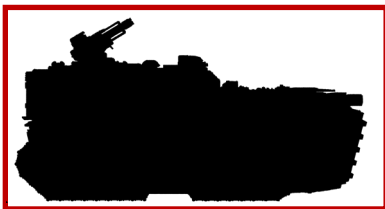
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE STANDARD OR GRAND TERMINATOR COMPANY

Four Legion Mastodon Heavy Assault Transports



Point Value 1000



LEGION MASTODON HEAVY ASSAULT TRANSPORT

Break Point +2: The Detachment 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
Mastodon	15	2+	5/-3	Siege Melta Array [B2,W,TL4]	15	1	-3	[DR4], [RA],
				Lascannons	25/50	2	-2	[TR10],
				Skyreaper	25/50	2	-1	[AS],
				Battery [AA]				Special
				Heavy Flamers [FW,A]	10	6	0	

Special Abilities: The mastodon has the following special abilities:

- Instead of carrying 10 infantry elements it can carry up to 3 walker elements (dreadnaughts).
- Receives a +1 bonus to any reserve rolls its formation makes (cumulative with other bonuses).
- Teleport Transponder – Formations with the Deep Strike [T] ability do not scatter within 25cms of this element.
- The Mastodon has 2 Void Shields that can regenerate (See Titan Void shields) and have an AV of 4+.

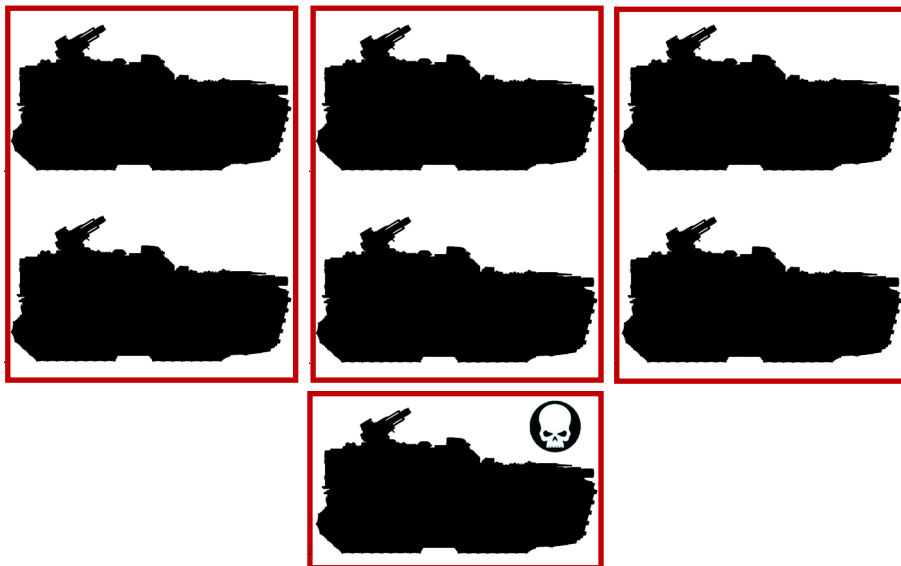
Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION MASTODON HEAVY ASSAULT TRANSPORT

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Seven Legion Mastodon Heavy Assault Transports



Point Value 1800



LEGION MASTODON HEAVY ASSAULT TRANSPORT

Break Point +4: The Detachment adds +4 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
Mastodon	15	2+	5/-3	Siege Melta Array [B2,W,TL4] Lascannons Skyreaper Battery [AA] Heavy Flamers [FW,A]	15 25/50 25/50 10	1 2 2 6	-3 -2 -1 0	[DR4], [RA], [TR10], [AS], Special

Special Abilities: The mastodon has the following special abilities:

- Instead of carrying 10 infantry elements it can carry up to 3 walker elements (dreadnaughts).
- Receives a +1 bonus to any reserve rolls its formation makes (cumulative with other bonuses).
- Teleport Transponder – Formations with the Deep Strike [T] ability do not scatter within 25cms of this element.
- The Mastodon has 2 Void Shields that can regenerate (See Titan Void shields) and have an AV of 4+.

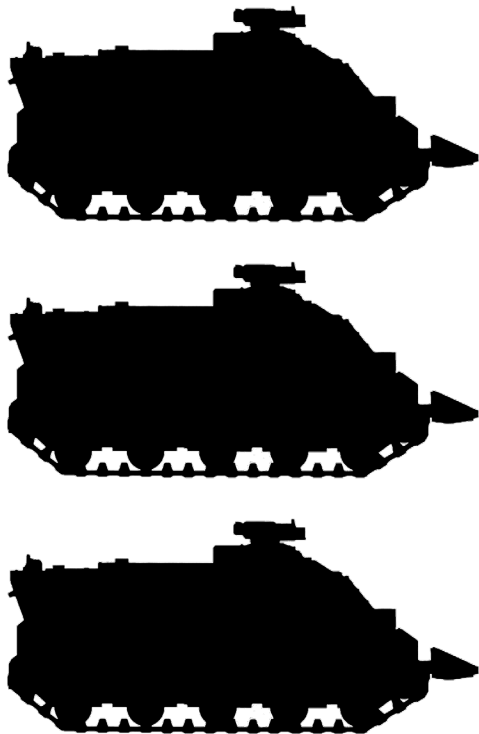
Victory Points +18

Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

LEGION RHINO ARMoured
CARRIERS

ONE POWERED ARMOR INFANTRY DETACHMENT
Three Legion Rhino Armoured Carriers



Point Value 100



LEGION RHINO ARMoured
CARRIERS

Break Point +2: The Detachment 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
Rhino	30	5+	2/-1	Boltguns [AP]	25	2	0	[TR2]

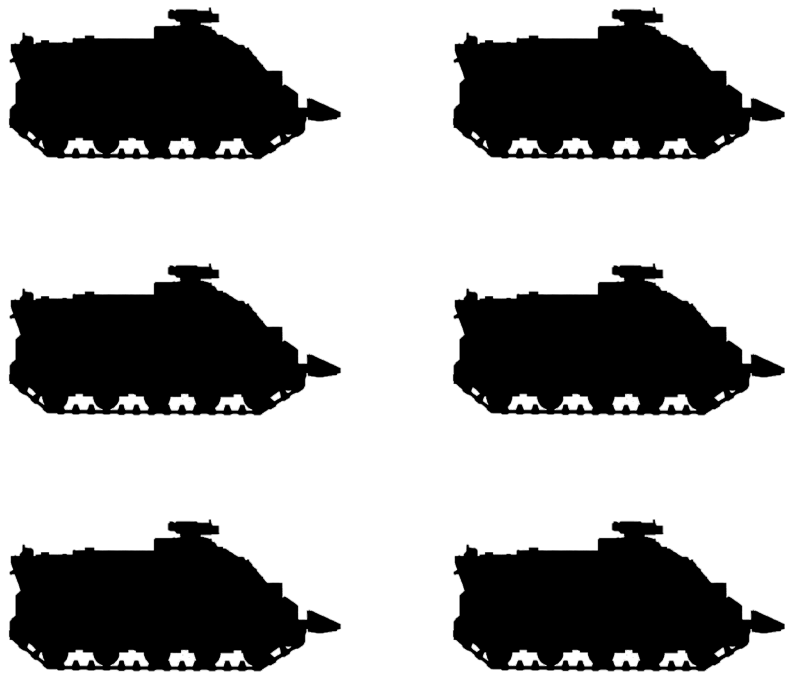
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION RHINO ARMoured
CARRIERS

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Six Legion Rhino Armoured Carriers



Point Value 200



LEGION RHINO ARMoured
CARRIERS

Break Point +4: The Detachment adds +4 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
Rhino	30	5+	2/-1	Boltguns [AP]	25	2	0	[TR2]

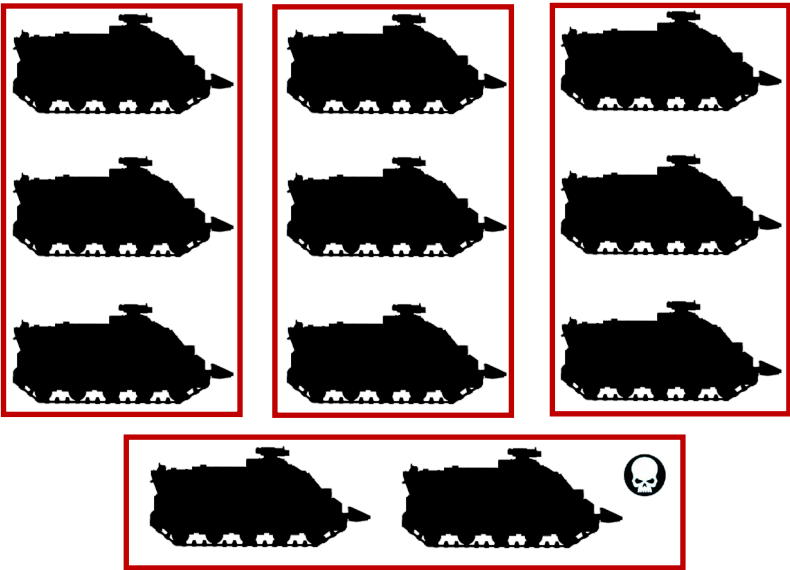
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION RHINO ARMoured CARRIERS

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Rhino Armoured Carriers



Point Value 400



LEGION RHINO ARMoured CARRIERS

Break Point +7: The Detachment adds +7 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
Rhino	30	5+	2/-1	Boltguns [AP]	25	2	0	[TR2]

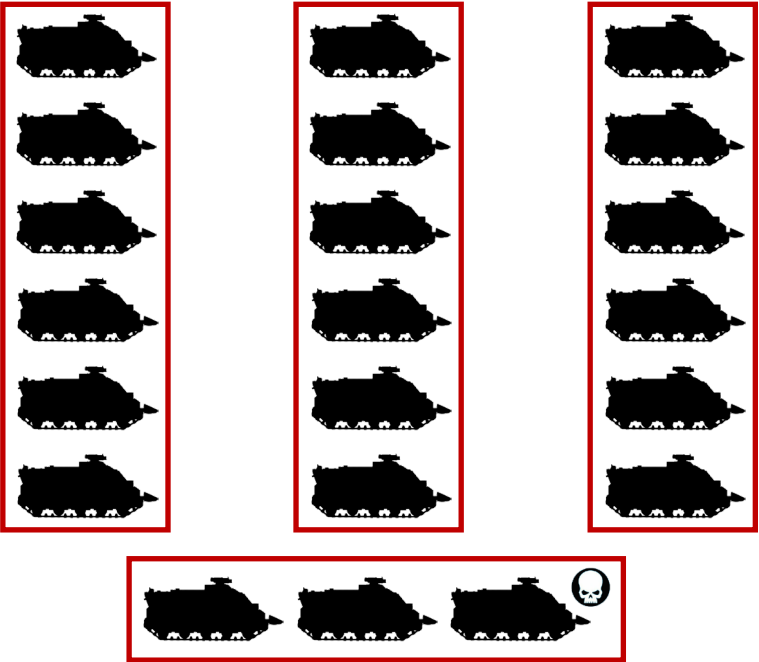
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION RHINO ARMoured
CARRIERS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-one Legion Rhino Armoured Carriers





Point Value 800



LEGION RHINO ARMoured
CARRIERS

Break Point +13: The Detachment adds +13 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
Rhino	30	5+	2/-1	Boltguns [AP]	25	2	0	[TR2]

Victory Points +8
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE TERMINATOR DETACHMENT
One Legion Spartan Assault Tank



Point Value 150



LEGION SPARTAN ASSAULT TANKS

Break Point +1: The Detachment 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TRS], [AS]

Victory Points +2

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE GRAND TERMINATOR DETACHMENT

Two Legion Spartan Assault Tanks



Point Value 250



LEGION SPARTAN ASSAULT TANKS

Break Point +1: The Detachment 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TRS], [AS]

Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE POWERED ARMOR INFANTRY DETACHMENT

Two Legion Spartan Assault Tanks



Point Value 250



LEGION SPARTAN ASSAULT TANKS

Break Point +1: The Detachment 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TRS], [AS]

Victory Points +3

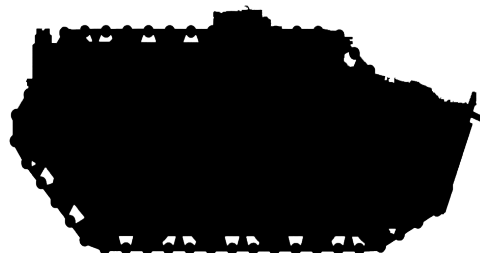
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT

Three Legion Spartan Assault Tanks



Point Value 400



LEGION SPARTAN ASSAULT TANKS

Break Point +2: The Detachment 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TRS], [AS]

Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE TERMINATOR COMPANY
Four Legion Spartan Assault Tanks



Point Value 550



LEGION SPARTAN ASSAULT TANKS

Break Point +2: The Detachment 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TRS], [AS]

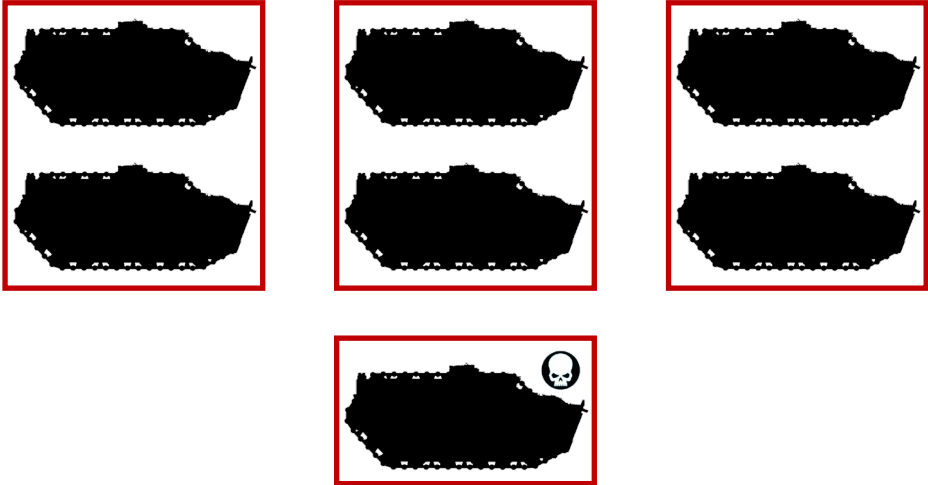
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT
TANKS

ONE POWERED ARMOR INFANTRY COMPANY COMPANY
Seven Legion Spartan Assault Tanks



Point Value 950



LEGION SPARTAN ASSAULT
TANKS

Break Point +4: The Detachment adds +4 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4]	25/50	2	-2	[DR2], [TRS], [AS]
				Bolters [AP]	25	6	0	

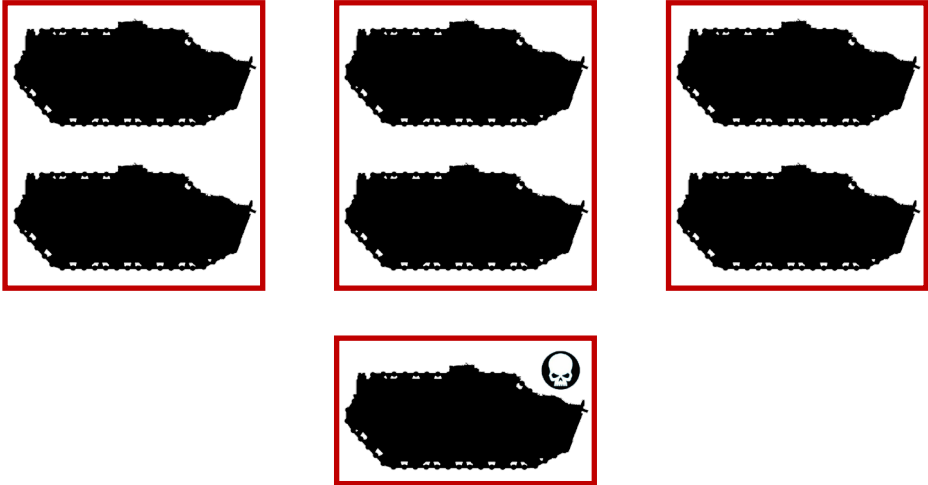
Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT
TANKS

ONE GRAND TERMINATOR COMPANY
Seven Legion Spartan Assault Tanks



Point Value 950



LEGION SPARTAN ASSAULT
TANKS

Break Point +4: The Detachment adds +4 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4]	25/50	2	-2	[DR2], [TRS], [AS]
				Bolters [AP]	25	6	0	

Victory Points +10

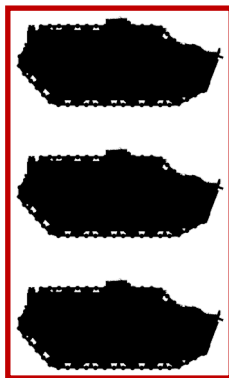
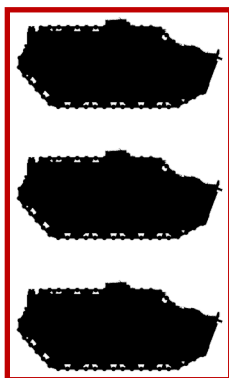
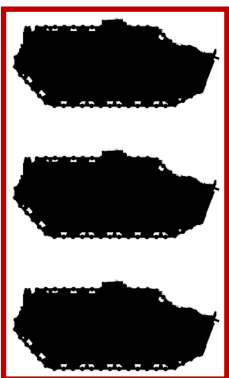
Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION SPARTAN ASSAULT TANKS

ONE GRAND POWERED ARMOR INFANTRY COMPANY

Ten Legion Spartan Assault Tanks



Point Value 1350



LEGION SPARTAN ASSAULT TANKS

Break Point +6: The Detachment adds +6 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
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TRS], [AS]

Victory Points +14

Your opponent gains +7 VP when attached formation is broken

GROUND TRANSPORT CARDS TUNNELERS [TN]

TRANSPORT POOL

LEGION ORDINATUS AKTEUS MOLE

ONE INFANTRY DETACHMENT

One Akteus Mole



Point Value 250



LEGION ORDINATUS AKTEUS MOLE

Break Point +1: The Detachment 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
Akteus Mole	10 [T,TN]	2+	8/-3	Seismic Excavator Drill [B2,W] Volkite Culverins [VK,TL2] Terrax Rockets [B4,W]	- 25/50 25/50	- 2 1	- -1 -1	[DR4], [DU], [TR10], Special

Special Abilities: The Akteus Mole has the following abilities:

1. Blessed autosimulacra – The Akteus Mole may self-repair lost DR on a roll of 6+ in the end phase.
2. May transport up to 5 robotic [RC] elements instead of infantry.

Victory Points +3

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION ORDINATUS AKTEUS MOLE

ONE INFANTRY GRAND DETACHMENT

One Akteus Mole



Point Value 250



LEGION ORDINATUS AKTEUS MOLE

Break Point +1: The Detachment 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
Akteus Mole	10 [T,TN]	2+	8/-3	Seismic Excavator Drill [B2,W] Volkite Culverins [VK,TL2] Terrax Rockets [B4,W]	- 25/50 25/50	- 2 1	- -1 -1	[DR4], [DU], [TR10], Special

Special Abilities: The Akteus Mole has the following abilities:

1. Blessed autosimulacra – The Akteus Mole may self-repair lost DR on a roll of 6+ in the end phase.
2. May transport up to 5 robotic [RC] elements instead of infantry.

Victory Points +3

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION ORDINATUS AKTEUS MOLE

ONE INFANTRY COMPANY

Three Akteus Moles and One Termite Assault Drill



Point Value 900



LEGION ORDINATUS AKTEUS MOLE

Break Point +2: The Detachment 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
Akteus Mole	10 [T,TN]	2+	8/-3	Seismic Excavator Drill [B2,W] Volkite Culverins [VK,TL2] Terrax Rockets [B4,W]	- 25/50 25/50	- 2 1	- -1 -1	[DR4], [DU], [TR10], Special
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W] Melta Cutter [B2,W] Heavy Flamers [FW]	- 10 10	- 1 4	- -3 0	[TR3],[DU]

Special Abilities: The Akteus Mole has the following abilities:

1. Blessed autosimulacra – The Akteus Mole may self-repair lost DR on a roll of 6+ in the end phase.
2. May transport up to 5 robotic [RC] elements instead of infantry.

Victory Points +9

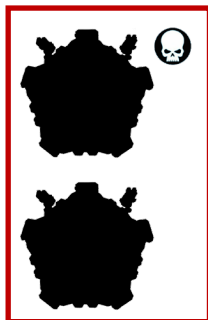
Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION ORDINATUS AKTEUS MOLE

ONE INFANTRY GRAND COMPANY

Two Legion Termite Assault Drills and Three Akteus Moles



Point Value 1000



LEGION ORDINATUS AKTEUS MOLE

Break Point +3: The Detachment adds +3 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
Akteus Mole	10 [T,TN]	2+	8/-3	Seismic Excavator Drill [B2,W]	-	-	-	[DR4], [DU], [TR10], Special
				Volkite Culverins [VK,TL2]	25/50	2	-1	
				Terrax Rockets [B4,W]	25/50	1	-1	
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W]	-	-	-	[TR3],[DU]
				Melta Cutter [B2,W]	10	1	-3	
				Heavy Flamers [FW]	10	4	0	

Special Abilities: The Akteus Mole has the following abilities:

1. Blessed autosimulacra – The Akteus Mole may self-repair lost DR on a roll of 6+ in the end phase.
2. May transport up to 5 robotic [RC] elements instead of infantry.

Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION PATTERN TERMITE ASSAULT DRILL

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
Two Termite Assault Drills



Point Value 150



LEGION PATTERN TERMITE ASSAULT DRILL

Break Point +1: The Detachment 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
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W] Melta Cutter [B2,W] Heavy Flamers [FW]	- 10 10	- 1 4	- -3 0	[TR3],[DU]

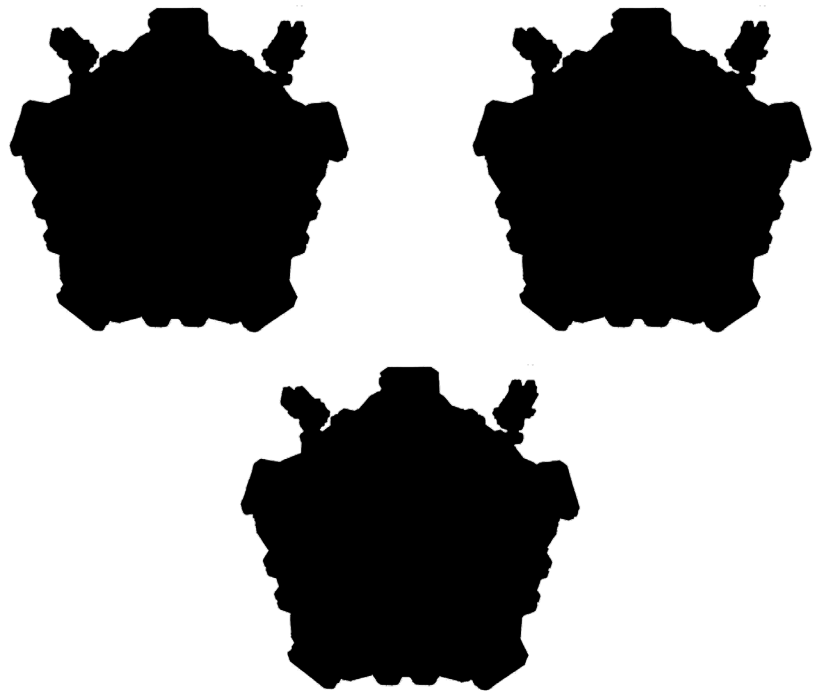
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION PATTERN TERMITE
ASSAULT DRILL

ONE GRAND TERMINATOR DETACHMENT
Three Termite Assault Drills



Point Value 250



LEGION PATTERN TERMITE
ASSAULT DRILL

Break Point +2: The Detachment 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
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W] Melta Cutter [B2,W] Heavy Flamers [FW]	- 10 10	- 1 4	- -3 0	[TR3],[DU]

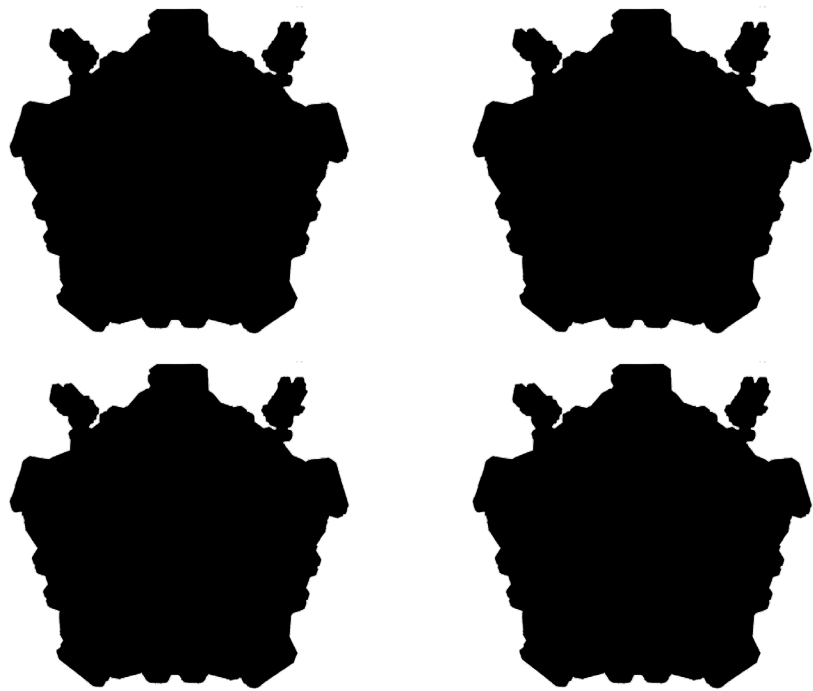
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION PATTERN TERMITE
ASSAULT DRILL

