



LEGIONES ASTARTES

Warfare in the Age of Horus

MKV

Heresy Edition

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General Legion Rules

At the heart of the Heresy was the battle between brothers, the struggle amongst the Legiones astartes. This section deals with the rules regarding the Legiones astartes faction.

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 Weapon 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.

Legion Abilities

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.

Legionnaire Power Armor (Optional)

The base rules assume the armor characteristics shown in each elements Statline. For players who wish to differentiate armor types further may use these guidelines. As optional rules this requires agreement of both players to be used during a game.

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

General Legion Elements

This section covers all general elements that any legion may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Command Elements [I]

All command element types and specialists are included in this section.

- Any command element may gain the **Jump Pack [J]** or **Deep Strike [T]** ability if it forms part of a formation that is so equipped (free of cost). Additionally, command elements may gain transport free of cost if the formation it forms part of has transport capability. *This is limited to transport such as cavalry types (jet bikes, bikes, etc.) or Rhino APC.* Additional types may be available at a cost (see upgrades section).
- Command and specialists have the same Statline characteristics as any other element, however since they command a great variety of element types certain Statline characteristics are listed in the form of a bonus or addition to whichever the baseline elements they are a part of.
 - Example: The decurion below as a base Statline as shown below. Their actual in game Statline would reflect whichever troops they lead modified by their base Statline. When adding an invulnerable save the value will be 2 better than the baseline AV of the elements, they are a part of (if it doesn't already exist in the base Statline, in which case use the baseline stat of the elements being used, it's **NOT** additive in this case). **The notation for this is Inv [2].**
- Command and Element type: when the command element is NOT an infantry or cavalry element, apply the bonuses to the baseline elements they command however, The AV bonuses do NOT apply, ONLY the close combat attack die bonus applies.

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Decurion	As per element	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQI]

When a part of tactical elements

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/0	Boltgun	25	2	0	[HQ1]

When a part of assault elements

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Decurion	20[J]	5[7]+	3/-1	CC weapons Flamer [FW]	- 10	- 1	- 0	[HQ1]

When part of terminators

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	3/-3	CC Weapon [B] Ranged weapons, Various	- 25	- 3	- -1	[HQ1]

When part of vehicle (or any non-infantry, non-cavalry element)

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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Centurion	25	3+	4/-1	TL Lascannons [TL2]	25/50	1	-2	
Predator				Lascannons	25/50	2	-2	
Annihilator				Bolters [AP]	25	2	0	

Apothecary

They hold the sacred trust and future of their legion to collect the vital gene-seed from the fallen.

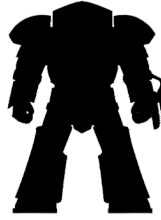
Apothecaries MUST be attached to an existing formation and may not be reassigned to other formations for the game's duration.

Power Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Apothecary	As per element	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ1]. [Apo]

Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Apothecary	10[T]	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ1]. [Apo]

Centurion

Centurions are the leaders at the company level and form the backbone of the command structure.

Power Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Centurion	As per element	+1AV, Inv[2]	+2AD	As per element type	As per element	As per element	As per element	[HQ2]

Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Centurion	10[T]	+1AV Inv[2]	+2AD	As per element type	As per element	As per element	As per element	[HQ2]

Decurion

They represent the line officers in direct command of the formations they lead.

Power Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Decurion	As per element	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ!]

Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Decurion	10[T]	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ!]

Librarian

Powerful psychically aware legionnaires, initially banned, but now vital during the Heresy. Close combat attacks gain the psyk-out [PY] trait.

Librarians MUST be attached to an existing formation and may not be reassigned to other formations for the game's duration.

Power Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Librarian	As per element	Inv[2]	+1AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ!], [PI]



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Librarian	As per element	+1AV, Inv[2]	+2AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ2], [P2]

Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Librarian	10[T]	Inv[2]	+1AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ1], [P1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Librarian	10[T]	+1AV, Inv[2]	+2AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ2], [P2]

Praetor

In the times before primarchs a legionnaire of consummate command skill would be named the legion Praetor or army commander. It represents the highest command tier in the battlefield absence of the primarch.

As the de facto army leader, the praetor may choose as the base line for Statline modification any power armor or terminator element type present in the army to be used. Once a selection is made it cannot be changed during the game.

Power Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Praetor	As per element	+1AV, Inv[2]	+3AD	As per element type	As per element	As per element	As per element	[HQ3]

Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Praetor	10[T]	+1AV Inv[2]	+3AD	As per element type	As per element	As per element	As per element	[HQ3]

Saturnine Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Praetor, Saturnine	10	2[3]+	5/-3	Saturnine War Axe	-	-	-	[HQ3], Special*
				Disruption Fist [B]	-	-	-	
				Plasma Blaster [A]	20	2	-2	

*See Saturnine Terminator entry for Special Abilities.

Techmarine

Legionnaires trained by the mechanicum in the mysteries of machine spirits.

Techmarines MUST be attached to an existing formation and may not be reassigned to other formations for the game's duration.

Power Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Techmarine	As per element	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ!]. [MK]

Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Techmarine	10[T]	As per element	+1AD	As per element type	As per element	As per element	As per element	[HQ!]. [MK]

Infantry Elements [I]

This section covers the common infantry elements available to all legions.

Assault Legionnaire

They don't optimize wargear for close quarter fighting and swift deployment.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Assault	20[J]	5+	2/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	

Breacher Legionnaire

Use is boarding, void and other close confined actions where a first wave breach is needed.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	

Destroyer Legionnaire

Experts in the use of proscribed weapon. Controversial in their deployment and use.

Destroyers have the following Special Ability:

- Destroyers gain** the Rad Grenade Upgrade free of cost.



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

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

Heavy Support Legionnaire

Equipped with various legionnaire portable heavy weapons to cover several battlefield roles.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Heavy Support Type 1	10	4+	1/0	Heavy Bolters [AP]	20/35	6	0	

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

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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Heavy Support Type 4	10	4+	1/0	Multi-Meltas	25	3	-3	

Nullificators

An assembly of warriors dedicated to countering the threat of Daemons after Horus Heresy began.

Nullificators have the following Special Ability:

1. **Hexagrammatic Wards:** Nullificators gain the Reinforced Armor [RA] ability versus all ranged and close combat attacks from elements with the Daemonic [DE] ability and Psychic Power effects.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Nullificators	10[T]	3[5]+	3/-3	Power Weapon [B]	-	-	-	[AW], [SU]
				Combi-bolters	25	2	-1	
				Flamers [FW]	10	4	-1	

Reconnaissance Legionnaire

The eyes and ears of the Legion. Often operating deep into enemy territory by stealth.



All reconnaissance legionnaire variants may:

1. **Re-roll failed** reserve move rolls (second result stands).
2. **Use The Shroud bombs wargear** which grants a stealth radius of 20cms and may not be spotted by elements with the recon [R] or sniper [SN] ability beyond the 20cm radius.

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Reconnaissance	10	5+	1/0	Boltgun	25	2	0	[R], [SH]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Reconnaissance Sniper	10	7+	1/0	Sniper rifle	20/35	1	-1	[R], [SH], [IF], [AG]

Seeker Legionnaire

Specializes in decapitation strikes. Seek and destroy enemy command elements.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Seekers	10	5+	1/0	Combi-weapon	25	2	-1	[SN], [SU]

Tactical Legionnaires

The backbone of the Legions. They can be used flexibly and in a variety of roles.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical	10	5+	1/0	Boltgun	25	2	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical Close Combat	10	5+	2/-1	CC weapons	-	-	-	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical Close Support	10	5+	1/0	Support Weapons	25	2	-2	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical Breacher Close Support	10	5[7]+	1/0	Support Weapons	25	2	-2	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical Close Combat Support	10	5+	1/-1	Flamers [FW]	10	4	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical Jump Close Combat Support	20[J]	5+	1/-1	Flamers [FW]	10	4	0	

Terminators

Donning the heaviest armor available to form devastating front line attacks and boarding actions.



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

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

Terminators, Saturnine [2]

Terminator armor pattern.

Saturnine Terminators have the following Special Abilities:

- I. **Slow:** Saturnine Terminators only gain +5cms of movement on Charge Orders (no double movement).

2. **Ponderous:** The suits are quite large, and elements count as pinning class 2.



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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Terminator, Saturnine Type 2	10	2[4]+	2/-3	Plasma Bombard [Fire,B,AY,A]	25	2	-2	Special
				Heavy Disintegrator [A]	25	2	-1	

Veteran Tactical Legionnaires

Survivors of the deadliest battlefields form an elite amongst the Legions.



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

Cavalry Elements [2]

All the available fast attack elements to all Legions are listed in this section.

Attack Bike

Larger two-man fast attack bikes that can bring heavy support weapons.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Attack Bike	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	

Hussar

Close support fast attack bikes with superior anti-infantry fire.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Hussar	30	5+	2/-2	Boltguns [AP]	25	2	0	[HR]

Javelin Recon Attack Speeder

Anti-grav propelled fast attack bike, highly maneuverable with support weapons.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Javelin Recon Attack Speeder	25[TK]	5+	1/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[R]

Javelin Heavy Attack Speeder

A variant of the Javelin with heavier anti-tank weapons.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Javelin Heavy Attack Speeder	25[TK]	5+	1/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	

Sky Slayer Jetbike

A high mobility heavy firepower fast attack jetbike that delivers its lethality quick and efficiently.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sky Slayer Jetbike	30[TK]	5+	1/-1	Multi-melta	25	1	-3	

Skyhunter Recon Jetbike

The backbone of the fast attack anti-grav cadre in the Legions.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Skyhunter Recon Jetbike	35[K]	5+	1/-1	Boltguns [AP]	25	1	0	[R]

Skyhunter Heavy Jetbike

Sacrifices speed and recon ability for heavier support firepower.

Special Ability: The Skyhunter Heavy Jetbike Plasma Cannon weapon may cause 1 Fire on a structure that fails its armor save versus this ranged attack.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Skyhunter Heavy Jetbike	35[K]	5+	1/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	Special

Skyseeker Jetbike

A rarity on the battlefield due to its advanced reconnaissance systems and superior speed.

Special Ability: Elements with the artillery trait targeting opposing formations within recon range of this element gain the extra attack die on natural to-hit rolls of 9 or 10+ (It is normally only on natural rolls of 10+).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Skyseeker Jetbike	40[TK]	6+	1/-1	Heavy Rotor Cannon [TL2]	30	3	0	[R], Special

Recon Landspeeder

A mainstay of the legion often used in reconnaissance and support fire roles.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Recon Landspeeder Type I	35[TK]	6+	1/-1	Boltguns [AP]	25	1	0	[R]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Recon Landspeeder Type II	35[TK]	6+	1/-1	Flamers [FW,A]	10	1	0	[R]

Heavy Landspeeder

A heavy support variant that forgoes recon for more firepower.

Special Ability: The Heavy Speeder Plasma Cannon weapon may cause 1 Fire on a structure that fails its armor save versus this ranged attack.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Heavy Landspeeder	30[TK]	6+	1/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	Special

Outriders

All terrain rugged bikes specializing in fast attack and reconnaissance.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Outriders	30	5+	2/-1	Boltguns [AP]	25	1	0	[R]

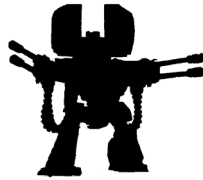
Walkers [2]

Second covers all Dreadnaughts and similar sized walker elements.

Deredeo

A heavily armed variant upon the Contemptor dreadnaught chassis.

Special Ability: The Hellfire Plasma Cannonade weapon may cause I Fire on a structure that fails its armor save versus this ranged attack.



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

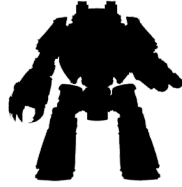
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Deredeo Type II	10	3+	2/-1	Arachnus Heavy Lascannon Battery	25/50	2	-4	[RA]
				Aiolos Missile Launcher	30/60	1	-1	
				Boltguns [AP]	25	2	0	

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

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

Contemptor

The most powerful and advanced dreadnaught of the Heresy able to excel on any battlefield.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Contemptor Type IA	15	3+	3/-2	CC Weapon [B]	-	-	-	[RA]
				Multi-Melta	25	1	-3	
				Boltguns [AP]	25	2	0	

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

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

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

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

Mortis

A rapid production version of the standard Contemptor with lesser armor plating.



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

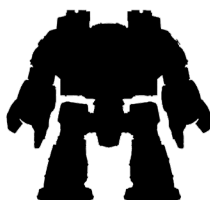
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mortis Type II	15	4+	2/-1	TL Autocannon [TL4] TL Missile Launchers Krak [TL2] Frag [B.TL2]	25/50 25/50	1 - 1 1	-1 - -2 0	[RA]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mortis Type IV	15	4+	2/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[RA]

Leviathan [3]

Thought to come from the mind of the Emperor himself! A technological walking terror.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Leviathan Type I	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]

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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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	

Saturnine

Pattern of Dreadnought armor.



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

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

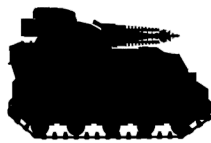
Vehicles [3]

All armored vehicles available to all legions are covered in this section.

Deimos Predators

The most common rhino chassis variant, that sacrifices carrying capacity for more firepower.