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Four Termite Assault Drills



Point Value 350



LEGION PATTERN TERMITE
ASSAULT DRILL

Break Point +2: The Detachment 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
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W] Melta Cutter [B2,W] Heavy Flamers [FW]	- 10 10	- 1 4	- -3 0	[TR3],[DU]

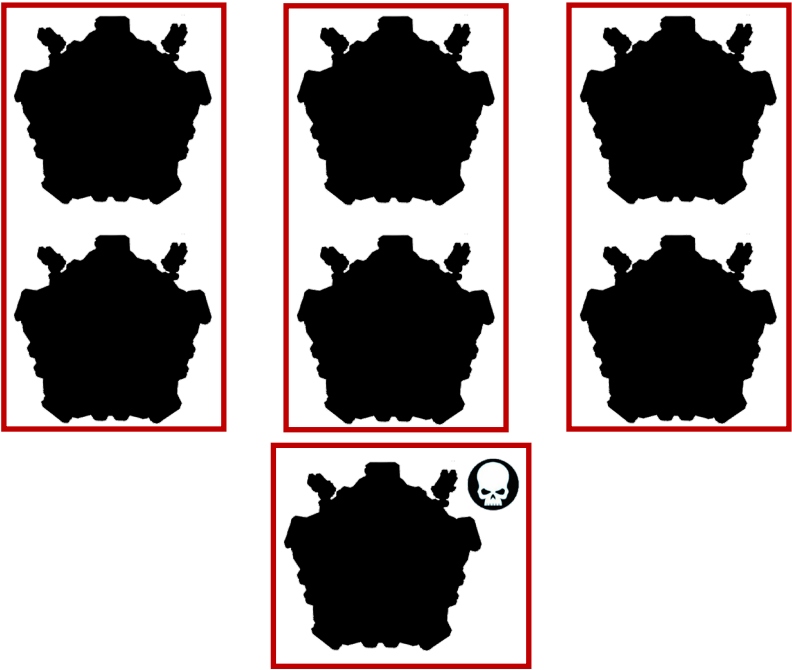
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION PATTERN TERMITE
ASSAULT DRILL

ONE POWERED ARMOR INFANTRY OR TERMINATOR COMPANY
Seven Termite Assault Drills



Point Value 600



LEGION PATTERN TERMITE
ASSAULT DRILL

Break Point +4: The Detachment adds +4 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
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W] Melta Cutter [B2,W] Heavy Flamers [FW]	- 10 10	- 1 4	- -3 0	[TR3],[DU]

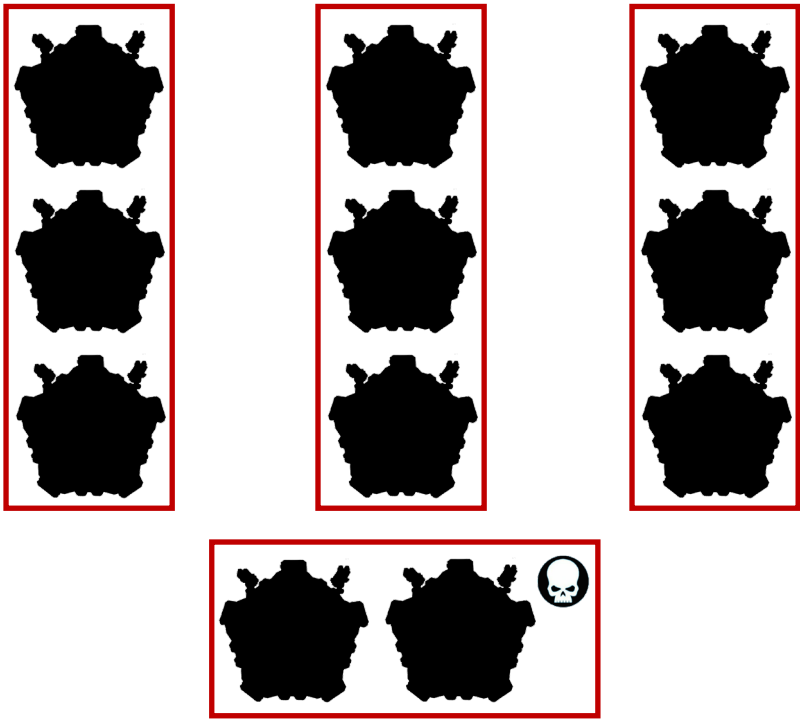
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION PATTERN TERMITE
ASSAULT DRILL

ONE GRAND TERMINATOR COMPANY
11 Termite Assault Drills



Point Value 900



LEGION PATTERN TERMITE
ASSAULT DRILL

Break Point +7: The Detachment adds +7 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
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W] Melta Cutter [B2,W] Heavy Flamers [FW]	- 10 10	- 1 4	- -3 0	[TR3],[DU]

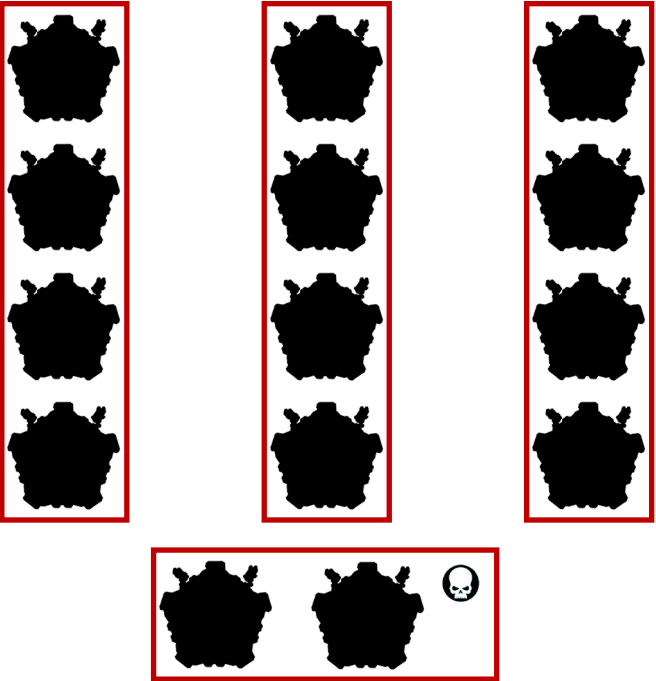
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION PATTERN TERMITE
ASSAULT DRILL

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Fourteen Termite Assault Drills



Point Value 1150



LEGION PATTERN TERMITE
ASSAULT DRILL

Break Point +8: The Detachment adds +8 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
Termite	10[T,TN]	3+	3/-3	Assault Drill [B2,W] Melta Cutter [B2,W] Heavy Flamers [FW]	- 10 10	- 1 4	- -3 0	[TR3],[DU]

Victory Points +12

Your opponent gains +6 VP when attached formation is broken

FLIERS [F]

TRANSPORT CARDS

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE POWERED ARMOR INFANTRY DETACHMENT
Three Anvillus Pattern Dreadclaw Drop Pods



Point Value 100



ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +2: The Detachment 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE TERMINATOR DETACHMENT

Three Anvillus Pattern Dreadclaw Drop Pods



Point Value 100



ANVILLUS PATTERN
DREADCLAW DROP POD

Break Point +2: The Detachment 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE GRAND TERMINATOR DETACHMENT

Five Anvillus Pattern Dreadclaw Drop Pods



Point Value 200



ANVILLUS PATTERN
DREADCLAW DROP POD

Break Point +3: The Detachment adds +3 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

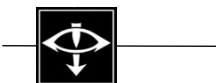
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

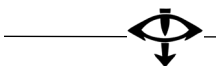
TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Six Anvillus Pattern Dreadclaw Drop Pods



Point Value 250



ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +4: The Detachment adds +4 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

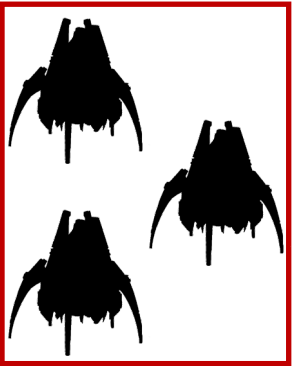
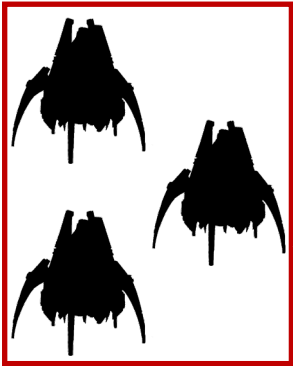
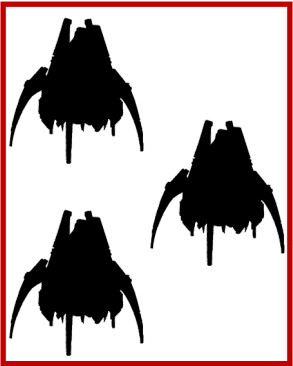
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Anvillus Pattern Dreadclaw Drop Pods



Point Value 400



ANVILLUS PATTERN
DREADCLAW DROP POD

Break Point +7: The Detachment adds +7 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +4

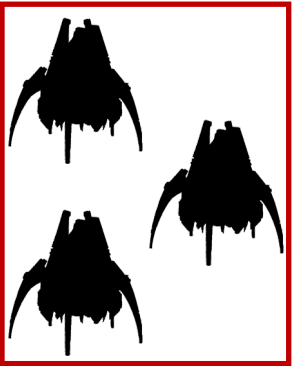
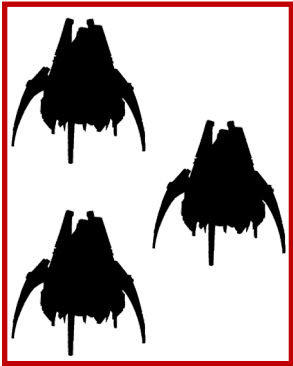
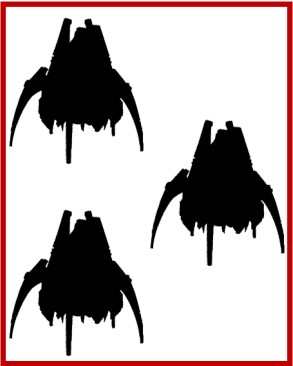
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE TERMINATOR COMPANY

Eleven Anvillus Pattern Dreadclaw Drop Pods



Point Value 650



ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +7: The Detachment adds +7 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

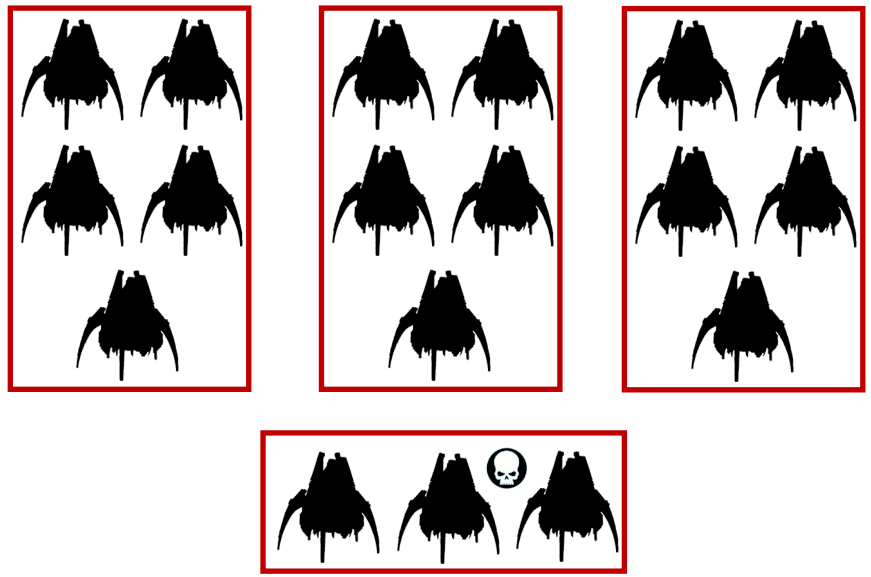
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE GRAND TERMINATOR COMPANY
Eighteen Anvillus Pattern Dreadclaw Drop Pods