Special Ability: The Plasma Destroyer on the Executioner and Magna Melta on Predator Melta weapons may cause 1 Fire on a structure that fails its armor save versus this ranged attack



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

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

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

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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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	

Termite Assault Drill

A burrowing transport used to breach heavily fortified and defended strongpoints.



Name	Move	AV	CAF	Weapon	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]

Rhino

An iconic vehicle it is the workhorse of the Legion and basis for many variants.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rhino	30	5+	2/-1	Boltguns [AP]	25	2	0	[TR2]

Sicarans

The technologically advanced Sicaran series of fighting vehicles were unique to the Legions.

1. **Special Ability:** The Arcus Launcher on the Arcus Strike tank gains a +1 bonus to-hit on ranged attacks from this weapon. Additionally, if the element is on first fire orders the Arvus Launcher gains a bonus of +2 AD for any warhead type used that turn (only one ammo type per turn may be used for that formation).
2. **Special Ability:** The Neutron Flux Warhead on the Arcus Strike tank versus elements with the Robotic [RC] ability such elements on a failed armor save are removed from play and may **NOT** auto-repair or regenerate nor apply any similar ability regardless of Damage Rating [DR].
3. **Special Ability:** The Omega Plasma Array on the Omega Tank Destroyer can select ONE of two modes of fire (Volley or Sustained Burn).
4. **Special Ability:** The neutron Beam Laser on the Venator tank destroyer causes suppression as if it were artillery on any element that is **NOT** categorized as infantry or cavalry.



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

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

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

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

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

Sabre Strikes

A rhino variant armed with powerful and exotic ranged weapons.

Special Ability: The Neutron Blaster causes suppression as if it were artillery on any element that is **NOT** categorized as infantry or cavalry.



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

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

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

Vindicators

Made specifically during the Heresy to engage other astartes legions as another successful rhino variant.



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

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

Heavy Vehicles [3]

This sections contains all heavy vehicles available to all legions.

Land Raiders

The finest armored fighting vehicle of the Imperium able to meet any challenge or threat.



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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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]

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

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

Cerebus Destroyers

Experimental variant based on the spartan chassis with a weapon from the dark age of technology.

Special Ability: The Neutron Laser causes suppression as if it were artillery on any element that is **NOT** categorized as infantry or cavalry



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cerebus	15	2+	3/-2	Neutron Laser [M,HV,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[DR2]

Kratos

Heavy support variant of the Sicaran Chassis.

Special Ability: The Kratos Battlecannon on the Type I may select one of two ordnance types to fire per turn.



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

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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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	

Malcadors

An ancient design dating to the Age of Strife bearing the name of the Sigillite.



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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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	

Spartan

Massive, armored transport unique to the Legions.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TR5], [AS]

Typhon

Named after the beast of legend it features a massive siege gun.



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

Super Heavy Vehicles [4]

All super heavy vehicles available to the legions are in this section.

Akteus Mole

The most recognizable of the Ordinatus Minoris. A tunnelling super heavy transport.

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.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Akteus Mole	10[T,TN]	2+	8/-3	Seismic Excavator Drill [B2,W]	-	-	-	[DR4], [DU], [TRI0], Special
				Volkite Culverins [VK,TL2]	25/50	2	-1	
				Terrax Rockets [B4,W]	25/50	1	-1	

Ascalon

Variant of the Falchion Super Heavy Tank with Inferno Gun.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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	

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

Falchion

Featuring one of the Imperium's most potent armor piercing weapons, even god machines fear them.



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

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

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Falchion Type 3	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]

Fellblade

A mainstay of the super heavy tanks that form the vast armored formations of the Imperium.

Special Ability: The Accelerator Battlecannon on the Type I may select one of two ordnance types to fire per turn



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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]

Glaive

Made by the Order of the Emperor, features weaponry from the Age of Strife.



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

Mastodon

The largest Astartes assault transport reserved for attacking the most stubborn fortifications.

Special Abilities: The mastodon has the following special abilities:

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



Name	Move	AV	CAF	Weapon	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	[TRI0],
				Skyreaper Battery [AA]	25/50	2	-1	[AS],
				Heavy Flamers [FW,A]	10	6	0	Special

Stormblade

A creation from Forgeworld Lucius, armed with a titan grade plasma blastgun.

Special Abilities: Stormblade has the following special abilities:

1. The Plasma Blastgun may use 1 of the two fire modes per turn.
2. The Plasma Blastgun may cause 1 Fire on a structure that fails its armor save versus this ranged attack.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Stormblade	15	2+	4/-3	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

Light Support Platforms [I]

This section covers all available light support platforms available to all legions.

Special Note: ALL light support elements in this section may NOT perform charge moves.

Rapiers

Semi-automated weapon platforms used for a variety of combat roles.

The Rapier has the following Special Abilities:

1. **Slow:** The rapier may NOT use charge movement (no double move).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rapier Type I	5	5+	1/0	Bolters [AP]	25	6	0	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rapier Type II	5	5+	1/0	Quad Laser Destroyer [TL3]	20/35	1	-3	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rapier Type III	5	5+	1/0	Quad Frag Launcher [AY,B]	30/60	2	-1	Special

Tarantulas

Automated sentry guns that can be rapidly deployed and possess formidable firepower.

The Tarantula has the following Special Abilities:

1. **Slow:** The rapier may NOT use charge movement (no double move).
2. **Stealth:** All tarantula types are considered to have the stealth [SH] ability until they fire for the first time.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tarantula Type I	5[T]	5+	I/O	Bolters [AP]	25	4	0	[RC], [IF], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tarantula Type II	5[T]	5+	I/O	Heavy Flamers [FW,AP]	10	4	0	[RC], [IF], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tarantula Type III	5[T]	5+	I/O	TL Lascannons [TL2]	25/50	1	-2	[RC], [IF], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tarantula Type IV	5[T]	5+	I/O	Dual Rotor Cannons	15/30	4	0	[RC], [IF], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tarantula Type V	5[T]	5+	I/O	Hyperios [AA]	25/50	1	-2	[RC], [IF], Special

Artillery Vehicles [3]

This section covers all artillery vehicles available to all legions.

Araknae Quad Accelerator Platform

Static heavy gun emplacement.

Araknae Quad Accelerator Platforms have the following Special Ability:

- I. **Static:** Once deployed this element cannot be moved.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Araknae Type I	-	4[6]+	I/-I	Quad Accelerator Autocannons [AA,TL2]	25/50	4	-1	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Araknae Type 2	-	4[6]+	1/-1	Orias Heavy frag Missiles [AY,B]	50/100	2	-1	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Araknae Type 3	-	4[6]+	1/-1	Punisher Cannons [TL2]	20/35	7	0	Special

Arquitors

Artillery platforms designed for close support of astartes with superior speed.

Special Ability: The Morbus Heavy bombard on the Arquitor Type III may select 1 of two ordinances to fire each turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arquitor Type I	30	3+	2/-1	Spicula Rockets [AY,M,W]	25/50	2	-1	
				Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arquitor Type II	30	3+	2/-1	Graviton Charge Cannon [AY,HW,IC]	25	2	-1	
				Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arquitor Type III	30	3+	2/-1	Morbus Heavy Bombard [AY,M]	-	-	-	
				High Explosives Shell [B]	25	2	-3	
				Carcass Shell [VK,IC]	25	2	0	
				Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	

Basilisk

Excellent in protracted bombardments and heavy armored targets.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Basilisk	15	4+	2/0	Earthshaker Cannon [AY,HM] Bolters [AP]	120/240 25	2 2	-2 0	

Medusa

A shorter, ranged gun with enormous payload that excels at siege warfare.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Medusa	15	4+	2/0	Medusa Siege Gun [AY,M,W] Bolters [AP]	60/120 25	2 2	-3 0	

Whirlwinds

Using the ubiquitous rhino chassis for both artillery and anti-air support.

Special Ability: The Whirlwind Missile Launcher on the Whirlwind may select 1 of two ordinances to fire each turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Whirlwind Scorpius AA	25	3+	2/-1	Hyperios Warhead [AA] Bolters [AP]	25/50 25	1 2	-2 0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Whirlwind Scorpius	25	3+	2/-2	Scorpius Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Whirlwind	25	5+	2/0	Whirlwind Missile Launcher [AY,M]	50/100	-	-	
				Vengeance High Explosive [B]		2	-1	
				Castellan Incendiary [FW]		2	0	
				Bolters [AP]	25	2	0	

Fliers [F]

All air capable elements available to all legions are in this section.

Anvillus Dreadclaw

A Dropship that can continue operations once its landed as a mobile platform.

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.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Deathstorm Drop Pod

Used to clear landing zone prior to the main assault drop.

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.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Deathstorm Drop Pod	[F,T]	4+	-	Deathstorm Frag Missiles [B] Krak Missiles	25/50	- 3 1	- 0 -2	[RC], Special

Caestus Assault Ram

Used primarily for boarding actions but can also serve as ground support.

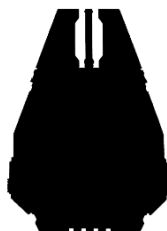


Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Caestus Assault Ram	50 [F]	2+	2/-2	TL Magna Melta [TL4,B,W] Havoc Launchers [B]	20 25/50	1 2	-3 0	[DR2], [RA], [TR2]

Drop Pod

Orbital descent capsules for direct surprise assaults.

Special Ability: Drop Pods may transport 1 dreadnaught walker element instead of infantry. Once landed they cannot move.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special

Fire Raptor

Design as a group support flier with overwhelming firepower.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Fire Raptor	40[F]	4+	2/-2	Tempest Rockets Avenger Bolter Cannon Reaper Autocannon	30/60 20/35 20/35	1 3 2	-1 0 -1	[DR2]

Kharybdis Assault Claw

Enormous drop pod capable of carrying many astartes and offers close support.

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.



Name	Move	AV	CAF	Weapon	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

Storm Eagle

Dedicated tactical strike ship capable of deploying astartes and providing close support firepower.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher Tempest Rockets Bolters [AP]	25/50 30/60 25	1 1 4	-1 -1 0	[DR2], [TR4]

Thunderhawk Gunship

Designed later during the crusade as a middle point between the Storm eagle and Stormbird.

Special Ability: Bombs are single use weapons once per game. They have no range and are dropped directly below the Thunderhawk on targets.



Name	Move	AV	CAF	Weapon	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	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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	

Thunderhawk Transport

A recent addition to the legions to deliver armored vehicles to the battlefield quickly.

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



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Thunderhawk Transport	50[F]	4+	3/-2	Bolters {AP}	25	6	0	[DR3], [TR3], [RA], Special

Primaris Lightning Strike Fighter

High Speed Air superiority fighter.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lightning Strike Fighter	60[F]	5+	3/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[RA]

Stormbird

A gigantic attack lander that service as a mobile firebase and bastion and can resist heavy ground fire.

Special Abilities: The Stormbird has the following abilities:

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



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Stormbird	50[F]	2+	4/-3	TL Lascannons [TL2]	25/50	4	-2	[DR5], [TR12], [RA], Special
				Deathstrike Missile [D3]	60/120	1	-3	
				Macro-Cluster Bombs [B]	-	8	-2	
				Orbital Missile [D2,B]	LOS	4	-4	
				Bolters [AP]	25	9	0	

Xiphon

Main air superiority fighter.

Special Ability: The Rotary Missile gains a bonus of +1 on to-hit rolls.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Xiphon	60[F]	5+	3/-2	TL Lascannons [TL2]	25/50	1	-2	[RA], Special
				Rotary Missile Launcher	30/60	2	-2	
				Bolters [AP]	25	2	0	

Legion Specific Rules

This section covers rules for specific legions and their unique elements.

Primarchs

At the heart of all legions are their gene sires – primarchs.

A Primarch is a unique element for each of the legions with abilities attuned to the character of the primarch and the Legion they command. However, there are abilities that are common to all primarchs as follows:

The **Primarch Ability** contains the following:

1. The Lone Wolf [LW], Fear [FR], Adamantium Will [AW], Indomitable [ID], Commander level 3 [HQ3], It Will not Die [IWD], Recon [R], Stubborn [SU] and Deepstrike [T] abilities.
2. A Primarch is available as a Special Army Card for each legion. When present the primarch is ALWAYS the army commander.
3. The primarch special card may attach up to 3 support cards of formations designated as HONOR GUARD. Only these types of formations may be attached to the primarch special card.

Special Characters

The different Legions will have several special characters available as Special Cards to choose from.

Special Characters have the following rules:

1. When a special character has command ability, they **MUST** be attached to an existing command formation (selected by the player within the characters limitations and rules).
 - a. Example 1: A Special Character with command level 2 [HQ2], would be added to a company command formation and form part of that formation. It would now be in command of all the formations attached to that company. This would also apply to a level 3 commander [HQ3] with the difference that it would be in command of the entire army, not just the company command formation its attached to.
 - b. Example 2: A Special Character with command level 1 [HQ1] would be attached to one formation within any company available and forms part of that single formation.
2. The addition of a Special Character to a formation **DOES NOT** remove the existing command. It is in **ADDITION TO** the existing one. Therefore, such formations have a “backup” commander” in case the Special Character element is eliminated. In such cases the player does not suffer loss of a leader until **BOTH** the Special Character and pre-existing leader element have been removed.