Point Value 450



ANVILLUS PATTERN
DREADCLAW DROP POD

Break Point +11: The Detachment adds +11 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

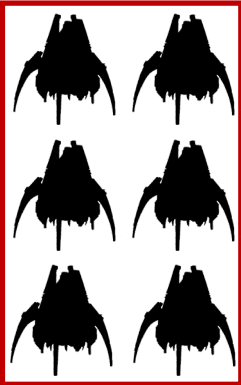
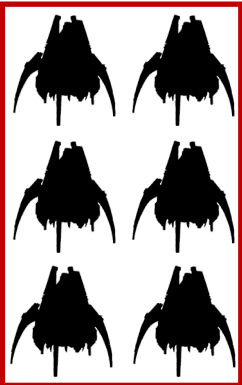
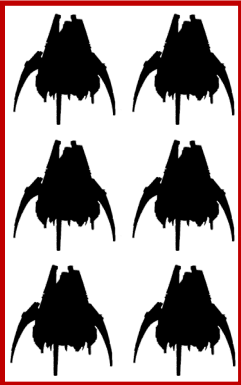
Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +5
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN
DREADCLAW DROP POD

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-One Anvillus Pattern Dreadclaw Drop Pods



Point Value 750



ANVILLUS PATTERN
DREADCLAW DROP POD

Break Point +13: The Detachment adds +13 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
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Special Ability: When the Anvillus lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE POWERED ARMOR INFANTRY DEATCHMENT
Three Legion Caestus Assault Rams



Point Value 400



LEGION CAESTUS ASSAULT
RAMS

Break Point +2: The Detachment 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE TERMINATOR DEATCHMENT
Three Legion Caestus Assault Rams



Point Value 400



LEGION CAESTUS ASSAULT
RAMS

Break Point +2: The Detachment 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE GRAND TERMINATOR DEATCHMENT
Five Legion Caestus Assault Rams





Point Value 650



LEGION CAESTUS ASSAULT
RAMS

Break Point +3: The Detachment adds +3 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

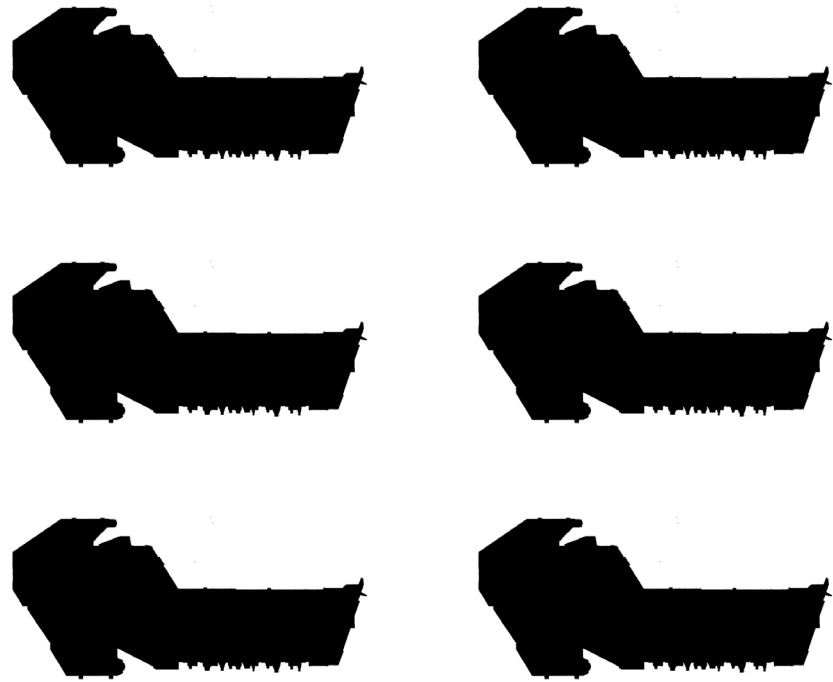
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE GRAND POWERED ARMOR INFANTRY DEATCHMENT
Six Legion Caestus Assault Rams





Point Value 800



LEGION CAESTUS ASSAULT
RAMS

Break Point +4: The Detachment adds +4 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

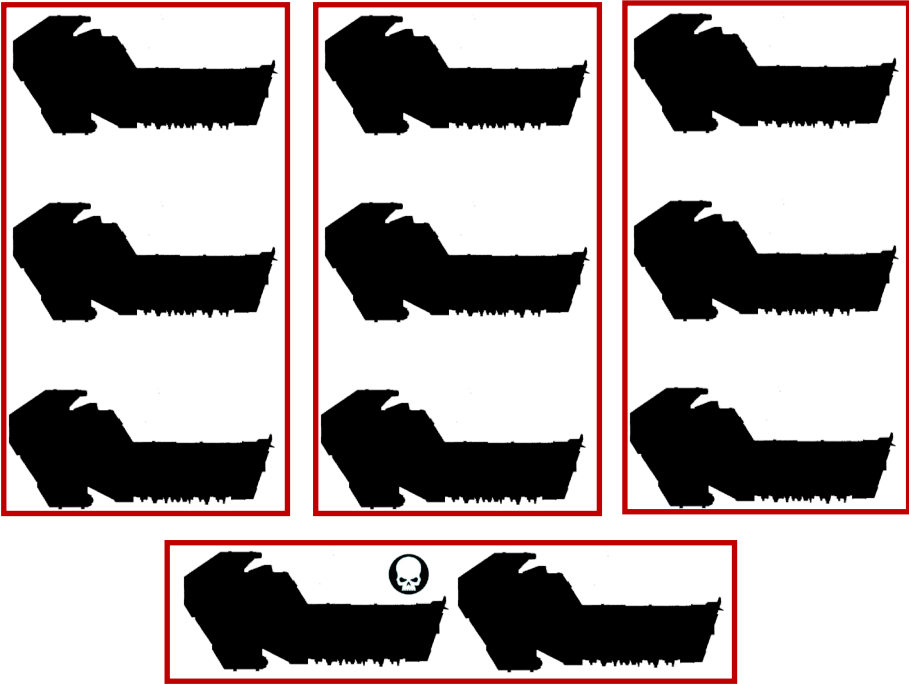
Victory Points +8

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE TERMINATOR COMPANY
Eleven Legion Caestus Assault Rams



Point Value 1450



LEGION CAESTUS ASSAULT
RAMS

Break Point +7: The Detachment adds +7 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

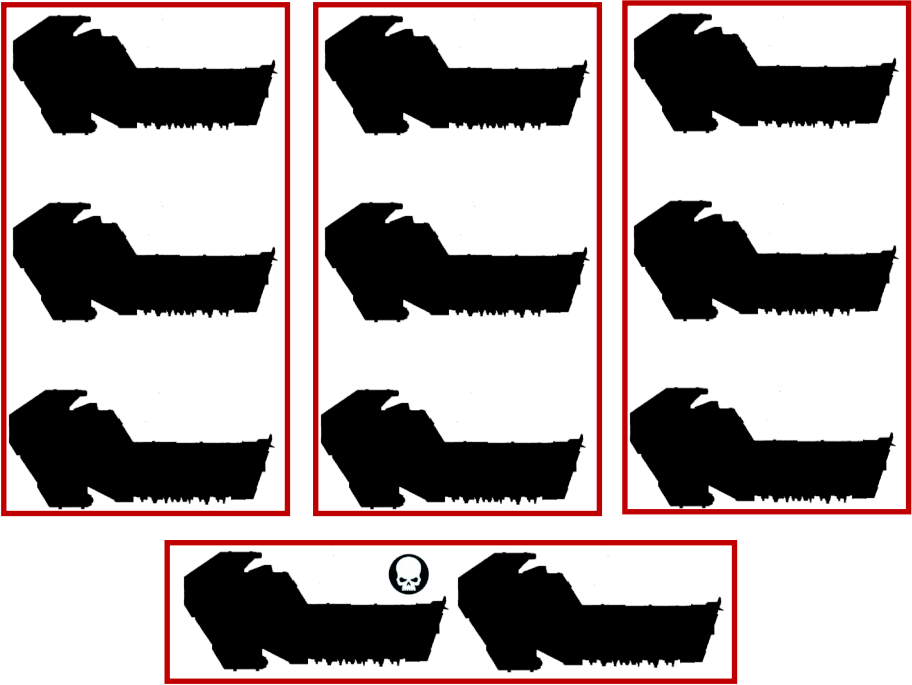
Victory Points +15

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Caestus Assault Rams



Point Value 1450



LEGION CAESTUS ASSAULT
RAMS

Break Point +7: The Detachment adds +7 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

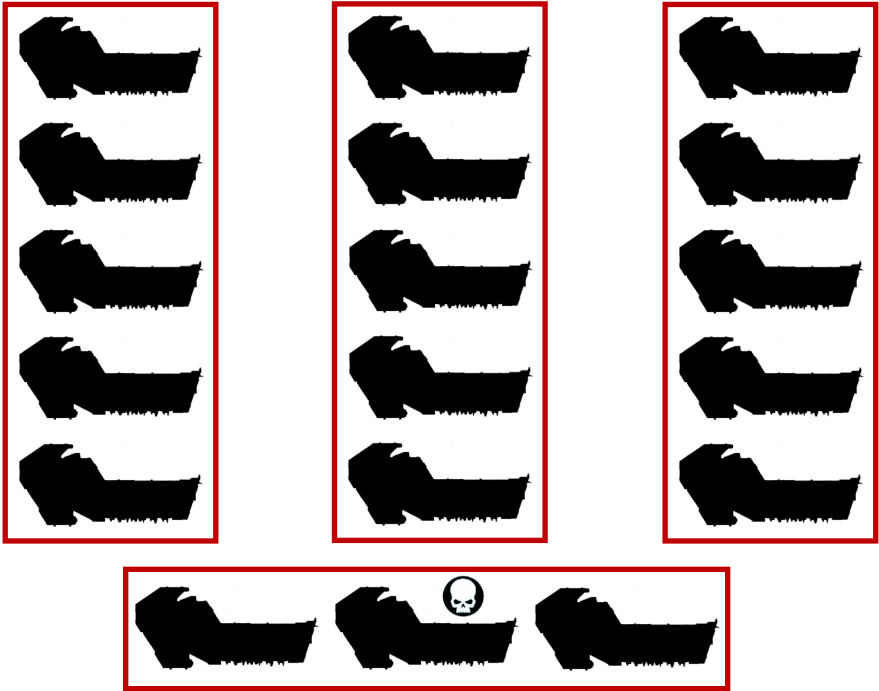
Victory Points +15

Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE GRAND TERMINATOR COMPANY
Eighteen Legion Caestus Assault Rams



Point Value 2350



LEGION CAESTUS ASSAULT
RAMS

Break Point +11: The Detachment adds +11 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

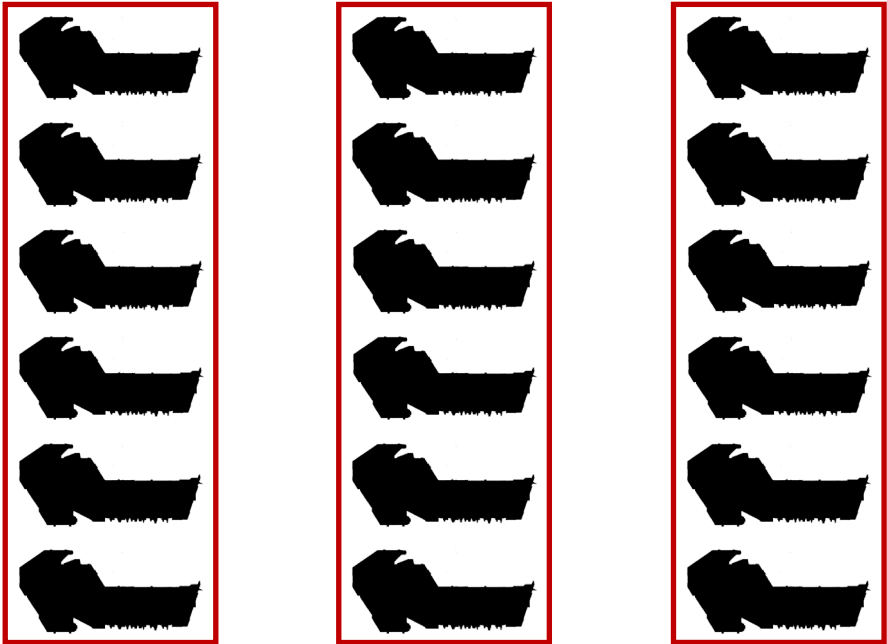
Victory Points +24

Your opponent gains +12 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT
RAMS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-one Legion Caestus Assault Rams