Legion Abilities

A description of available abilities the Legions may possess.

Retribution [RT]

This ability grants an additional Attack Die [AD] on a natural to-hit roll of 10 on any ranged attack.

1. Example: A formation of legionnaires fire their ranged attacks for a total of 8 AD. On the players 8 rolls two 10's is rolled. Since this ability grants an extra attack dice on a natural roll of 10 (and 2 were rolled) the player gains 2 extra AD (one for each ten rolled) thus generating a total of 10 AD (the original 8 plus two more for the two natural tens rolled).
2. Example: Using the example above, the player proceeds to roll the two-bonus dice and one of them is a natural 10. This grants one additional AD for a total of 11 AD (the original 8, the two first bonus dice and the third bonus die). This process continues until no natural 10's is rolled and the ranged attack ends.

Legion Traits

Each legion has a set of traits and restrictions that apply to all elements in that Legion.

Please note that all Legions may use any of the general Legion elements as their common/base formations. In this case Legion Traits that confer bonuses or abilities are ADDED to the base values and abilities the general Legion elements have.

1. Example: A player chooses to play Imperial Fists Legion. The player may select any of the general element army cards as part of his force. He chooses a Company of Tactical Legionnaires as one of his Company Cards. The basic Statline of a tactical marine is:

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical	10	5+	1/0	Boltgun	25	2	0	

However, since the player has chosen the Imperial Fist Legion and infantry elements gain extra abilities, the base Statline would be modified accordingly to:

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tactical	10	5+	1/0	Boltgun	25	2	0	[SU], [ID], Special

In this case the basic Tactical legionnaire has been upgraded with Legion Traits, such as the addition of the Indomitable [ID] and Stubborn [SU] abilities and the Special Ability of gaining a bonus to hit when on First Fire orders when armed with bolters.

Always remember to add the Legion Traits and restrictions to the base general elements!

Alpha Legion

A legion well known for its expert use of covert operations, subterfuge, and sabotage. Like the hydra of legend, cut one head and more will appear!



Faction Value – 450

Alpha Legion Traits

The following traits and abilities are available to the Alpha Legion.

1. **Covert Ops** – All Alpha Legion infantry elements gain the Agile [AG], Adamantium Will [AW] and Infiltrate [IF] abilities as well as a close combat to-hit bonus of +1.
2. **Mutable Tactics** – Command elements capable of issuing special orders gain a +1 bonus to the roll to determine if such an order was successful.
3. **Signal Corruption** – ALL opponents reserve rolls gain a -1 penalty to determine if the reserve move was successful for ONE game turn (Alpha Legion Players choice on which turn).
4. **Rewards of Treason** – The Alpha Legion play may select ONE unique formation from any other legion to form part of army fielded. Only Legion Specific formations may be selected and count as a Special Card slot.
5. **Saboteur** – Twice per game the Alpha Legion player may select a structure or vehicle element on the battlefield for sabotage (The Alpha Legion player may NOT select a structure or vehicle element in the opponents' deployment zone). This may occur at any time during the movement or combat phase at the Alpha Legion Player's choice. One structure or vehicle element is selected the structure **take 1 hit and must make an armor save at -2TSM and it causes 1-5DR points of damage. One fire is started on a failed armor save and a +1 bonus to the fire table rolls is added in case the target was a structure.**

Alpha Legion Unique Elements

The following elements are specific to the Alpha Legion.

Alpharius

A mystery even to his brother primarchs, he is a master of subterfuge and asymmetrical warfare.

Alpharius has the following Special Abilities:

1. Alpharius is immune to the Volkite [VK] and Radiation [RAD] weapon traits.
2. Alpha Legion elements within the primarch's command radius (25cms) gain the following abilities:

- a. Furious Assault [FA]
 - b. Counterattack [CA]
 - c. Recon [R]
3. **Insidious Master Mind** – All Alpha Legion formations gain a +1 bonus to reserve rolls and gain 1d10cms bonus movement relating to reserve movement (does NOT apply to Deepstrike [T] ability).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Alpharius	15[T]	2[4]+	7/-4	Pale Spear [B] Plasma Blaster [A]	- 20	- 2	- -2	[DR2], [SH], Primarch, Special

Armilius Dynat

An unorthodox strategist of intricate plans and deadly execution.

Armilius Dynat Has the following Special Abilities:

1. Formations within Armilius Dynat's command radius (25cms) gain the Furious Assault [FA] and Sweeping Advance [SA] abilities.
2. Player may choose to grant on ONE infantry formation the Deepstrike [T] ability (assuming it doesn't already have it).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Armilius Dynat	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [N], [R], Special

Exodus the Assassin

Whether one individual or many, it represents the most skilled assassin outside of the Assassinorum.

Exodus the Assassin has the following Special Abilities:

1. Exodus the Assassin gains destroyer 2 [D2] from attacks versus infantry and cavalry elements.

- The Instrument weapon has two fire modes of which 1 can be selected each turn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Exodus the Assassin	10	5+	3/-2	The Instrument Rapid Fire Execution Shot [IC]	35	- 2 1	- -2 -3	[R], [IF], [SN], [SH], [IWD], [MB]

Autilon Skorr

Consul Delegatus of the Alpha Legion.

Autilon Skorr has the following Special Ability:

- If neither player has achieved victory conditions for the scenario selected by game turn 6, the Alpha Legion makes the roll to extend the game with a +1 bonus to that roll when Autilon Skorr is present on the battlefield.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Autilon Skorr	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [ID], [IWD]

Headhunters

Supremely skilled infiltrators made up of skilled assassins within the Alpha Legion.

Headhunters have the following Special Ability:

- Headhunters gain the Banestrike Ammunition and Venom Spheres wargear cards applied to their formation at no cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Headhunters	10	5+	1/-2	Combi-bolter Heavy Bolters	25 20/35	2 2	0 0	[IF]

Lernean Terminators

Warriors of unmatched ferocity and secrecy, they leave no witnesses to their deeds.

Lernean Terminators may serve as HONOR GUARDS to their primarch.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lernean Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	

Blood Angels

A Legion of Angelic beauty and swift ferociousness that is shocking to behold!



Faction Value – 400

Blood Angels Legion Traits

The following traits are available to the Blood Angels legion.

1. **By the Blood Sworn** – Any non-terminator infantry formation gains the Reinforced Armor [RA] ability.
2. **Encarmine Fury** – Blood Angels Legion elements gain a +1 bonus to close combat to-hit rolls
3. **Resolute Defense** – Blood Angels Legion elements gain the Indomitable [ID] ability when defending a scenario objective, they control.

4. **Aura of Wrath** – An opposing formation that loses a round of close combat receives a -1 penalty to the morale roll during determining the close combat outcome (page 71 core rulebook). This penalty is cumulative with other penalties (rule of two's apply).
5. **Blood Angels infantry elements gain** the Stubborn [SU] and Sweeping Advance [SA] abilities at no cost.
6. **The Blood Angels player** gains a +1 bonus on all reserve movement rolls.
7. **Blood Angels company command formations** may be equipped with jump packs [J] free of cost regardless of if the formations under its command are similarly equipped.
8. **Blood Angels infantry elements** MUST receive charge orders and engage in close combat with any opposing formations that are within 15cms or less.
9. **Blood Angels Cavalry Company Cards** have a reduced cost of 50 points for a standard company and 100 for a Grand Company.
10. **The Player Angels player** MUST include at least ONE formation composed of *cavalry elements*.
11. **ALL Super heavy formations count as SPECIAL CARDS.**
12. **ALL Fortification cards count as SPECIAL CARDS.**
13. **ALL Light Support Weapon Army Cards count as SPECIAL CARDS.**

Blood Angels Unique Elements

The following elements are unique to the Blood Angels Legion.

Sanguinius [2]

Known as The Angel, beloved hero of the Imperium, peerless warrior of tightly controlled rage.

Sanguinius has the following Special Abilities:

1. **Sire of the Blood** – Grants the following to all Blood Angel formations within command distance (25cms).
 - a. A +5cms base movement bonus to any infantry formations equipped with jump packs [J].
 - b. A +1 bonus for determining close combat outcome results to **ALL** Blood Angel Formations within command distance (25cms).
2. **Inspiring Presence** – The Blood Angels player gains a +1 bonus to all initiative rolls during the game.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sanguinius	30[J,T]	2[4]+	7/-4	Spear of Telesto [A,PY]	15	1	-3	[DR2], Primarch, Special

Aster Crohne

As Judicar he is a relic of a bygone age, but one with an uncanny instinct to survive.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Aster Crohne	10	4[6]+	4/-2	CC Weapons [RAD] Flamers [FW]	- 10	- 2	- 0	[HQ2], [IWD], [AW], [R]

Raldoron

Renown Captain and Chapter Master of superb strategic and tactical insight.

Raldoron has the following Special Ability:

- Formations within his command radius (25cms) gain the counterattack [CA] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Raldoron	10	4[6]+	6/-3	Flamers [FW]	10	2	0	[HQ3], [V], Special

Dominion Zephon

Warrior and Artist, involved in the Webway War and the Siege or Terra.

Dominion Zephon has the following Special Abilities:

- He may only be in command of destroyer (Angel's Tears) formations.

2. The bodyguards within his command formation are replaced by destroyer (Angel's Tears) elements.
3. Gains the rad grenade wargear free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Dominion Zephon	20[J]	4[6]+	6/-2	Custom Pistols [A,VK]	10	4	-1	[HQ3], [LW], [SU], [FA], [IWD]. [MB], Special

Angel's Tears

Known as the Erelim they are the destroyer arm of the Blood Angels Legion.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Angel's Tears	20[J]	4+	3/-2	Grenade Launcher [A,RAD]	25	3	0	[CA]

Contemptor Incaendius Dreadnaught [2]

A specialized Contemptor Dreadnaught equipped with Jump Packs!



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Contemptor Incaendius	20[J,T]	2+	4/-3	Power Claws [B] Iliastus Assault Cannons	- 25	- 6	- -1	[AG]

Crimson Paladins

Known as the Keruvim, guardians of the Halls of the Primarch.

Crimson Paladins serve as HONOR GUARD for their Primarch.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Crimson Paladins	10[T]	3[4]+	3/-3	Power Weapons [B] Illustus Assault Cannon	- 25	- 3	- -1	[SU], [IWD]

Dawnbreakers

Experienced and daring Blood Angels of legendary shock attack skills.

Dawnbreakers have the following Special Ability:

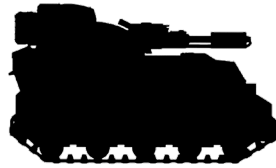
- I. **Set the Sky Aflame** – On the turn they deploy via deepstrike [T] each element gains a bonus +1 close combat attacks die. The bonus is lost on subsequent turns (lasts only the turn they deploy in).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Dawnbreakers	20[J,T]	4+	3/-3	Grenade Launcher [A]	10	3	-1	[MB], Special

Deimos Predator, Blood Angels

A Predator variant armed with the Illiastus Assault Cannon.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Deimos Predator, BA	25	3+	2/-1	Illiastus Assault Cannons	25	6	-1	
				Lascannons	25/50	2	-2	
				Bolters [AP]	25	2	0	

Dark Angels

The First Legion, mysterious, secretive, and wielders of the most destructive weaponry in the Imperium!



Faction Value – 450

Dark Angels Legion Traits

The following traits are available to the Dark Angels Legion.

1. **Martial Prowess** – Dark Angels infantry gain a +1 bonus to hit on close combat rolls.
2. **Advanced Tech** – Dark Angels infantry and vehicle elements ignore the long-range penalty modifier.
3. **Superior Mobility** – All Dark Angel Vehicles gain the Agile [AG] ability. If the element possesses the ability already then, its bonus for rough ground checks increases to +2.
4. **Molecular Acid Shells** – Dark Angel elements with Boltgun weaponry with the Anti-personnel [AP] weapon trait gains the Molecular Acid Shells wargear upgrade free of cost.
5. **Stasis Shells** – Dark Angels Heavy Support Type III (or any infantry element with missile launchers) gains the Stasis Shells wargear upgrade free of cost.
6. **Tactical Dominance** – The Dark Angels player gains a +1 bonus to all reserve move rolls.
7. **Marshall of the Eskaton** – Dark Angels commander of level 2 [HQ2] or 3 [HQ3] impose a -1 penalty to special order rolls on opposing commanders within 25cms.

8. **Rewards of Honor** – The Dark Angels player receives a bonus of +IVP for every formation (any army card) that is eliminated (all elements lost). Conversely, the opponent gains +IVP for every formation (any army card) that is eliminated (all elements lost).
9. **From the Dark Age** – Dark Angels Dreadnaughts gain the Fear [FR] Ability.
10. **Distrustful Nature** – Dark Angels formations may NEVER gain the benefit of morale bonuses or abilities that belong to an ALLY unless they are categorized as “sworn brothers”. They may ONLY benefit from these originating from other Dark Angels elements. See section on allies. When the Dark Angel player allies with factions that are not sworn brothers the Dark Angel player receives -1 to all initiative and reserve rolls.
11. **All Fortification Cards count as Special Cards.**

Hexagrammaton

The First Legion was organized into the “Six Hosts of the Angels of Death”.

The Dark Angels Player may select unique legion company cards that are representative of Hexagrammaton orders of battle. All army cards attached to such a unique company gain the specific bonus and restrictions of that wing of the Hexagrammaton. This **ONLY** applies to these unique company cards. Formations attached to standard general company cards **DO NOT** receive the bonuses or restrictions related to those wings.

1. Example: A Dark Angel player selects a unique armored formation company card. If land raider or super heavy support cards are attached to this unique company card those support cards gain the 50-point discount that specific wing grants. Had the company card been a standard general company card of armored vehicles any attached support cards of land raiders or super heavies would be at full cost.

DreadWing

This wing concentrates the legions destroyers, large quantities of apothecaries, techmarines and if available Librarians. It represents the legions armored might with heavy use of Heavy Assault Dreadnaughts, Land Raiders, Fellglaives, Spartans, Mastodons, whirlwinds and arquitors.

1. **Land Raiders and super heavy support added to a Dreadwing Company Card gain a 50-point reduction in cost.**

Deathwing

They are the tip of the spear, specializing in piercing the enemy lines and shock combat. This wing is composed of terminator and breacher elements.

1. **All terminator and breacher elements withing the Deathwing gain the Furious Assault [FA], Counterattack [CA] and Indomitable [ID] abilities.**
2. **May NEVER contain allied formations.**

Ironwing

Dedicated to massed firepower favoring artillery, armored vehicles, dreadnaughts with infantry support in the form of terminators and breacher elements.

1. The Ironwing **MUST** contain more points in vehicular formations than infantry formations.
2. Vehicles in this wing gain a +1 bonus to-hit when firing within the short-ranged distance.
3. **ALL** infantry formations **MUST** be given transport formations (mechanized infantry, can never be on foot).

Ravenwing

This wing prioritized speed over firepower. It favors cavalry and flier elements as well as fast moving recon elements.

1. The Ravenwing formation may only be composed of skimmer [K] or flier [F] elements.
2. Formations in this wing may re-roll reserve movement rolls (second roll stands).
3. Infantry elements **MUST** be transported in Fliers [F].
4. May **NEVER** contain allied formations.

Stormwing

The largest of the wings and they specialize in Zona Mortalis combat. It uses infantry elements of all types with heavy concentration of assault and breacher elements.

1. The Stormwing **MUST** contain more points of infantry formations than any other type of formation.
2. Breacher and Assault formations attached to this wing gain a 50-point reduction in cost.
3. May **NEVER** contain allied formations.

Firewing

Specializing in infiltration and disrupting opposing command and control. Favored the use of Seeker, Enigmatus, sniper and recon elements.

1. As the smallest of the wings only **ONE** Firewing Company card may be purchased per 6000 points played.
2. All recon [R] and Seeker formation gain the Deepstrike [T] ability.
3. May **NEVER** contain allied formations.

Dark Angels Unique Elements

The following elements are unique to the Dark Angels Legion.

Lion El'Jonson [2]

The Lion, slayer of beasts, victorious no matter the odds, a master of tactics and battle.

Lion El'Jonson has the following Special Abilities:

1. **Icon of the Legion** – All elements of the army present gain +1 bonus to morale rolls if the Lion is on the tabletop.
2. **Martial Prowess** – A +1 Bonus to close combat outcomes to all Dark Angel formations within command radius (25cms).
3. **Superior Maneuver** – All formations within command radius (25cms) ignore rough ground checks.
4. **Fusil Actineus** – The Lions personal weapon causes suppression as if it were artillery on ranged attacks.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lion El'Jonson	15[T]	2[4]+	7/-4	Fusil Actineus [A]	20	4	-2	[DR2], Primarch, Special

Corswain

Champion and paragon without peer. Renown throughout all astartes legions.

Corswain has the following Special Ability:

1. If the Lion or Marduk Sedras is not present Corswain is the army commander.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Corswain	10[T]	3[5]+	6/-3	Combi-bolter	25	2	-1	[HQ3], [ID], Special

Marduk Sedras

Terran born and one of the oldest astartes still in service. A masterful tactician and leader.

Marduk Sedras has the following Special Abilities:

1. **The Marduk Sedras Special Card** may attach ONE Special Card of Cenobium Knights to expand his command formation. This additional special card does NOT count towards the players special card slot allotment.
2. **Command of Centuries** – The Dark Angels player gains a +1 bonus to all reserve movement rolls if Marduk Sedras is present on the tabletop.
3. **Masterful Tactician** – All formations within command radius (25cms) may re-roll all 1's on all to hit rolls (both ranged and close combat).
4. **Death of Worlds** – Marduk's personal weapon ignores invulnerable saves in close combat.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Marduk Sedras	10[T]	3[5]+	6/-4	Plasma Burner [FW,A] Death of Worlds	15 -	4 -	-1 -	[HQ3], [AW], Special

Deathwing Companions

They are honor bound to protect the lives of those they protect, even at the cost of their own lives.

The Deathwing Companions have the following Special Ability:

1. The Dark Angels play MUST upgrade ALL command formation bodyguard elements via the Deathwing Companions Wargear upgrade cards and pay their cost.

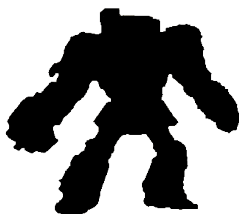
Deathwing Companions serve as HONOR GUARDS for their Primarch.

Power Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Companion	15[T]	4[6]+	2/-2	Combi-bolter	25	2	-1	[AW], [ID], Special

Terminator Armor



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Companion	15[T]	3[5]+	3/-3	Combi-bolter	25	3	-1	[AW], [ID], Special

Interemptors

Grim and infamous even among the Dark Angels they stand for one thing – utter annihilation of the foe!



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Interemptors	10	5+	1/-1	Plasma Burner [FW,A]	15	4	0	[SU]

Enigmatus Cabal

Small elite formations that acquire intelligence and remove threats prior to main assaults.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Engimatus	20[J]	5+	2/-3	CC Weapons	-	-	-	[RA], [R], [SH], [HH]

Excindio Class Battle Automata

A nightmare from the Dark Age of Technology, an automata with artificial intelligence!



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Excindio Type I	15	3+	3/-2	Phosphex Launcher [PH,M,AY]	20/40	2	-1	[RC], [RA]
				Bolters [AP]	25	2	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Excindio Type II	15	3+	3/-2	Nerve Induction Shredder [VK,IC]	25	4	-1	[RC], [RA]
				Bolters [AP]	25	2	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Excindio Type III	15	3+	3/-2	Atomantic Pulse Cannon [HW,RT]	25	2	-2	[RC], [RA], Special
				Bolters [AP]	25	2	0	

Knights Cenobium

Exemplars within each of the wings of the Hexagrammaton are known as Cenobites.

The Knights Cenobium have the following Special Ability:

- I. The Dark Angels player is allowed only ONE The Inner Circle Knight Cenobium formation per 3000 points played.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cenobium	10[T]	3[5]+	3/-3	Plasma Caster [FW,A]	10	2	0	[AW]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cenobium Inner Circle	10[T]	3[5]+	3/-3	Plasma Caster [FW,A] Power CC Weapon [B]	10 -	2 -	0 -	[AW], [SU], [FA]

Death Guard

Unrelenting, unmoving, and relentless in the pursuit of their goals.



Faction Value – 400

Death Guard Legion Traits

The following traits are available to the Death Guard Legion.

1. **Infantry Primacy** – At LEAST 50% of the total points used for army construction **MUST** be used to purchase infantry army cards.
2. **Pinpoint Accuracy** – All Death Guard infantry elements ignore the to-hit penalty for opposing targets in cover (The invulnerable save related to cover still applies).
3. **Armored Might** – The Death Guard player can purchase Companies of Spartan tanks, Vindicators and Fellblades at a 50-point reduction for standard companies and 100 points for grand companies.
4. **Steady Advance** – Infantry formations equipped with jump packs and cavalry count as SPECIAL CARDS. Reserve movement rolls for elements using the Deepstrike [T] ability receive a -1 penalty to those rolls.
5. **Remorseless** – All Death Guard infantry elements gain the Indomitable [ID] ability and are IMMUNE to the effects of suppression (cannot be suppressed).
6. **Intractable** – All Death Guard elements receive a -5cms penalty to their total movement when on Charge Orders.

7. **Rad-resistant** – Death Guard are immune to weapons with the radiation [RAD] trait.
8. **Implacable** – All Death Guard elements gain the Agile [AG] ability.
9. **Superior Firepower** – Death Guard Heavy Support Legionnaires ignore the long-range penalty.
10. **Chem Weapons** – All weapons with the Flamer Weapon [FW] trait gain a bonus -1TSM. Already added to Statline on Death Guard Unique elements (add bonus when using general elements).

Death Guard Unique Elements

The following elements are unique to the Death Guard Legion.

Mortarion [2]

Quiet, Sullen, menacing and completely unrelenting!

Mortarion has the following Special Abilities:

1. **Sire of the Death Guard** – Infantry elements within his command radius (25cms) gain the Indomitable [ID] ability.
2. **Shadow of the Reaper** – When using the Hit and Run [HR], instead of standard movement, Mortarion may use a “teleport” move away up to 20cms. Mortarion may use his ranged weapons as part of this movement and fire in the movement phase (as per [HR] you may not fire again in the combat phase if used in the movement phase).
3. **Preternatural Resilience** – The Death Guard player can re-roll Mortarion’s failed It-Will-Not-Die [IWD] ability roll. Second roll stands.
4. **Witch Spite** – The Death guard player can re-roll Mortarion’s failed Adamantium Will [AW] ability rolls. Second roll stands.
5. **Silence** – Mortarion’s close combat attacks ignore invulnerable saves in close combat attacks.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mortarion	15	2[4]+	7/-4	Silence	-	-	-	[DR3],
				The Lantern	20	2	-3	[TER], [HR]
				Phosphex Bombs	10	2	-2	Primarch,
				[PH,B,IC]				Special

Calas Typhon

A psyker in a Legion that Abhors them, he would heed the call of the warp and lead them to damnation.

Calas Typhon has the following Special Abilities:

1. In the Absence of the Primarch Mortarion, Calas Typhon **MUST** be the army's leader.
2. **Chem-bombardment** – Once per game Calas Typhon can perform a Chem-bombardment.
3. **Chem-Flamer** – The Death guard bonus of -1TSM for weapons with the Flamer Weapon [FW] trait increases to -2TSM versus opposing infantry elements.
4. Calas Typhon may only use psychic powers from the Telepathy Discipline. If play occurs before the outbreak of the heresy, Calas Typhon may not use his psychic powers within 50cms of Mortarion.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Calas Typhon	10	3[5]+	5/-3	Chem-Flamer [FW,A]	10	2	-1	[HQ3], [P2], Special

Cryos Mortug

A psyker disliked amongst his legion and would become their implacable foe after the betrayal.

Cryos Mortug has the following Special Ability:

1. **Loyal** – If play takes place during the Heresy any loyalist force facing the Death Guard may purchase Cryos Mortug as a Special Card.



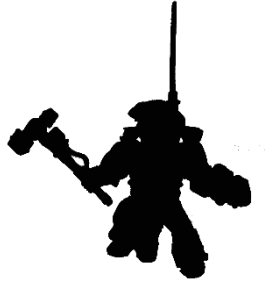
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cryos Mortug	10	4+	4/-2	Flamer [FW,A]	10	3	-1	[HQ2], [P1], [IF], [SU], Special

Durak Rask

Loyal to his Primarch the Marshall excels at siege warfare.

Durak Rask has the following Special Ability:

- I. **Deadly Discipline** – All infantry elements within his command radius (25cms) gain a +1 bonus to-hit for ranged attacks. If the infantry elements are heavy support formations, then they also gain the retribution [RT] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Durak Rask	10	4[6]+	3/-3	Power CC Weapons [B] Volkite Serpenta [VK]	- 10	- 2	- 0	[HQ2], Special

Deathshroud Terminators

Fearless and battle tested they are the chosen of their Lord Mortarion.



Deathshroud Terminators serve as HONOR GUARDS for their Primarch

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Deathshroud	10[T]	3[5]+	4/-3	Flamer [FW]	10	3	-1	[MB]

Grave Wardens

These warriors made extensive use of Chem-weapons thus earning them their moniker.

Grave Wardens have the following Special Ability:

- I. **Death Cloud** – Opposing elements engaged in close combat receive a -1 penalty to their close combat to-hit rolls versus the grave Wardens.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Grave Wardens	10[T]	3[5]+	3/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	Special

Mortus Poisoners

Armed with a high proportion of chemical munitions.

Mortus Poisoners have the following Special Ability:

- I. Mortus Poisoners gain the Rad Grenade Upgrade free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mortus Poisoners	15	5+	2/-1	Bolters Alchemical Flamers [FW]	25 10	2 2	0 -1	[CA], Special

Emperor's Children

Warriors and peerless artisans that strive for perfection.



Faction Value – 350

Emperor's Children Legion Traits

The following traits are available to the Emperor's Children Legion.