Point Value 2750



LEGION CAESTUS ASSAULT
RAMS

Break Point +13: The Detachment adds +13 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
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

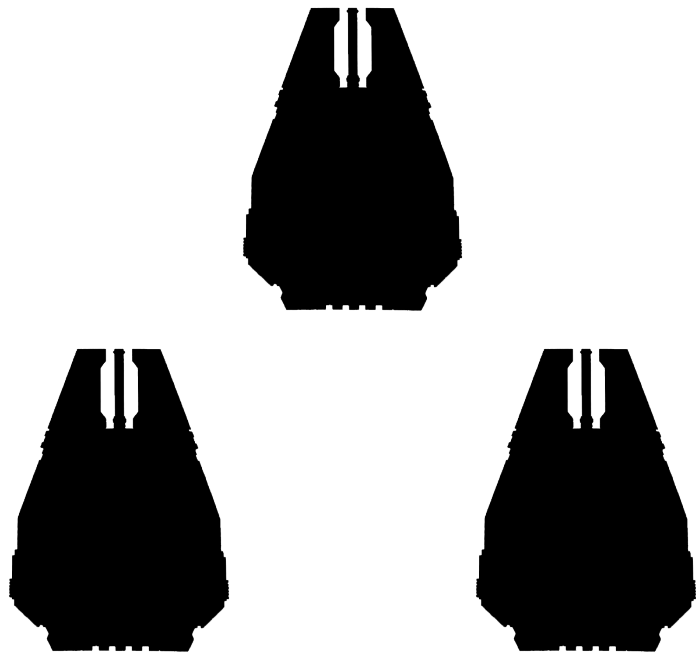
Victory Points +28

Your opponent gains +14 VP when attached formation is broken

TRANSPORT POOL

DEATHSTORM DROP PODS

ONE DROP POD COMPANY OF ANY TYPE
Three Deathstorm Drop Pods



Point Value 100



DEATHSTORM DROP PODS

Break Point +2: The Detachment 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
Deathstorm Drop Pod	[F,T]	4+	-	Deathstorm Frag Missiles [B] Krak Missiles	25/50	- 3 1	- 0 -2	[RC], Special

Special Ability: As soon as this element is deployed in the movement phase it can fire its ranged attacks at all eligible targets within range. On the turn it deploys it cannot fire in the combat phase if it fired in the movement phase. In subsequent turns it can fire in the combat phase as if it had first fire orders.

THIS TRANSPORT CARD MAY ONLY BE ATTACHED DIRECTLY TO ANOTHER DROP PODS COMPANY TRANSPORT CARD AND DOES NOT COUNT TOWARDS THE TOTAL TRANSPORT CARD ALLOTMENT

Victory Points +1

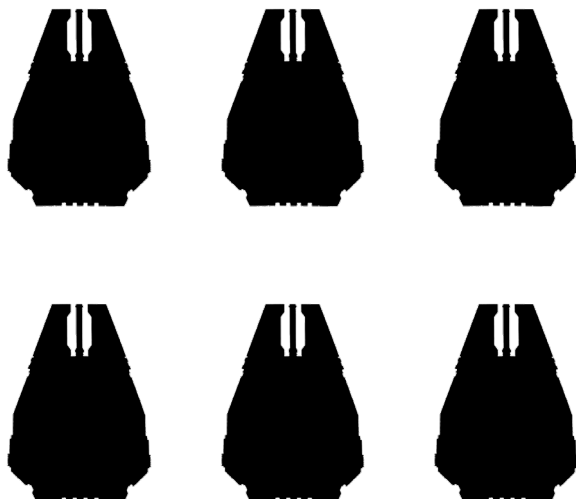
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

DEATHSTORM DROP PODS

ONE DROP POD GRAND COMPANY OF ANY TYPE

Six Deathstorm Drop Pods



Point Value 250



DEATHSTORM DROP PODS

Break Point +4: The Detachment adds +4 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
Deathstorm Drop Pod	[F,T]	4+	-	Deathstorm Frag Missiles [B] Krak Missiles	25/50	- 3 1	- 0 -2	[RC], Special

Special Ability: As soon as this element is deployed in the movement phase it can fire its ranged attacks at all eligible targets within range. On the turn it deploys it cannot fire in the combat phase if it fired in the movement phase. In subsequent turns it can fire in the combat phase as if it had first fire orders.

THIS TRANSPORT CARD MAY ONLY BE ATTACHED DIRECTLY TO ANOTHER DROP PODS GRAND COMPANY TRANSPORT CARD AND DOES NOT COUNT TOWARDS THE TOTAL TRANSPORT CARD ALLOTMENT

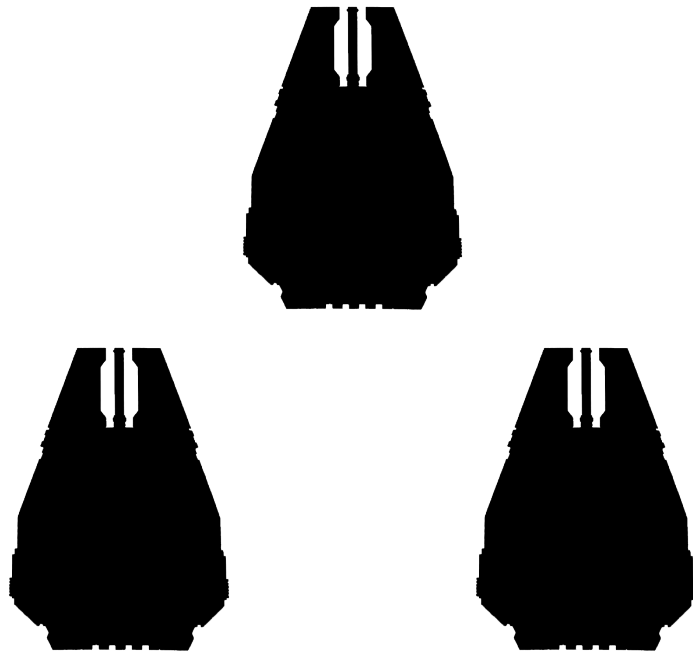
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE TERMINATOR OR POWERED ARMOR DETACHMENT
Three Legion Drop Pods



Point Value 100



LEGION DROP PODS

Break Point +2: The Detachment 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

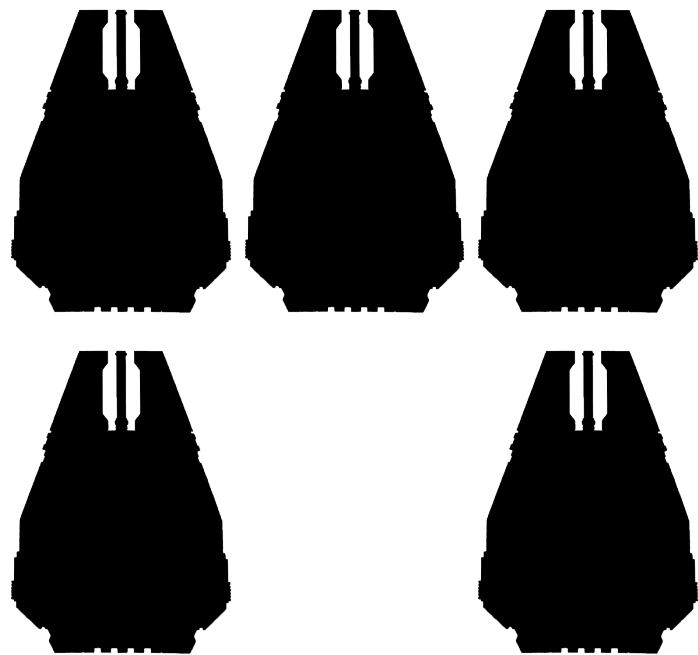
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE GRAND TERMINATOR DETACHMENT
Five Legion Drop Pods



Point Value 150



LEGION DROP PODS

Break Point +3: The Detachment adds +3 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

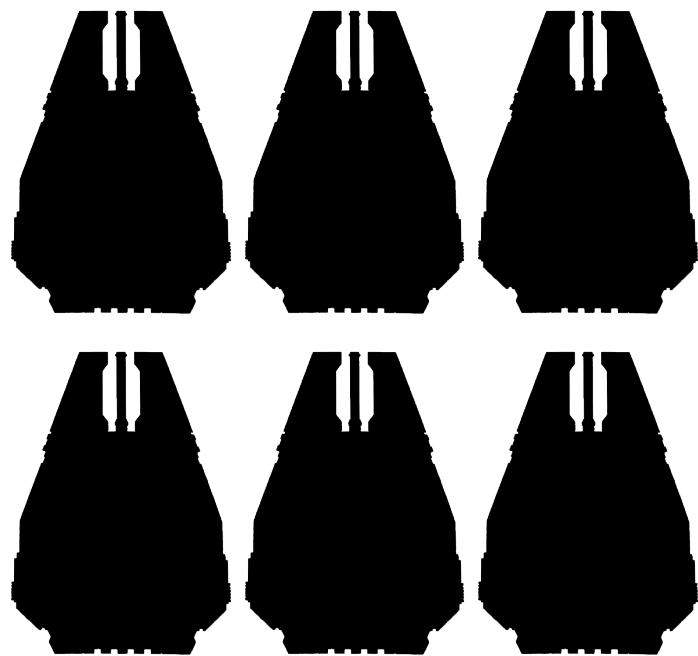
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Six Legion Drop Pods



Point Value 200



LEGION DROP PODS

Break Point +4: The Detachment adds +4 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

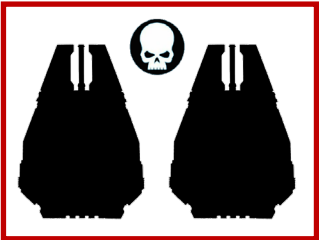
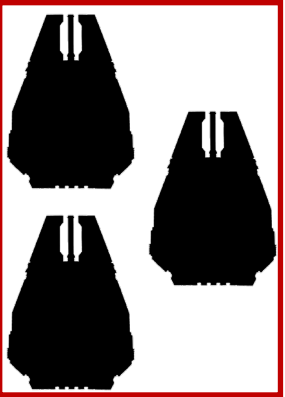
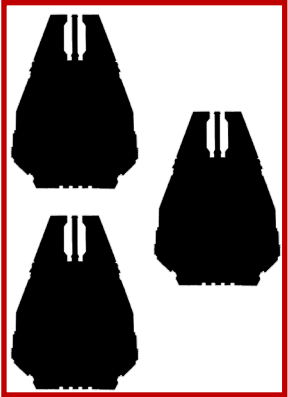
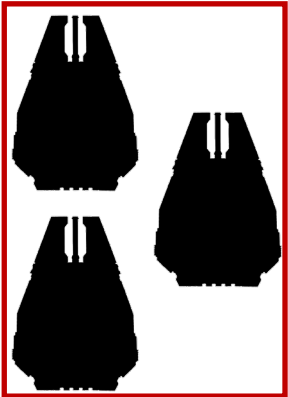
Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Drop Pods



Point Value 350



LEGION DROP PODS

Break Point +7: The Detachment adds +7 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

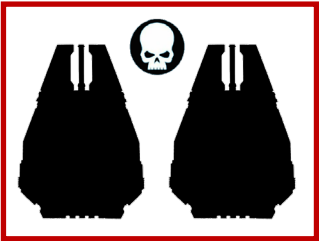
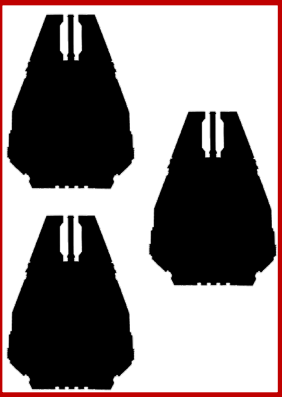
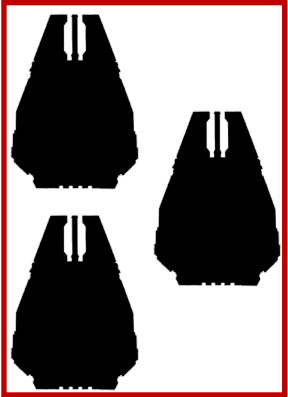
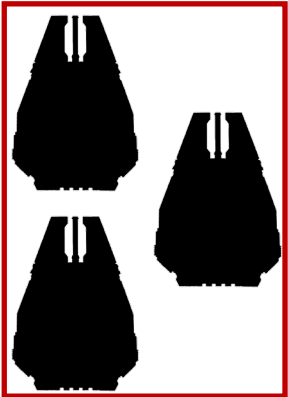
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE TERMINATOR COMPANY
Eleven Legion Drop Pods



Point Value 350



LEGION DROP PODS

Break Point +7: The Detachment adds +7 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

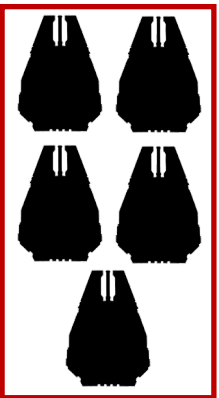
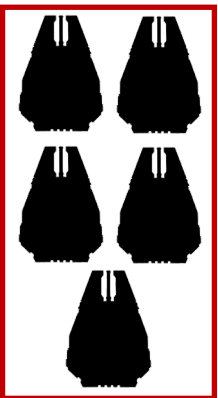
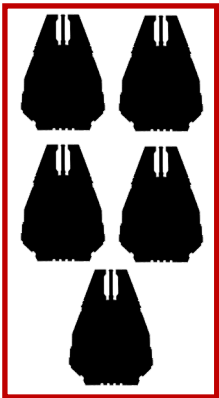
Victory Points +4

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE GRAND TERMINATOR COMPANY
Eighteen Legion Drop Pods



Point Value 600



LEGION DROP PODS

Break Point +11: The Detachment adds +11 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

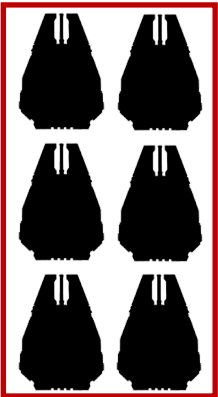
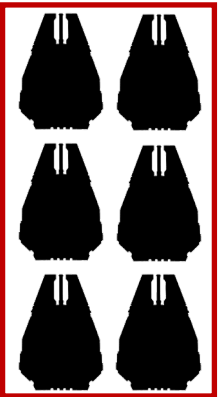
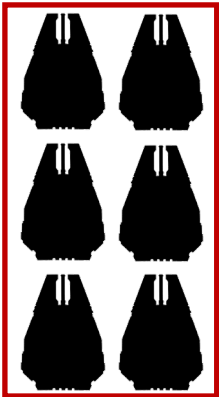
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-One Legion Drop Pods



Point Value 700



LEGION DROP PODS

Break Point +13: The Detachment adds +13 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

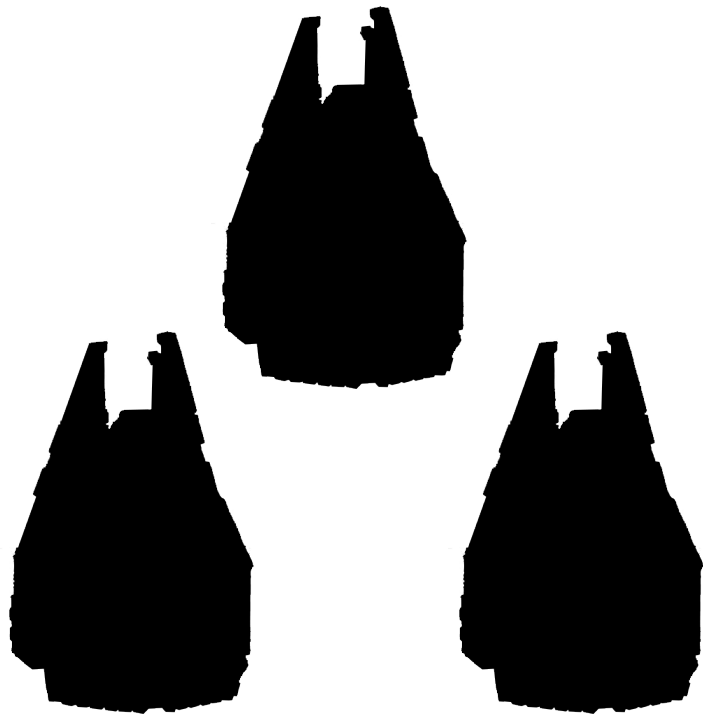
Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION DREADNOUGHT
DROP PODS

ONE DREADNOUGHT TALON
Three Legion Dreadnought Drop Pods



Point Value 100



LEGION DREADNOUGHT
DROP PODS

Break Point +2: The Detachment 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

Victory Points +1

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DREADNOUGHT
DROP PODS

ONE DREADNOUGHT GRAND TALON
Six Legion Dreadnought Drop Pods



Point Value 200



LEGION DREADNOUGHT
DROP PODS

Break Point +4: The Detachment adds +4 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
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE POWERED ARMOR INFANTRY DETACHMENT

Two Legion Kharybdis Assault Claws



Point Value 150



LEGION KHARYBDIS ASSAULT CLAW

Break Point +1: The Detachment 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
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE TERMINATOR DETACHMENT

Two Legion Kharybdis Assault Claws



Point Value 150



LEGION KHARYBDIS ASSAULT CLAW

Break Point +1: The Detachment 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
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT

Three Legion Kharybdis Assault Claws



Point Value 250



LEGION KHARYBDIS ASSAULT CLAW

Break Point +2: The Detachment 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
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE GRAND TERMINATOR DETACHMENT

Three Legion Kharybdis Assault Claws



Point Value 250



LEGION KHARYBDIS ASSAULT CLAW

Break Point +2: The Detachment 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
Kharybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

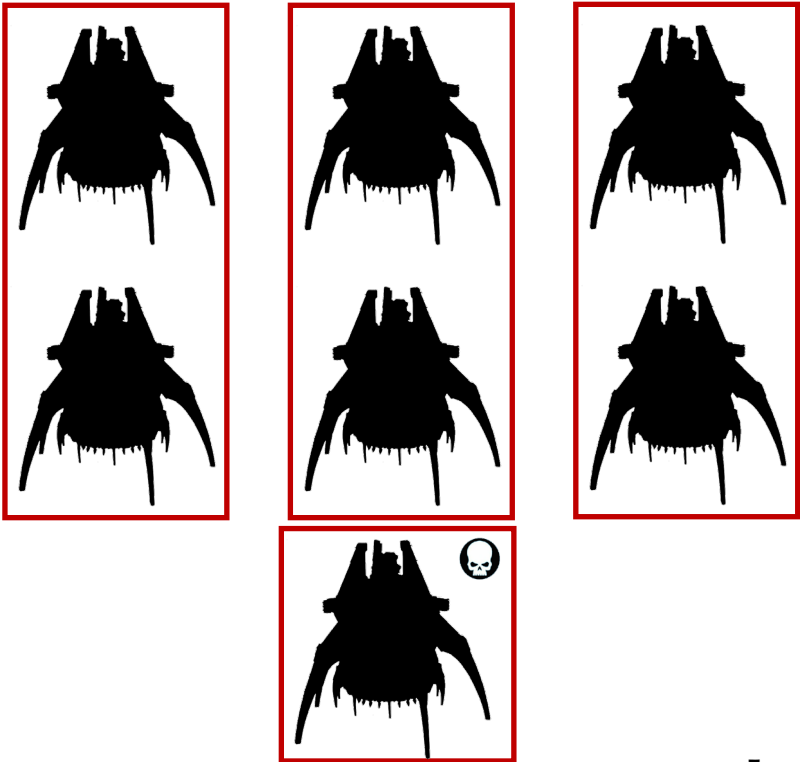
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT
CLAW

ONE POWERED ARMOR INFANTRY COMPANY
Seven Legion Kharybdis Assault Claws



Point Value 550



LEGION KHARYBDIS ASSAULT
CLAW

Break Point +4: The Detachment adds +4 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
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +6

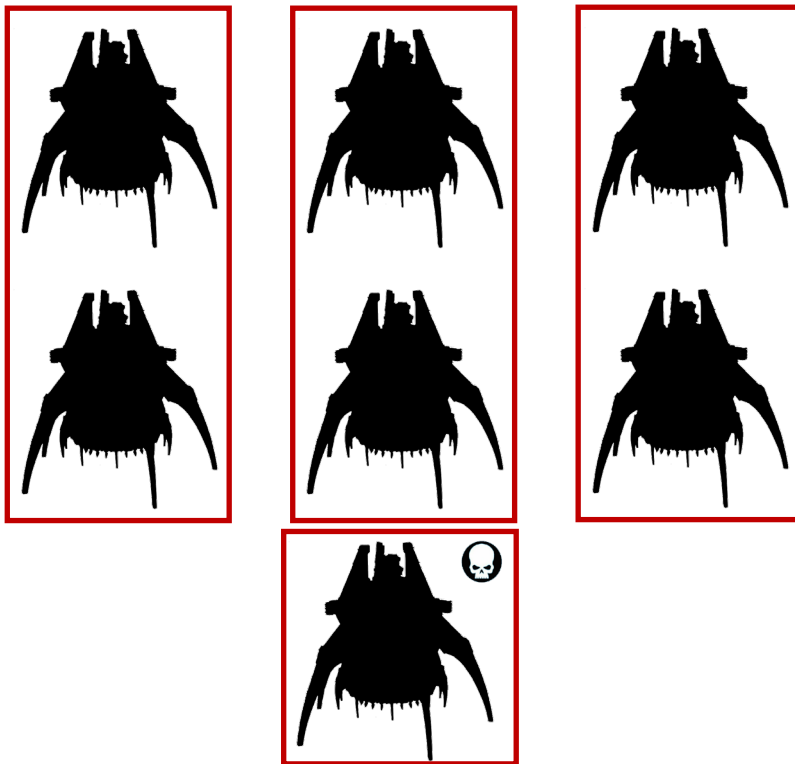
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE TERMINATOR COMPANY

Seven Legion Kharybdis Assault Claws



Point Value 550



LEGION KHARYBDIS ASSAULT CLAW

Break Point +4: The Detachment adds +4 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
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

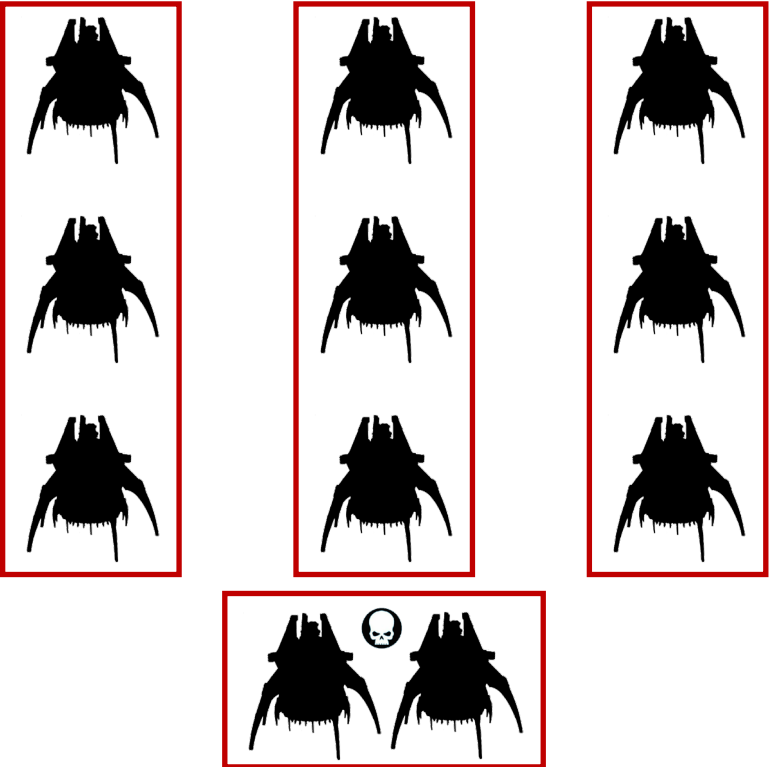
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT
CLAW

ONE GRAND POWERED ARMOR INFANTRY COMAPNY
Eleven Legion Kharybdis Assault Claws



Point Value 850



LEGION KHARYBDIS ASSAULT
CLAW

Break Point +7: The Detachment adds +7 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
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

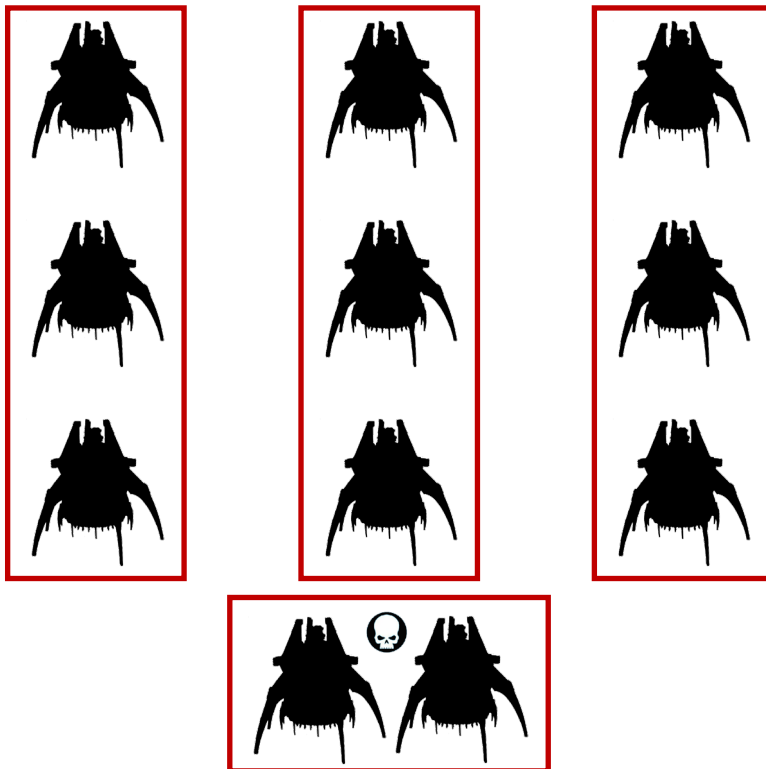
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE GRAND TERMINATOR COMAPNY
Eleven Legion Kharybdis Assault Claws



Point Value 850



LEGION KHARYBDIS ASSAULT CLAW

Break Point +7: The Detachment adds +7 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
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special

Special Ability: When the Kharybdis lands it can attack any elements within 10cms with its exhaust. Surviving elements must move outside the 10cm radius. Such movement is determined by the players whose elements must move.

Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION SOKAR PATTERN STORMBIRD

UP TO TWO STANDARD POWERED ARMOR INFANTRY OR TERMINATOR

DETACHMENTS

One Legion Sokar Stormbird



Point Value 300



LEGION SOKAR PATTERN STORMBIRD

Break Point +1: The Detachment 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
Stormbird	50[F]	2+	4/-3	TL Lascannons [TL2] Deathstrike Missile [D3] Macro-Cluster Bombs [B] Orbital Missile [D2,B] Bolters [AP]	25/50 60/120 - LOS 25	4 1 8 4 9	-2 -3 -2 -4 0	[DR5], [TR12], [RA], Special

Special Abilities: The Stormbird has the following abilities:

- Deathstrike, Missile and Macro Cluster Bombs are single use weapons once per game. They have no range and are dropped directly below the Stormbirds on targets.
- The Orbital Missile has a range of line of sight from the stormbird and is a single use weapon once per game.
- Possess 2 Void Shields (See Titan Rules) each with an AV of 4+
- It may transport 6 elements of cavalry, walkers, light weapon platforms OR 3 rhino chassis type vehicles instead of its infantry capacity.

Victory Points +3

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION SOKAR PATTERN
STORMBIRD

ONE GRAND POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
One Legion Sokar Stormbird



Point Value 300



LEGION SOKAR PATTERN
STORMBIRD

Break Point +1: The Detachment 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
Stormbird	50[F]	2+	4/-3	TL Lascannons [TL2] Deathstrike Missile [D3] Macro-Cluster Bombs [B]	25/50 60/120 -	4 1 8	-2 -3 -2	[DR5], [TR12], [RA], Special
				Orbital Missile [D2,B] Bolters [AP]	LOS 25	4 9	-4 0	

- Special Abilities:** The Stormbird has the following abilities:
- Deathstrike, Missile and Macro Cluster Bombs are single use weapons once per game. They have no range and are dropped directly below the Stormbirds on targets.
 - The Orbital Missile has a range of line of sight from the stormbird and is a single use weapon once per game.
 - Possess 2 Void Shields (See Titan Rules) each with an AV of 4+
 - It may transport 6 elements of cavalry, walkers, light weapon platforms OR 3 rhino chassis type vehicles instead of its infantry capacity.

Victory Points +3

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION SOKAR PATTERN
STORMBIRD

ONE STANDARD OR GRAND POWERED ARMOR INFANTRY OR
TERMINATOR COMPANY

Three Legion Sokar Stormbirds and 1 Thundehawk Gunship Type 1 or 2



Point Value 1000



LEGION SOKAR PATTERN
STORMBIRD

Break Point +2: The Detachment 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
Stormbird	50[F]	2+	4/-3	TL Lascannons [TL2] Deathstrike Missile [D3] Macro-Cluster Bombs [B] Orbital Missile [D2,B] Bolters [AP]	25/50 60/120 - LOS 25	4 1 8 4 9	-2 -3 -2 -4 0	[DR5], [TR12], [RA], Special
Thunderhawk Gunship Type I	50[F]	4+	3/-2	Thunderhawk Cannon [B] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	35/70 25/70 25/50 - 25	2 1 2 4 6	-2 -2 -2 -2 0	[DR3], [TR6], [RA]
Thunderhawk Gunship Type II	50[F]	4+	3/-2	Turbo Laser Destructor [M,D2] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	50/100 25/70 25/50 - 25	1 1 2 4 6	-4 -2 -2 -2 0	[DR3], [TR6], [RA]

- Special Abilities:** The Stormbird has the following abilities:
- Deathstrike, Missile and Macro Cluster Bombs are single use weapons once per game. They have no range and are dropped directly below the Stormbirds on targets.
 - The Orbital Missile has a range of line of sight from the stormbird and is a single use weapon once per game.
 - Possess 2 Void Shields (See Titan Rules) each with an AV of 4+
 - It may transport 6 elements of cavalry, walkers, light weapon platforms OR 3 rhino chassis type vehicles instead of its infantry capacity.

Victory Points +10

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE
GUNSHIPS

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
Two Legion Storm Eagle Gunships



Point Value 150



LEGION STORM EAGLE
GUNSHIPS

Break Point +1: The Detachment 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
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets	30/60	1	-1	
				Bolters [AP]	25	4	0	

Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE
GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
Three Legion Storm Eagle Gunships



Point Value 250



LEGION STORM EAGLE
GUNSHIPS

Break Point +2: The Detachment 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
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets	30/60	1	-1	
				Bolters [AP]	25	4	0	

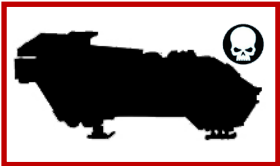
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE
GUNSHIPS

ONE POWERED ARMOR INFANTRY COMPANY
Seven Legion Storm Eagle Gunships



Point Value 550



LEGION STORM EAGLE
GUNSHIPS

Break Point +4: The Detachment adds +4 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
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets	30/60	1	-1	
				Bolters [AP]	25	4	0	

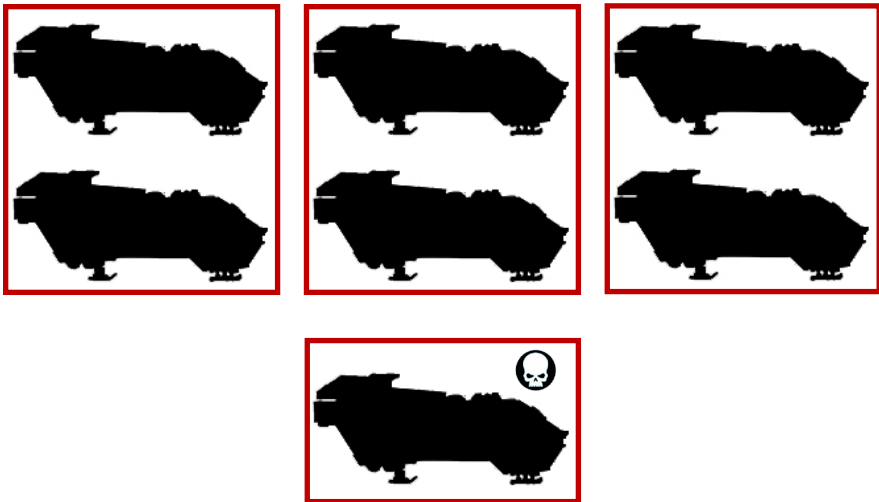
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE
GUNSHIPS

ONE TERMINATOR COMPANY
Seven Legion Storm Eagle Gunships



Point Value 550



LEGION STORM EAGLE
GUNSHIPS

Break Point +4: The Detachment adds +4 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
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets	30/60	1	-1	
				Bolters [AP]	25	4	0	

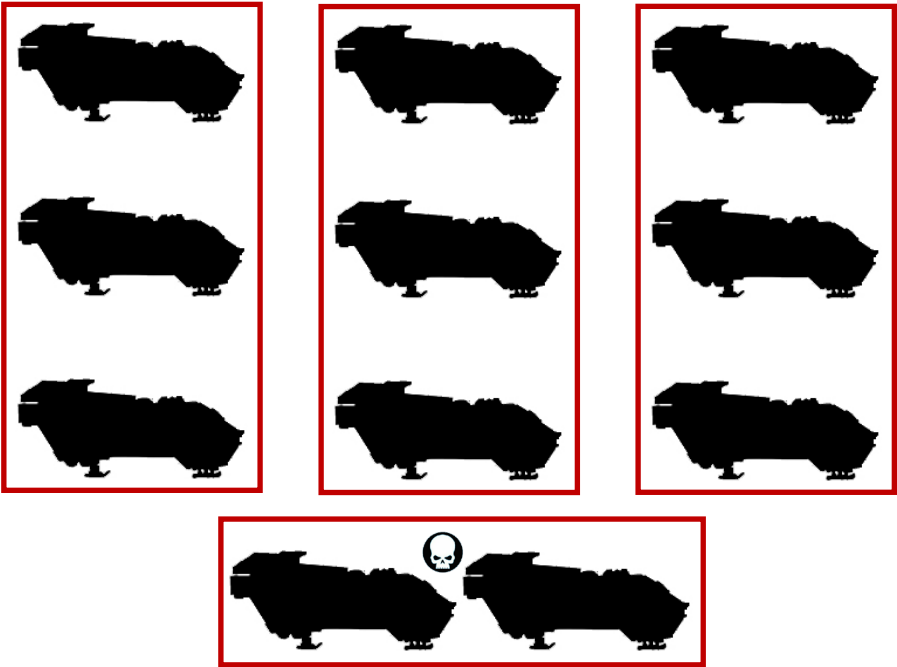
Victory Points +6

Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE
GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Eleven Legion Storm Eagle Gunships



Point Value 850



LEGION STORM EAGLE
GUNSHIPS

Break Point +7: The Detachment adds +7 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
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets	30/60	1	-1	
				Bolters [AP]	25	4	0	

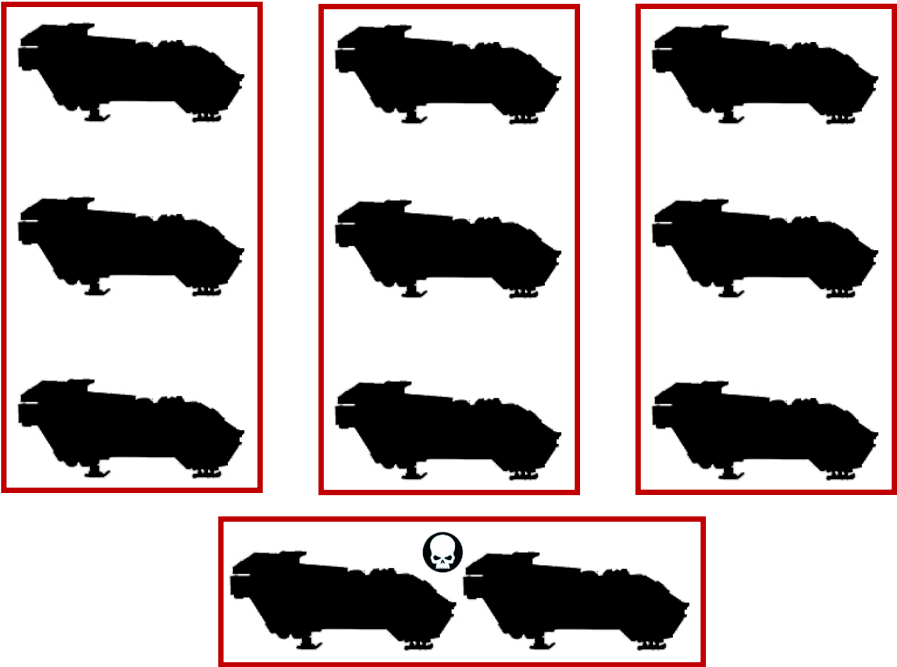
Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE
GUNSHIPS