1. **Swift Advance** – Emperor's Children infantry elements gain a +5cms bonus to their total charge movement.
2. **Exemplars of War** – Emperor's Children infantry elements gain a +1 bonus to-hit in close combat.
3. **Faith in Perfection** – All Emperor's Children formations gain a +1 bonus on all morale checks.
4. **Outmaneuver** – All Emperor's Children infantry elements gain the infiltrate [IF] ability.
5. **Perfectly Executed** – The Emperor's Children player gains a +1 bonus to all reserve movement rolls.
6. **The Hidden Blade** – ONE selected formation per game turn (starting on turn 2) automatically passes its reserve movement roll and is deployed.
7. **Fast Attack Doctrine** – An Emperor's Children force **MUST** include at least ONE formation of Skyhunter cavalry elements.
8. **Martial Pride** – The Emperor's Children player may add TWO upgrade cards to an infantry company command section one of which **MUST** be the Legion Champion upgrade card.
9. **ALL Light Support Weapon Army Cards count as SPECIAL CARDS.**
10. **The Emperor's Children player MAY NOT include formations or elements with a BASE movement of less than 15cms in any formation attempting reserve movement. Elements with the Deepstrike [T] ability may deploy normally through reserve movement regardless of base movement.**

Emperor's Children Unique Elements

The following elements are unique to the Emperor's Children Legion.

Fulgrim [2]

Known as the Phoenician, his vainglory and hubris led him on the path of betrayal.

Fulgrim has the following Special Abilities:

1. **Strategic Planning** – The Emperor's Children player gains a +2 bonus to all initiative rolls.
2. **Sire of the Legion** – All formations within command radius (25cms) gain a +2 bonus to determine close combat outcomes.
3. **Masterful Insight** – The Emperor's Children player gains a +1 bonus on all reserve movement rolls. This stacks with the legion trait (rule of two's applies).
4. **Sublime Swordsman** – In close combat Fulgrim can re-roll all misses (second result stands).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Fulgrim	15	2[4]+	7/-4	Blade of Laer [B] Volkite Charger [A,VK]	- 25	- 3	- -1	[DR2], Primarch, Special

Eidolon

An exemplar of his Legion his supreme confidence slowly turned into overweening arrogance.

Eidolon has the following Special Abilities:

1. **Death Scream** – During close combat (once per turn) Eidolon can perform an attack with 2AD, 0TSM to opposing elements prior to close combat resolution. Elements that fail their AV are removed before close combat resolution begins. This attack is psychic in nature.
2. **Commander Eidolon** MUST be the army leader if the primarch is not present on the battlefield.
3. **Commander Eidolon** may confer to ONE formation within his command radius (25cms) a +5cms bonus to the element's BASE movement. This bonus is commutative with Legion traits.



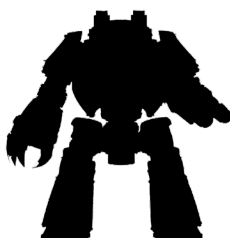
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Eidolon	10	4[6]+	5/-3	CC Power Weapon [B] Archeotech Pistol	- 10	- 2	- -1	[HQ3], Special

Rylanor [2]

A first-generation Emperor's Children entombed within a dreadnaught and loyal to the Emperor.

Rylanor has the following Special Abilities:

1. **Loyal** – If play takes place during the Heresy any loyalist force facing the Emperor's Children may purchase Rylanor as a Special Card.
2. **Inspiring** – Emperor's Children elements within command radius (25cms) may re-roll failed morale checks (second result stands). If play takes place during the Heresy the bonus only applies to loyalist forces.
3. **Venerable** – Rylanor gains a +1 bonus to AV rolls.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rylanor	20	2[4]+	4/-2	CC Power Weapon [B] Assault Cannon [A] Flamer [FW,A]	- 25 10	- 3 2	- -1 0	[DR2], [RA], Special

Saul Tarvitz

Spurned by the upper echelons of the Legion he warned the loyalists of the betrayal.

Saul Tarvitz has the following Special Ability:

1. **Loyal** – If play takes place during the Heresy any loyalist force facing the Emperor's Children may purchase Saul Tarvitz as a Special Card.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Saul Tarvitz	10	4[6]+	4/-1	Sniper Rifle	20/35	1	-1	[HQ2], [SN], Special

Kakophoni

The use of forbidden powers followed quickly after the betrayal with the use of psycho-sonic weapons.

The Kakophoni have the following Special Abilities:

1. The Kakophoni weapon suppresses as if it were artillery [AY].
2. Opposing formations hit by this attack must make an immediate morale check. Attack is considered psychic.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kakophoni	10	4+	2/-1	The Kakophoni [PY]	20/35	4	-1	[FR], [SU], Special

Palatine Blade

A shining example of excellence and perfection.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Palatine Blades Type I	10	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Palatine Blades Type II	20[J]	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]

Phoenix Terminators

The elite cadre of warriors and bodyguards of the Phoenician.

The Phoenix Terminators have the following Special Abilities:

1. **Close Combat outcomes** that are a DRAW within 25cms of any Phoenix Terminator formation count as VICTORY of the Emperor's Children formations.
2. **They use Tarterus Type** terminator armor and use the stats under Legionnaire armor as their default.
3. **Sonic Shriekers** – The Phoenix Terminators gain this wargear upgrade at no cost.

Phoenix Terminators serve as HONOR GUARDS for their Primarch



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Phoenix Terminators	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[SU], Special

Sun Killers

Specializing in energy weapon with precise, exacting kill shots.

Sun Killers have the following Special Abilities:

1. **Sun Killer Weapons**, regardless of type gain the Ignore Cover [IC] trait.
2. **Sun Killer Formations** may attach fortification cards directly to their formation card. These cards do NOT count towards the standard allotment. However, it replaces that cards TRANSPORT slot (therefore it cannot both have transports and fortification cards).
3. Sun Killer Plasma Weapons may cause 1 Fire on a structure that fails its armor save versus this ranged attack.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sun Killers Type I	10	5+	2/0	Lascannons	25/50	4	-2	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sun Killers Type II	10	5+	2/0	Volkite Culverins [VK,TL2]	25/45	4	-1	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sun Killers Type III	10	5+	2/0	Plasma Cannons [B]	20/35	4	-1	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sun Killers Type IV	10	5+	2/0	Multi-meltas [B]	25	4	-3	Special

Imperial Fists

Stoic, unmovable they are the praetorians of Terra!



Faction Value – 400

Imperial Fists Legion Traits

The following traits are available to the Imperial Fists Legion.

1. **Disciplined Fire** – Imperial Fists infantry elements equipped with bolters gain a +1 bonus to-hit when on FIRST FIRE orders.
2. **Unshakable Defense** – Imperial Fists infantry elements gain the Stubborn [SU] and Indomitable [ID] abilities.
3. **Resolve of Stone** – Imperial Fists infantry elements equipped with boarding shields gain a +1 bonus to their invulnerable save when on FIRST FIRE or ADVANCE orders.
4. **Shield Charge** – Imperial Fists formations composed of infantry elements equipped with a shield of any type gain a +1 bonus to hit in close combat IF they initiated the engagement (no bonus if receiving the charge).
5. **The Bitter End** – In cases the game continues beyond the standard 6 turns, the Imperial Fists player gains a +1 bonus to the die roll to determine if the game continues IF the Imperial Fists player has LESS VPs than his opponent.

6. **Breacher Focused** – The Imperial Fists player MUST include AT LEAST ONE BREACHER COMPANY in his army. Additionally, the number of points spent on infantry formations must exceed the amount of cavalry formations in the force constructed.
7. **Imperial Fists formations** designated as heavy support gain the retribution [RT] ability.

Imperial Fists Unique Elements

The following elements are unique to the Imperial Fists Legion.

Rogal Dorn [2]

Unyielding, uncompromising and his loyalty is the bedrock on which the Imperium was saved.

Rogal Dorn has the following Special Abilities:

1. **Sire of the Imperial Fists** – infantry elements within command radius (25cms) gain the following benefits:
 - a. The Indomitable [ID] ability now makes Imperial Fists infantry elements immune to Terror [TE] as well as Fear [FR].
 - b. They gain the Furious Assault [FA] ability.
 - c. They gain a bonus +5cms on total movement when on charge orders.
 - d. They may re-roll 1s on failed cover invulnerability saves. Second result stands.
2. **Rogal Dorn** close combat attacks gain the Destroyer 2 trait [D2] versus opposing infantry and cavalry elements.
3. **Teleport Homer** – Formations that are capable of Deepstrike [T] DO NOT scatter within 25cms of Rogal Dorn.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rogal Dorn	15	2[3]+	7/-4	Voice of Terra	25	3	-2	[DR2], Primarch, Special

Aetos Dios [F]

A personal, customized gunship that is his personal transport.

The Aetos Dios has the following Special Abilities:

1. **Aetos Dios** may be added as a transport option to the Rogal Dorn special card.
2. **The Aetos Dios** has 1 Void Shield (See Titans in Mechanicus army book). It has an AV of 4+.

3. **The Aetos Dios** may self-repair lost DR in the end phase on a roll of 6+ (roll 1 d10 for each DR lost).
4. **Bombs** are single use weapons once per game. They have no range and are dropped directly below the Thunderhawk on targets



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Aetos Dios	60 [F]	3+	4/-4	Turbo Laser	50/100	1	-4	[DR3], [TR6]
				Destructor [M,D2]				
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-2	
				Bombs [B]	-	6	-2	
				Bolters [AP]	25	6	0	

Alexis Polux

A prodigy of void combat, the greatest of fleet masters.

Alexis Polux has the following Special Abilities:

1. **Void Commander** – Imperial Fists formations within command range may re-roll failed morale checks. Second result stands.
2. **The Imperial Fists player** can automatically win ONE game turns initiative ONCE per game.
3. **The Imperial Fists player** may redeploy ONE formation at the games start AFTER both players have deployed all their formations and BEFORE placing orders.
4. **The Imperial Fists player** may select ONE formation and grant it the Deepstrike [T] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Alexis Polux	10	4[5]+	4/-3	CC Weapons [B]	-	-	-	[HQ3], [FA], Special
				Combi-melta	25	2	-2	

Fafnir Rann

Lord Seneschal of the First Assault Cadre, defender of Lion's Gate Spaceport on Terra.

Fafnir Rann has the following Special Abilities:

1. **Formations composed of infantry** elements equipped with any type of shield in command radius (25cms) gain:
 - a. +1 bonus AD in close combat.
 - b. Can use the Legion traits Resolve of Stone and Shield Charge on any order (including charge orders).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Fafnir Rann	10[T]	3[5]+	5/-2	Hunter Axes and Shield	-	-	-	[HQ3], Special

Sigismund

The epitome of what an astartes should be a warrior unmatched save by the primarchs!

Sigismund has the following Special Abilities:

1. **Imperial Fists infantry formations** within command radius (25cms) gain the Sweeping Advance [SW] ability.
2. **The Imperial Fists player** gains a +2 bonus to Special Order rolls to formations Sigismund is in command of. The formation that is successfully assigned a special order also gains the Furious Assault [FA] ability and a bonus +5cms to total movement when on charge orders.
3. **Sigismund** close combat attacks gain the Destroyer 2 trait [D2] versus opposing infantry and cavalry elements.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sigismund	10	4[6]+	4/-3	CC Weapons [B] Custom Bolt Pistol	- 20	- 1	- 0	[DR2], [HQ2], [ID], [AW], [IWD], Special

Huscarl Terminators

Capable and resilient warriors favored by Rogal Dorn.

Huscarl Terminators have the following Special Abilities:

1. **The Huscarls** can use the Legion traits Resolve of Stone and Shield Charge on any order (including charge orders).
2. **Huscarl Upgrade Cards** are available to apply to command formations if desired.

Huscarl Terminators serve as HONOR GUARDS for their Primarch



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Huscarl	10[T]	3[4]+	4/-3	CC Weapons and Shield [B]	-	-	-	Special

Phalanx Warder

Elite warriors taken from the ranks of breacher formations.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Phalanx Warder	10	4[6]+	2/-1	Meltagun [A] Bolter	15 25	1 2	-2 0	[CA], Shield

Templar Brethren

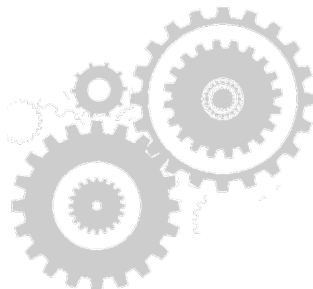
Guardians of the Temple of Oaths, warriors on unequalled zeal.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Templar Brethren	10	4[6]+	2/-2	CC Weapons and Shield Plasma Pistol [A]	- 20	- 1	- -2	[FA], [MB]

Iron Hands

Prideful, cold hearted and utterly ruthless in battle.



Faction Value – 400

Iron Hands Legion Traits

The following traits are available to the Iron Hands Legion.

1. **Iron Hand infantry** elements gain the Stubborn [SU] ability.
2. **Inviolable Armor** – Iron Hand infantry elements gain the Reinforced Armor [RA] ability.
3. **Iron Father** – All infantry company commanders (and army leader) gain the Mechanicus [MK] ability equal to their command ability ([HQ2] = [MK2], [HQ3] = [MK3]).
4. **Cortex Controllers** – Company and Army commanders (Iron Fathers) may add 2 support cards of Cybernetica-Automata Maniples directly to their command formation. This does not count towards the support card limit for company cards.
5. **Iron Scions** – The Iron Hands player may use Mechanicus Cybernetica-Automata support and upgrade (for Automata ONLY) cards as part of the army's construction.
6. **Rigid Tactics** – The Iron Hands player MUST spend more points on infantry formations than on cavalry formations. The Iron Hands player MAY NOT include duplicate Company Cards for every 3000 points played (1 Company card of any given type per 3000 points). Other types of cards may be chosen as per standard rules.
7. **Blessed Autosimulacra** – All Iron Hand vehicle formations gain the equivalent to the Mechanicus [MK] ability regarding repairing itself (and only itself) and gain a +1 bonus to the repair roll.

Iron Hands Unique Elements

The following elements are unique to the Iron Hands Legion.

Ferrus Manus [2]

The Gorgon, Master of the Forge that fell by the hand of his brother.

Ferrus Manus has the following Special Abilities:

1. **Sire of the Iron Hands** – One vehicular formation within command radius (25cms) gains the Reinforced Armor [RA] ability. If the formation already has this ability, it gains a +1 bonus to AV instead.
2. **Master of Mechanisms** – Ferrus Manus may re-roll any failures on Mechanicus [MK] ability rolls. Second roll stands.
3. **The Retribution [RT] ability** applies to Ferrus Manus' close combat attacks as well as ranged attacks.
4. **Ferrus Manus may** use his ranged weapons as part of his Hit and Run [HR] ability



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ferrus Manus	15	2[3]+	7/-4	CC Weapons [B] Flamer [FW,A]	- 25	- 2	- -3	[DR2], [HR], [MK], Primarch, Special

Autek Mor

Lord of the Morragul Clan that gave refuge to the more unstable elements of the Legion.

Autek Mor has the following Special Abilities:

1. **Autek Mor MUST** be the army commander when the primarch is not present.
2. **Vehicular formations** within command radius (25cms) re-rolls 1's on ranged to-hit attacks (second rolls stands) versus opposing targets that are vehicles are pinning class 3 or greater.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Autek Mor	10	2[4]+	4/-2	Volkite Charger [VK,A]	25	3	0	[HQ3], [MK], Special

Castrmen Orth

A highly regarded tank commander or unknown fate after Istavaan.

Castrmen Orth has the following abilities:

1. **Castrmen Orth** may only be added to Vehicular Companies. He will be within the company command vehicle.
2. **Vehicular formations** within command radius (25cms) re-rolls 1's on ranged to-hit attacks (second rolls stands) versus opposing targets that are vehicles are pinning class 3 or greater.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Castrmen Orth	10	5[7]+	4/-3	CC Weapons	-	-	-	[HQ2], Special

Shadrak Meduson

A Terran, he would wage bitter guerilla war against Horus after his Legions shattering.

Shadrak Meduson has the following Special Abilities:

1. **Raise the Storm** – Iron Hand infantry elements within command radius (25cms) gain a bonus +5cms to total movement on charge orders AND the Furious Assault [FA] ability.
2. **Shattered Legions** – Shadrak Meduson may be added as a Special Card to Blackshield forces or allied loyalist forces.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Shadrak Meduson	10	4[6]+	5/-2	Bolter	25	3	0	[HQ3], [LW], Special

Gorgon Terminators

Clad in prototype Gorgon pattern terminator armor they form an elite formation in the Legion.

Gorgon Terminators have the following Special Abilities:

1. **The Graviton Weapon** causes suppression as if Artillery.
2. **Gorgon Terminators impose** a -1 penalty on opposing infantry elements to-hit rolls in close combat.
3. **Morlocks** – These are veteran Gorgon Terminators that serve as Ferrus Manus bodyguard.
Morlock Terminators serve as HONOR GUARDS for their Primarch



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Gorgons	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[IWD], Special
				Combi-weapons	25	4	-1	
				Graviton Gun [HW,A,B]	20	2	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Morlocks	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[IWD], [V], Special
				Combi-weapons	25	4	-1	
				Graviton Gun [HW,A,B]	20	2	0	

Medusan Immortals

Highly augmented warriors that seek atonement for perceived failures or their high standards.

Medusan Immortals have the following Special Ability:

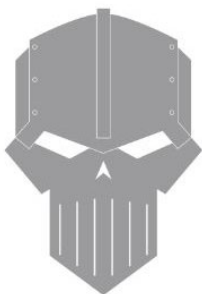
1. **After successful round of close combat** where the opposing formations have failed their morale rolls and must fallback, the Medusan Immortals gain bonus ranged attack with their Volkite Charger against the formation(s) that withdrew. This ranged attack does NOT count against ranged attacks performed in the combat phase according to their orders.
2. **The Graviton Weapon** causes suppression as if Artillery.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Medusan Immortals	10	5[7]+	1/-1	CC Weapons and Shield	-	-	-	[IWD],
				Volkite Charger [VK,A]	25	3	0	Special
				Graviton Gun [HW,A,B]	20	2	0	

Iron Warriors

The grim warriors of this Legion are stubborn, pragmatic, and relentless in pursuit of their goals.



Faction Value – 450

Iron Warriors Legion Traits

The following traits are available to the Iron Warriors Legion.

1. **Fire Support Dominance** – Weapons with the Anti-personnel [AP] trait cause suppression as if they were artillery.
2. **Wrack and Ruin** – Iron Warriors infantry elements gain the Stubborn [SU] ability.
3. **Iron Warrior infantry elements** that are Tactical Formations gain the Sweeping Advance [SW] ability.
4. **All Iron Warrior elements** gain a +1 bonus to-hit for ranged attacks versus structures.
5. **Iron Warrior infantry elements** ignore cover to-hit modifiers and reduce the cover invulnerable saves by one step (Fortified becomes Hard Cover; Hard Cover becomes Light and Light cover provides NO cover) IF within short range of the weapons used.
6. **Iron Warrior elements designated as vehicles** do not receive any penalty for being fired upon from its rear arc (the opposing player does not get the TSM bonus for ranged fire on its rear arc).
7. **Shatter Defenses** – The Iron Warrior player may select TWO structures on the tabletop at the games start (after deployment has been completed, orders placed, and initiative rolled, but before any activation for movement) and those structures must make a armor value save and IF its failed the structure receives 1-5 DR damage.
8. **The Iron Warrior player MUST** spend more points on armored formations than cavalry formations.
9. **The Iron Warrior player MUST** include at least ONE Artillery formation.
10. **The Iron Warrior player** can purchase Artillery Company cards for 50 points less than its face value for Standard Company Cards and 100 points less for Grand Company Cards.
11. **Iron Warrior artillery elements** gain bonus AD on rolls of natural 9's and 10's (instead of just 10's).

12. **The Iron Warrior player** may use Mechanicus Cybernetica-Automata support and upgrade (for Automata ONLY) cards as part of the army's construction. **The Iron Warrior player** receive a -1 penalty to all initiative rolls.

Iron Warriors Unique Elements

The following elements are unique to the Iron Warriors Legion.

Perturabo [2]

A grim, paranoid warrior that succumbed to the treachery he saw in others.

Perturabo has the following Special Abilities:

1. **Sire of the Iron Warriors** – All Iron Warrior elements within command radius (25cms) gain the Indomitable [ID] ability.
2. **Relentless Strategy** – All Iron Warrior formations within the opponent's deployment zone gain the Furious Assault [FA] ability.
3. **Superior Tactician** – The Iron Warrior player gains a +1 bonus to all reserve rolls.
4. **Teleport Homer** – Iron Warrior formations deploying via the Deepstrike [T] ability do not scatter within 25cms of Perturabo.
5. **Precision Bombardment** – Perturabo may use the Orbital Bombardment upgrade once per game free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Perturabo	15	2[4]+	7/-4	Wrist Cannon [A]	25	3	-1	[DR2], [FA], Primarch, Special

The Tormentor [4]

The personal conveyance of Perturabo.

The Tormentor has the following Special Ability:

1. **The Tormentor has** 1 void shield (See Mechanicus Titans) with an AV of 4+.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tormentor	15	2+	4/-3	Volcano Cannon [HM,D2,B] Lascannons Bolters [AP]	60/120 25/50 25	1 2 6	-4 -2 0	[DR3], [RA], [TR3], Special

Erasmus Golg

Epitomizing ruthless efficiency and victory at any cost.

Erasmus Golg has the following Special Abilities:

1. **Erasmus Gold** MUST be the army leader if Perturabo is not present on the battlefield.
2. **Iron Warrior formations** within command radius (25cms) receive a +2 bonus to morale rolls.
3. **Iron Warrior Terminator formations** within command radius (25cms) gain a +1 bonus to hit in close combat.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Erasmus Golg	10[T]	3[5]+	5/-3	Combi-melta	25	2	-2	[HQ3], Special

Kyr Vhalen

Loyal to the Emperor he would use his sheer will to survive against his Legion.

Kyr Vhalen has the following Special Abilities:

1. **Loyal** – If play takes place during the Heresy any loyalist force facing the Iron Warriors may purchase Kyr Vhalen as a Special Card. He also MUST be the army leader of any Iron Warriors force present on the battlefield.
2. **One Iron Warrior formation** within command radius (25cms) may re-roll all failed to-hit rolls (ranged and close combat) ONCE per game (second roll stands).
3. **One Iron Warrior formation** within command radius (25cms) can be selected by the player to receive a +1 bonus to-hit in close combat for the entire game. Only one such bonus can be granted on a formation per game.
4. **Shatter Assault** – Once per game a Iron Warrior formation within command radius (25cms) that is under attack by an opposing formation (ranged or close combat) can **SUPPRESS** the opposing attacking formation (no roll(s) necessary).
5. **One Iron Warrior fortification** gains a bonus +2DR.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kyr Vhalen	10[T]	3[5]+	5/-2	Volkite Charger [VK]	25	3	0	[DR2], [HQ3], [IWD], [MB], Special

Narik Dreygur

Known as the Grave Walker he is more man than machine after grievous wounds at Istavaan.

Narik Dreygur has the following Special Ability:

- I. **Formations of Robotic [RC] elements** under his command (either part of or attached to his company) gain the Recon [R] and Furious Assault [FA] abilities.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Narik Dreygur	10	4[6]+	4/-3	Bolter	25	2	0	[HQ2], Special

Dominator Terminators

The original bodyguards of Perturabo until their failure at the battle of Phall had they replaced.

Dominator Terminators have the following Special Ability:

- I. If play takes place BEFORE the Heresy the Dominator can serve as HONOR GUARDS to Perturabo. If play takes place during the Heresy, then ONLY Iron Circle Domitar Automata may be used as honor guard.

Dominator Terminators serve as HONOR GUARDS for their Primarch (Pre-Heresy)



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Dominator	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapon	- 25	- 4	- -1	[IWD], Special

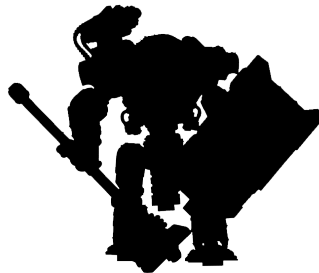
Iron Circle Domitar Ferrum Automata [2]

Untrusting of his own sons after their failure, the automata became Perturabo's bodyguards.

Iron Circle Domitar Ferrum Automata have the following Special Ability:

- I. If play takes place during the Heresy, they are Perturabo's HONOR GUARD. If play takes places BEFORE the Heresy, use Dominator Terminators instead.

Iron Circle Domitar Ferrum Automata serve as HONOR GUARDS for their Primarch (Heresy)



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Iron Circle	15	4+	2/-2	Bolt Cannon	20/35	2	-1	[RC], [RA]

Iron Havoc

Elite marksmen heavy weapons teams of superb pinpoint accuracy.

Iron Havoc have the following Special Ability:

- I. Iron Havoc formations equipped with Heavy Bolters gain the Shrapnel Bolts upgrade free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Iron Havoc Type I	10	4+	1/0	Heavy Bolters	25/35	6	0	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Iron Havoc Type II	10	4+	1/0	Lascannons [TL2]	25/50	2	-2	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Iron Havoc Type III	10	4+	1/0	Missile Launcher	25/50	-	-	
				Frag [B]		3	0	
				Krak		3	-2	
				Flakk [AA]		3	-1	

Tyrant Siege Terminators

The vanguard of the Legions Siege Breaker formations.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tyrant	10[T]	3[5]+	2/-3	CC Weapons [B]	-	-	-	[N]
				Cyclone Missile Launcher [B]	25/50	2	-2	
				Combi-bolters	25	2	0	

Night Lords

Fear is their weapon, night their shield, they are what lurk in the dark, terror personified!



Faction Value – 400

Night Lords Legion Traits

The following traits are available to the Night Lords Legion.

1. **We own the Night** – The game ALWAYS begins in NIGHTTIME CONDITIONS.
2. **See in the Dark** – All Night Lord elements gain the Night Vision [N] ability.
3. **Part of the Shadows** – Night Lord elements gain the Reinforced Armor [RA] and Stealth [SH] abilities during NIGHTTIME CONDITIONS.
4. **Cover of Darkness** – Night Lord infantry elements gain a bonus +1 to-hit in close combat and 5cms bonus movement on total movement during NIGHTTIME CONDITIONS.
5. **Death from Above** – Drop Pods and Dreadclaws count as a transport card slot (not special card slot).
6. **Night Lords infantry elements** gain a +1 bonus to hit in close combat (cumulative, rule of two's apply).
7. **Super Heavy vehicle formation cards** count as SPECIAL CARDS for the Night Lords.
8. **The Night Lords player** gains a bonus 5cms to the total movement on formations with the FALLBACK CONDITION.