ONE GRAND TERMINATOR COMPANY
Eleven Legion Storm Eagle Gunships



Point Value 850



LEGION STORM EAGLE
GUNSHIPS

Break Point +7: The Detachment adds +7 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
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets	30/60	1	-1	
				Bolters [AP]	25	4	0	

Victory Points +9

Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
GUNSHIPS

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT

One Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2



Point Value 150



LEGION THUNDERHAWK
GUNSHIPS

Break Point +1: The Detachment 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
Thunderhawk Gunship Type I	50[F]	4+	3/-2	Thunderhawk Cannon [B] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	35/70 25/70 25/50 - 25	2 1 2 4 6	-2 -2 -2 -2 0	[DR3], [TR6], [RA]
Thunderhawk Gunship Type II	50[F]	4+	3/-2	Turbo Laser Destructor [M,D2] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	50/100 25/70 25/50 - 25	1 1 2 4 6	-4 -2 -2 -2 0	[DR3], [TR6], [RA]

Victory Points +2

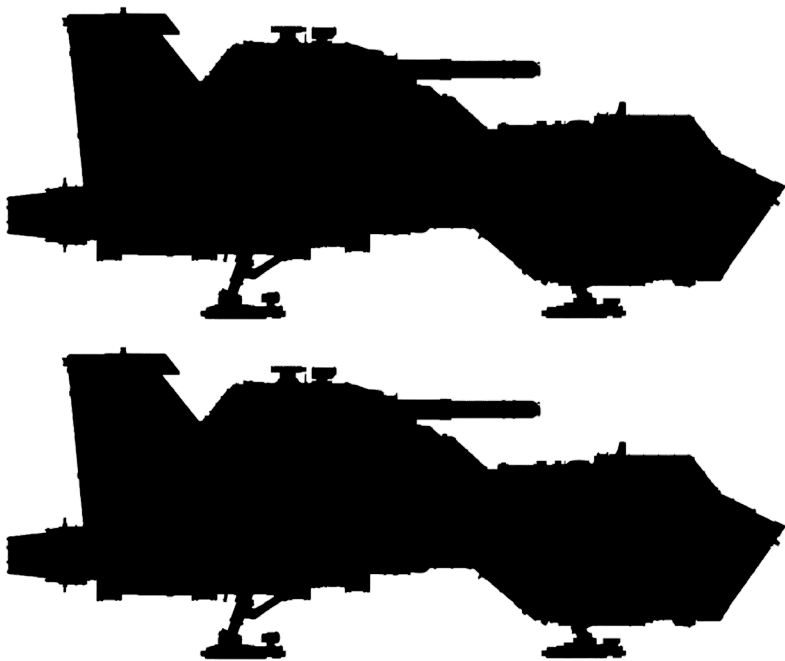
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT

Two Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2



Point Value 300



LEGION THUNDERHAWK
GUNSHIPS

Break Point +1: The Detachment 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
Thunderhawk Gunship Type I	50[F]	4+	3/-2	Thunderhawk Cannon [B] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	35/70 25/70 25/50 - 25	2 1 2 4 6	-2 -2 -2 -2 0	[DR3], [TR6], [RA]
Thunderhawk Gunship Type II	50[F]	4+	3/-2	Turbo Laser Destructor [M,D2] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	50/100 25/70 25/50 - 25	1 1 2 4 6	-4 -2 -2 -2 0	[DR3], [TR6], [RA]

Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
GUNSHIPS

ONE POWERED ARMOR INFANTRY COMPANY
Four Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2



Point Value 650



LEGION THUNDERHAWK
GUNSHIPS

Break Point +2: The Detachment 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
Thunderhawk Gunship Type I	50[F]	4+	3/-2	Thunderhawk Cannon [B]	35/70	2	-2	[DR3], [TR6], [RA]
				Hellstrike Missiles	25/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	4	-2	
				Bolters [AP]	25	6	0	
Thunderhawk Gunship Type II	50[F]	4+	3/-2	Turbo Laser Destructor [M,D2]	50/100	1	-4	[DR3], [TR6], [RA]
				Hellstrike Missiles	25/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	4	-2	
				Bolters [AP]	25	6	0	

Victory Points +7

Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
GUNSHIPS

ONE TERMINATOR COMPANY
Four Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2



Point Value 650



LEGION THUNDERHAWK
GUNSHIPS

Break Point +2: The Detachment 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
Thunderhawk Gunship Type I	50[F]	4+	3/-2	Thunderhawk Cannon [B]	35/70	2	-2	[DR3], [TR6], [RA]
				Hellstrike Missiles	25/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	4	-2	
				Bolters [AP]	25	6	0	
Thunderhawk Gunship Type II	50[F]	4+	3/-2	Turbo Laser Destructor [M,D2]	50/100	1	-4	[DR3], [TR6], [RA]
				Hellstrike Missiles	25/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	4	-2	
				Bolters [AP]	25	6	0	

Victory Points +7

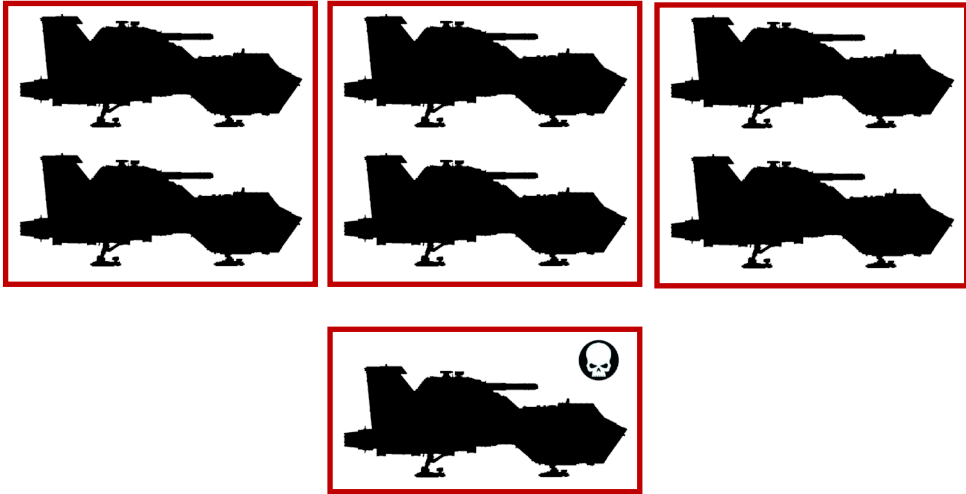
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY COMPANY

Seven Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2



Point Value 1150



LEGION THUNDERHAWK
GUNSHIPS

Break Point +4: The Detachment adds +4 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
Thunderhawk Gunship Type I	50[F]	4+	3/-2	Thunderhawk Cannon [B]	35/70	2	-2	[DR3], [TR6], [RA]
				Hellstrike Missiles	25/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	4	-2	
				Bolters [AP]	25	6	0	
Thunderhawk Gunship Type II	50[F]	4+	3/-2	Turbo Laser Destructor [M,D2]	50/100	1	-4	[DR3], [TR6], [RA]
				Hellstrike Missiles	25/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	4	-2	
				Bolters [AP]	25	6	0	

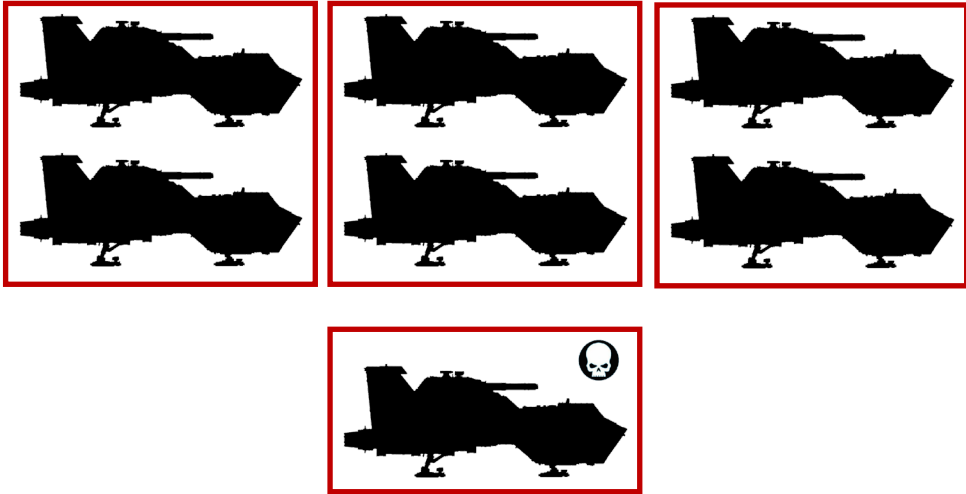
Victory Points +12

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
GUNSHIPS

ONE GRAND TERMINATOR COMPANY
Seven Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2



Point Value 1150



LEGION THUNDERHAWK
GUNSHIPS

Break Point +4: The Detachment adds +4 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
Thunderhawk Gunship Type I	50[F]	4+	3/-2	Thunderhawk Cannon [B] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	35/70 25/70 25/50 - 25	2 1 2 4 6	-2 -2 -2 -2 0	[DR3], [TR6], [RA]
Thunderhawk Gunship Type II	50[F]	4+	3/-2	Turbo Laser Destructor [M,D2] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	50/100 25/70 25/50 - 25	1 1 2 4 6	-4 -2 -2 -2 0	[DR3], [TR6], [RA]

Victory Points +12

Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK TRANSPORTER

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT

Two Legion Thunderhawk Transporters



Point Value 200



LEGION THUNDERHAWK TRANSPORTER

Break Point +1: The Detachment 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
Thunderhawk Transport	50[F]	4+	3/-2	Bolters {AP}	25	6	0	{DR3}, [TR3], [RA], Special

Special Ability: It may carry 2 rhino sized vehicles or 1 land raider sized vehicle in addition to its infantry capacity.

Victory Points +2

Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
TRANSPORTER

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
OR
ONE GRAND TERMINATOR DETACHMENT
Three Legion Thunderhawk Transporters



Point Value 300



LEGION THUNDERHAWK
TRANSPORTER

Break Point +2: The Detachment 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
Thunderhawk Transport	50[F]	4+	3/-2	Bolters {AP}	25	6	0	{DR3}, {TR3}, {RA}, Special

Special Ability: It may carry 2 rhino sized vehicles or 1 land raider sized vehicle in addition to it infantry capacity.

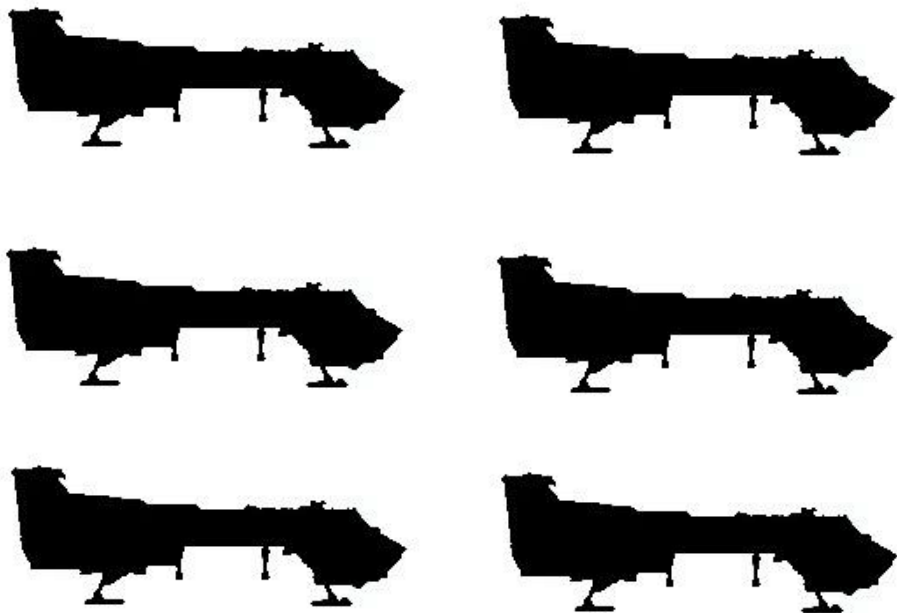
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK
TRANSPORTER

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
OR
TWO GRAND TERMINATOR DETACHMENTS
Six Legion Thunderhawk Transporters



Point Value 650



LEGION THUNDERHAWK
TRANSPORTER

Break Point +4: The Detachment adds +4 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
Thunderhawk Transport	50[F]	4+	3/-2	Bolters {AP}	25	6	0	{DR3}, {TR3}, {RA}, Special

Special Ability: It may carry 2 rhino sized vehicles or 1 land raider sized vehicle in addition to its infantry capacity.

Victory Points +6

Your opponent gains +3 VP when attached formation is broken