Night Lords Unique Elements

The following elements are unique to the Night Lords Legion.

Konrad Curze [2]

Haunted by visions of a terrible future, the master of a Legion filled with criminals.

Konrad Curze has the following Special Abilities:

1. Sire of the Night Lords – This ability grants the following:
 - a. The Night Lord Player can designate a game turn to be under nighttime conditions IF the previous turn was daylight conditions.
 - b. Night Lord infantry elements within command radius (25cms) gain the Fear [FR] ability.

- c. King of Terror – Konrad Curze has the Terror [TE] ability. This ability doesn't work against other primarchs.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Konrad Curze	20[J]	3[4]+	7/-4	Widowmaker [A]	15	3	0	[DR2], [N], [TER], [HH], Special

Kheron Ophion

Scorned by those of his Legion, his actions forestalled their annihilation at the hands of the Dark Angels.

Kheron Ophion has the following Special Abilities:

1. **Aberrant Bravery** – Night Lord elements within command radius (25cms) gain the Stubborn [SU] ability.
2. **The Night Lord player** may re-roll the die to determine if the game continues beyond turn 6 in a game that neither player has reached the victory conditions.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kheron Ophion	10	5[6]+	5/-2	Volkite Serpenta [VK]	10	2	0	[HQ3], [IWD], [ID], [MB], Special

Mawdrym Llanasahai

Known as then Flaymaster, an apothecary that surpass the limits of sanity.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mawdrym Llanasahai	10	5[7]+	3/-3	Archeopistol	10	2	-1	[Apo], [FR], [IWD], [ID], [LW]

Nakrid Thole

Spiteful and cutthroat, he reveres slaughter in service of the Primarch.

Nakrid Thole has the following Special Ability:

1. **Night Lord elements** within command radius gain the Counterattack [CA] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Nakrid Thole	10	4[6]+	4/-3	Volkite Serpenta [VK]	25	2	-1	[HQ2], [FR], [SH], Special

Sevatar

The Price of Crows was the first to coin the traitors chant – Death to the false Emperor!

Sevatar has the following Special Abilities:

1. **The command formation** he forms a part of does not scatter when deploying via the Deepstrike [T] ability.
2. **Sevatar is a Psyker** [PI] that can only use the Divination Discipline.
3. **Sevatar** MUST be the army leader if the Primarch is not present.
4. **Sevatar** may add up to 3 support cards of Atramentar Terminators as an Honor Guard.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sevtar	10[T]	5[6]+	5/-4	CC Weapons	-	-	-	[HQ3], [P1], [TER]

Atramentar Terminators

These warriors form the close circle of warriors which guard Sevtar.

Atramentar Terminators have the following Special Ability:

- I. **Atramentar Terminators** may only be fielded IF Sevtar is the Army Leader.



Atramentar Terminators serve as HONOR GUARDS for Sevtar.

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Atramentar	10[T]	3[5]+	3/-3	CC Weapons	-	-	-	[TER]
				Volkite Charger [VK]	25	3	0	
				Plasma Blaster [A]	20	2	-1	

Contekar Terminators

Elite shock troops that sow panic and fear in their wake.



Contekar Terminators serve as HONOR GUARDS for their Primarch.

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Conkatar	10[T]	3[5]+	3/-3	CC Weapons [B] Volkite Cavor [VK] Heavy Flamers [FW]	- 10 10	- 4 2	- -1 0	[FR]

Night Raptors

Swift, savage and decorated by their grizzly trophies.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Night Raptors	20[J]	5+	3/-2	CC Weapons	-	-	-	[FA]

Terror Squads

Use to bring the most visceral and fearful punishments to their foes.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Terror Squads	10	5+	2/-1	Volkite Charger [VK]	25	3	0	[FR], [IF], [MB]

Raven Guard

Patient and cunning warriors that exemplify speed, stealth and precision when waging war.



Faction Value – 450

Raven Guard Legion Traits

The following traits are available to the Raven Guard Legion.

1. **Raven Guard infantry** gain the Infiltrate [IF] and Night Vision [N] and the Stealth [SH] ability. The Stealth [SH] ability applies only in nighttime conditions. They also gain a bonus +5cms movement to total Charge moves.
2. **Predatory Strike** – The Player gains a +1 bonus on all Initiative rolls.
3. **Furious Charge** – Raven Guard Terminator, infantry equipped with jump packs and cavalry elements gain a bonus +1 to-hit in close combat.
4. **For Whom the Bells Tolls** – Opposing player command elements receive a -1 penalty to all leader Replacement rolls.
5. **Precise Deployment** – Raven Guard elements with the Deep Strike [T] ability scatter only 1d10 (not the standard 2d10).
6. **Raven Guard Drop Pod** army cards cost 50 points less for standard formations and 100 points less for grand formations.
7. **Fury from Above** – When Drop Pod formations form part of the Raven Guard army the play gain ONE free formation of Deathstorm Drop Pods.
8. **Raven Guard Reconnaissance** infantry elements gain the use of MKVI armor (AV 5+ instead of 7+).
9. **Raven Guard heavy tank** formations count as SPECIAL CARDS.
10. **Raven Guard fortification** cards count as SPECIAL CARDS.
11. **The Raven Guard player** may NOT have more points of vehicles than infantry in the army.

Raven Guard Unique Elements

The following elements are unique to the Raven Guard Legion.

Corvus Corax [2]

The Shadowed Lord of preternatural ability to hide in plain sight. Master of decapitation strikes.

Corvus Corax has the following Special Abilities:

1. **Sire of the Raven Guard** – Raven Guard elements within command radius (25cms) gain the following:
 - a. A +5cms bonus to total movement on any orders that permit movement.
 - b. Infantry elements gain the Counterattack [CA] ability.
2. **Corvus Corax ignores** penalties and restrictions of opposing elements with the Stealth [SH] ability and Nighttime game conditions.
3. **Opposing elements** with the Deepstrike [T] ability CANNOT deploy within 25cms of Corvus Corax.



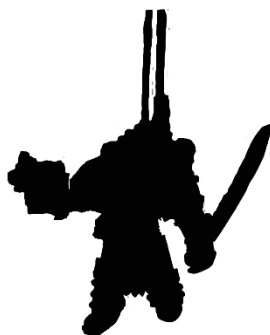
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Corvus Corax	25[J]	3[5]+	7/-4	Hand Cannons	20	4	-2	[DR2], [FA], [SH], [IF], [R], [HH], Primarch, Special

Alvarex Maun

Strike Captain responsible for breaking out of the Istaavan trap and saving his primarch.

Alvarex Maun has the following Special Abilities:

1. **Raven Guard elements** with the Deepstrike [T] ability do not scatter within 25cms of Alvarex Maun.
2. **Raven Guard elements** that deploy via the Deepstrike [T] ability within 25cms of Alvarex Maun gain the Counterattack [CA] ability on the turn they deploy on. This may only apply to formations Alvarex is in command of (those of his company or attached to the company he leads).
3. **The Raven Guard player** gains a +2 bonus on reserve rolls for all formations that Alvarex Maun is in command of (his company and attached formations).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Alvarex Maun	10	4+	4/-3	CC Weapons	-	-	-	[HQ2], [R], Special

Kaedes Nex

A Moritat of dark gruesome reput, pardoned murderer and now hunts on behest of the Primarch.

Kaedes Nex has the following Special Abilities:

1. **Kaedes Nex may** be deployed anywhere on the battlefield within 25cms of an opposing command formation. This deployment takes place **AFTER** deployment of all players formations has taken place.
2. **Kaedes Nex has** the Stealth [SH] ability until he decides to attack a chosen command formation.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kaedes Nex	10	5[7]+	2/-2	Hand Cannons [VK]	20	3	-1	[CA], [FA], [MB], [LW], [SH], [IF], Special

Dark Fury

Specializing in decapitation strikes, command, and control disruption strikes.

Dark Fury has the following Special Ability:

- I. On the turn the Dark Fury deploy via the Deepstrike [T] ability they gain the benefits of Light Cover.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Dark Fury	20[J]	5+	3/-3	CC Weapons	-	-	-	[IF], [FA], Special

Darkwing Storm Eagle Gunship

A variant Storm Eagle with Dark Age of Technology systems.

Darkwing has the following Special Ability:

- I. **The Eclipse Missile** can suppress as if it were artillery versus opposing infantry elements.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Darkwing	40[F]	4+	2/-2	Vengeance Launcher	25/50	-	-	[DR2], [TR4], [SH], Special
				Eclipse Missile [B]		1	-1	
				Lascannons [TL2]	25/50	4	-2	
				Bolters	25	4	0	

Deliverer Terminators

Terran born they earned their Primarch's distrust due to previous associations with the Sons of Horus.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Deliverer	10[T]	3[5]+	3/-2	Combi-weapons	25	4	-1	

Mor Deythan

Known as Shadowmasters, infiltrators of unparalleled skill.

Mor Deythan have the following **Special Ability**:

- I. **The Mor Deythan** gain the Retribution [RT] trait to ranged attacked when on FIRST FIRE orders.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mor Deythan Type I	10	5+	2/-1	Sniper Rifle	20/35	3	-1	[R], [SH], [IF], [SN], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mor Deythan Type II	10	5+	2/-1	Missile Launcher Combi-weapons	25/50 25	1 2	-2 -1	[R], [SH], [IF], Special

Salamanders

Brave and selfless they protect with their lives the Imperium's most valued asset – The People!



Faction Value – 400

Salamanders Legion Traits

The following traits are available to the Salamanders Legion.

1. **Salamanders' infantry** elements gain the Indomitable [ID] ability.
2. **Salamanders' infantry** and vehicle elements can re-roll all failed armor saves on rolls of natural 1's. The second result stands.
3. **Salamanders' infantry** elements receive a -5cm penalty to their total movement when on charge orders. This does NOT apply to infantry elements equipped with jumpacks [J].
4. **Salamanders' infantry** element ignores the Firestorm! Result from the Fire table regarding structures (they do not have to save while within a structure on Fire).
5. **Salamanders' infantry** elements gain the Agile [AG] ability.
6. **Salamanders' Vehicle** elements gain the Reinforced Armor [RA] ability versus attacks that have the Flamer Weapon [FW] or Volkite [VK] trait or are described as Melta or Plasma Weapons.
7. **Salamanders' elements** that contain weapons with the Flamer Weapon [FW] trait gain a -1 TSM bonus to that weapons TSM (a flamer weapon with a base TSM of -1 becomes -2TSM).
8. **The Salamander player** may NEVER select upgrades involving proscribed weapons (such as phosphex and radiation) nor the Moritat upgrade.
9. **The Salamanders' player** MUST have more points invested in infantry formations than vehicle formations.
10. **Fortification Cards** Count as SPECIAL CARDS.
11. **Destroyer Formation Army Cards** count as SPECIAL CARDS. May NOT use the Destroyer formation variant with Rad Missiles.

Salamanders Unique Elements

The following elements are unique to the Salamanders Legion.

Vulkan [2]

Strength tempered by wisdom; fury tempered by compassion. His might held in check by consequence.

Vulkan has the following Special Abilities:

1. **Sire of the Salamanders** – Salamander elements within command radius (25cms) receive the following:
 - a. **A +1 bonus** to any morale checks.
 - b. **Gains the Adamantium Will [AW]** ability.
 - c. **Elements can re-roll** all failed to-hit rolls in close combat on natural 1's.
2. **Perpetual** – Vulkan can re-roll any failed "It will not die" [IWD] ability rolls. Second result stands.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Vulkan	15	2[4]+	7/-4	Dawnbringer [B] Furnaces Heart [FW]	- 20	- 2	- -3	[DR2], Primarch, Special

Bray'arth Ashmantle [2]

After purging genestealers from the moon of Ymgarl he earned his internment as a dreadnought.

Bray'arth Ashmantle has the following Special Ability:

1. **Bray'arth ignores** the Destroyer [D] weapon trait from incoming ranged fire.



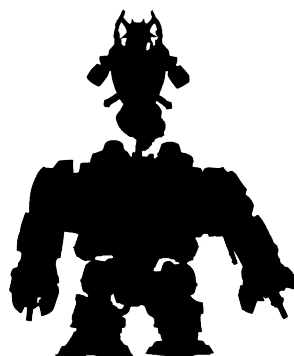
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Bray'arth Ashmantle	15	3+	4/-3	Power Weapon [B] Dreadfire Flamers [FW]	- 10	- 4	- -1	[HQ2], [DR2], [IWD], [RA], Special

Cassian Dracos [2]

Lord commander of the XVIII before the coming of Vulkan. Now a Dreadnought after battle with Orks.

Cassian Dracos has the following Special Abilities:

1. **Cassian Dracos ignores** the Destroyer [D] weapon trait from incoming ranged fire.
2. **Cassian Dracos may choose** to fire his main weapon in either heavy flamer or meltagun mode (one or the other NOT both) when activated.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cassian Dracos	15	2[4]+	5/-3	Power Weapon [B] Main Weapon Heavy Flamer [FW] Meltaguns Burning Wrath [FW,AP]	- 10 25 10	- 4 2 2	- 0 -2 0	[HQ3], [DR2], [IWD], [RA], Special

Nomus Rhy'tan

Known as Lord Chaplain once they were created after the ruling of Nikea.

Nomus Rhy'tan has the following Special Abilities:

1. **Nomus Rhy'tan** may attach ONE support card of Dreadnoughts directly to his command formation. This support card does NOT count to the standard allotment of support cards attached to the company.
2. **All Salamander elements** within command distance (25cms) gain a bonus +1 to close combat rolls and formations may re-roll failed morale checks (second result stands).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Nomus Rhy'tan	10	4[6]+	3/-2	Power Weapon [B] Darkstar Falling Combi-flamer [FW]	- 25 10	- 1 1	- -1 0	[HQ2], [IWD], Special

Xiaphas Jurr

Known as the Prophet or Fire he is a disciple of Nomus in the Chaplain edicts.

Xiaphas Jurr has the following Special Abilities:

1. **Salamander elements** within command radius (25cms) may re-roll their morale checks for the purpose of removing suppression (second result stands).
2. **Xiaphas Jurr** is a psyker [P1] and only use powers from the Precognition and Prescience disciplines.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Xiaphas Jurr	10	4[5]+	5/-3	CC Weapons	-	-	-	[HQ3], [P1], [SU], Special

Pyroclasts

The burning fury of the Legion given form.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Pyroclasts	10	4[6]+	1/-1	Heavy Flamers [FW,A]	10	4	0	[MB]

Firedrake Terminators

Paragons of the Promethian Cult – the elite of the Legion.



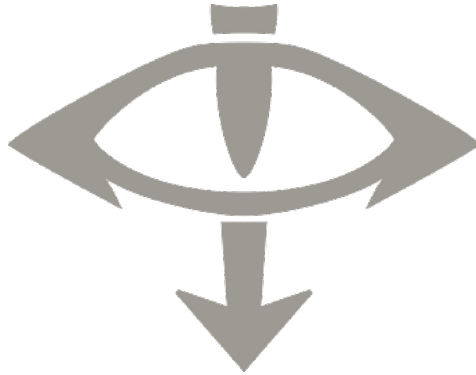
Firedrake Terminators serve as HONOR GUARDS for their Primarch.

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Firedrake Type I	10[T]	3[4]+	2/-2	Power weapon [B]	-	-	-	[SW]
				Combi-weapon	25	3	0	
				Heavy Flamer [FW,A]	10	3	0	

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Firedrake Type II	10[T]	3[4]+	4/-3	Power weapon and Shield [B]	-	-	-	[SW]
				Heavy Flamer [FW]	10	2	0	

Sons of Horus

Ever the spearhead of humanity during the Crusade they are now synonymous with treachery.



Faction Value – 400

Sons of Horus Legion Traits

The following traits are available to the Sons of Horus Legion.

1. **Fleet of Foot** – Sons of Horus infantry elements gain a bonus +5cms to total movement when on charge orders.
2. **Merciless Fighters** – Sons of Horus infantry elements gain a bonus +1 to hit on all close combat attack rolls.
3. **Brazen** – All Sons of Horus formations gain a +1 bonus to morale checks.
4. **Edge of the Spear** – All Sons of Horus formations gain a +1 bonus to all reserve movement rolls.
5. **Death Dealers** – Sons of Horus elements gain a +1 bonus to hit within their weapons short range.
6. **All Sons of Horus infantry company command sections** can add up to TWO upgrade cards if which one MUST be the Master of the Signal upgrade card.
7. **All Fortification Cards** count as Special Cards.

Sons of Horus Unique Elements

The following elements are unique to the Sons of Horus Legion.

Horus Lupercal [2]

The Warmaster, second to only to Emperor of Mankind and ultimately the Arch-Traitor.

Horus Lupercal has the following Special Abilities:

1. **Warmaster** – All Sons of Horus formations within command radius (25cms) gain a +1 bonus on their reserve movement rolls (cumulative with Legion trait, rule of two's applies).

2. **Point of The Spear** – Once per game turn Horus may call an Orbital Bombardment (100cm range, 2AD, Blast 2 [B2] and -3TSM).
3. **Teleportation Homer** – Sons of Horus terminators do not scatter when using the Deepstrike [T] ability within the command radius (25cms) of Horus.
4. **Psychic Defense** – Horus may negate the effects of any psychic power on a roll of 4+.
5. **The player** may ONCE per game AUTOMATICALLY win a turns initiative (no rolls necessary).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Horus Lupercal	15[T]	2[3]+	8/-4	The Talon [A]	25	3	-1	[DR2], Primarch, Special

Ezekyle Abaddon

Fanatically loyal to the Warmaster whose sharp tactical mind would make the loyalist suffer greatly.

Ezekyle Abaddon has the following Special Abilities:

1. **Sons of Horus Terminator** formations Ezekyle Abaddon is in command of (part of the company card or attached cards his command formation leads) do NOT scatter when using the Deepstrike [T] Ability.
2. **Sons of Horus elements** within command radius (25cms) gain the Furious Assault [FA] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ezekyle Abaddon	10[T]	3[4]+	5/-3	Combi-bolter	25	2	-1	[HQ3], [DR2], [ID], [FR], Special

Gavriel Loken

A highly regarded captain within the Legion whose loyalty to the Emperor was above his Legion.

Gavriel Loken has the following Special Ability:

1. **Loyalist** – When Gavriel Loken commands loyal Son of Horus formations against traitor legions all elements within command radius (25cms) gain a +1 bonus to all morale checks and the Furious Assault [FA] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Gavriel Loken	10	5[6]+	6/-2	CC Weapons	-	-	-	[HQ3], [IWD], Special

Maloghurst

Known as the Twisted due to grievous wounds he is the Equerry of the Warmaster.

Maloghurst has the following Special Abilities:

1. **Sons of Horus infantry** elements within command radius (25cms) gain the Stubborn [SU] ability.
2. **Maloghurst command formation** may attach ONE support card of Reavers as honor guards. This support card does not count towards the support card limit.
3. **Maloghurst gains** the banestrike ammunition upgrade free of cost for the command formation he is a part of.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Maloghurst	10	5[6]+	5/-2	Bolter	25	2	0	[HQ3], Special

Tybalt Marr

Loyal to the Warmaster and present at the Siege of Terra, killed by once brother Gavriel Loken.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tybalt Marr	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3]

Anvillus Dreadclaw [F]

While in use across the Legion, the Sons of Horus were the true masters of its use in battle.

The Sons of Horus Anvillus Dreadclaw has the following Special Ability:

1. **When the Anvillus Dreadclaw 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.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Anvillus Dreadclaw	40[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special

Chieftains

Elite Reavers that act as retinue and bodyguard to Sons of Horus Legion Commanders.

Chieftains have the following Special Abilities:

1. **Chieftain formations** may only be attached to the company command formation. However, this does not count towards the support card limit.
2. **Chieftain formations** obtain the Banestrike ammunition upgrade free of cost.
3. **Chieftain formations can re-roll** 1's on close combat to-hit rolls (second result stands).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Chieftains	15	4[6]+	3/-3	Bolter	25	2	0	Special

Justaerin Terminators

The favored of the Warmaster, they are the point of spear in any battle.



Justaerin Terminators serve as HONOR GUARDS for their Primarch.

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Justaerin	10[T]	3[5]+	3/-3	Power Weapon [B]	-	-	-	[FA], [SW], [SU]
				Combi-weapon	25	3	-1	
				Multi-melta	25	1	-3	

Reavers

They epitomize the Legions way of warfare, lightning swift decapitating strikes.

Reavers have the following Special Ability:

- I. **Reaver formation** can re-roll failed reserve movement rolls. Second result stands.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Reaver Type I	10	5+	2/-1	Volkite Charger [VK]	25	3	0	Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Reaver Type II	20[J]	5+	3/-3	Flamer [FW]	10	1	0	Special

Space Wolves

Feral, vicious, and cunning as the Emperor's Executioners they are utterly loyal.



Faction Value – 400

Space Wolves Legion Traits

The following traits are available to the Space Wolves Legion.

1. **Shock Combat Doctrine** – The Space Wolves force must contain more points in grey Slayer army cards than any other infantry formation army cards in the constructed force.
2. **Bestial Savagery** – Space Wolves infantry elements gain the Sweeping Advance [SW] ability.
3. **Fury of the Pack** – Space Wolves infantry elements **MUST** be given Charge Orders and engage in close combat if opposing elements are within 10cms of their own elements.
4. **Hunter Grace** – Space Wolves infantry elements gain the Agile [AG] ability.
5. **Overwhelming Assault** – Space Wolves infantry elements gain the Furious Assault [FA] ability and a +1 bonus to-hit in close combat.
6. **Shield of the Wolf King** – Space Wolves infantry elements gain the Stubborn [SU] ability.
7. **Hunters Pace** – Space Wolves infantry elements in Power Armor (Does not apply to terminators or powered armored elements with jump packs) gain a bonus +5cms to total movement when on Charge Orders.
8. **Preternatural Senses** – Space Wolves infantry elements gain the Night Vision [N] ability.
9. **Circle Prey** – Space Wolves formations gain a +1 bonus to all reserve movement rolls.
10. **Space Wolves player** may NOT purchase generic element or formations for the apothecary, techmarines or librarians. They may only select their Legion Unique Priest of Fenris elements that fill these roles (Speaker of the Dead, Caster of Runes and Priest of Iron).

Space Wolves Unique Elements

The following elements are unique to the Space Wolves Legion

Leman Russ [2]

Fearless, indomitable, and ruthless, he is the Emperor's executioner and utterly loyal.

Leman Russ has the following Special Ability:

- I. **The Alpha Wolf** – All Space Wolves elements gain +1 to morale checks as long as they have line of sight to Leman Russ (no distance limit).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Leman Russ	25[T]	3[4]+	7/-4	CC Weapons [B] Stormspitter	- 20	- 4	- -1	[DR2], [N], [CA], Special

Geigor Fell-hand

Impetuous and brave, his hate for the Thousand Sons was sated later at The Burning of Prospero.

Geigor Fell-Hand has the following Special Ability:

- I. **Geigor Fell-Hand** gains the Assault [A] weapon trait for his bolter.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Geigor	15	5[7]+	4/-3	CC Weapons [B] Bolter [A]	- 25	- 2	- 0	[HQ2], Special

Hvarl Red-Blade

Dour in humor and of great temper, his battle cunning however, is legendary!

Hvarl Red-Blade has the following Special Ability:

1. **Space Wolves infantry elements** within command radius (25cms) gain the Recon [R] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Hvarl	15	3[5]+	4/-3	CC Weapons [B] Artifact Heavy Bolter	- 20/35	- 3	- 0	[HQ2], [DR2], [FR], Special

Deathsworn

The Dark heart of the Legion. Damaged minds and souls that embody the hunger of death.

Deathsworn have the following Special Abilities:

1. **Deathsworn may** only be led by Priest of Fenris element. They are included in the formations.
2. **When a Deathsworn element** is eliminated by a close combat attack, one of the opposing elements in base-to-base contact must make an AV save at -1TSM.
3. **Deathsworn gain** the Ymira Stasis grenades upgrade free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Deathsworn	10	4+	3/-2	CC Weapons	-	-	-	[ID], [HR], [MB], Special

Fenrisian Wolves

Predatory beasts that fight alongside the Jarls of the Legion.

Fenrisian Wolves and Cyberwolves have the following Special Ability:

- I. **Acute Senses** – No Opposing elements may ever deploy within 25cms of the wolves regardless of the abilities possessed.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Fenrisian Wolf	20	9+	2/-2	CC Ability	-	-	-	Special

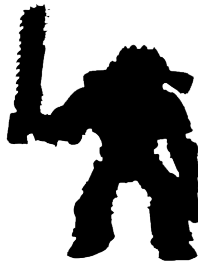
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Cyberwolves	20	7[8]+	3/-2	CC Ability	-	-	-	Special

Grey Slayer

Warriors who excel in closing with the enemy in seek and destroy missions.

Grey Slayers have the following Special Ability:

- I. **Grey Slayers armed with bolters** gain the Assault [A] weapon trait.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Grey Slayer Type I	10	5+	2/-1	Bolters [A]	25	2	0	[ID], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Grey Slayer Type II	10	5[7]+	2/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[ID], Special

Jorlund Hunters

Swift and Agile hunter packs with flamers.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Jorlund Hunters	10	5+	2/-1	Flamers [FW]	10	4	0	[R], [IF]

Priests of Fenris

Hidden from outsiders they are the specialists within the Legion as well as keepers of lore and secrets.

Priests of Fenris have the following Special Abilities:

1. **Speaker of the Dead** – These Priests of Fenris grant a +1 bonus to hit in close combat as well as re-rolling failed morale checks to Space Wolves elements within command radius (25cms).
2. **Priest of Iron** – These priests of Fenris may select one of the following upgrade free of cost: Forgelord, Master of the Signal or Praevian Consul.
3. **Caster of Runes** – Possess Psyker ability [P].



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Speaker of the Dead	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[HQ!], [Apo], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Caster of Runes	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[HQ!], [PI], [MB] Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Priest of Iron	10	4[6]+	3/-3	CC Weapons [B] Volkite Charger [VK]	- 25	- 2	- 0	[HQ1], [MK], [MB] Special

Varagyr Terminators

Hand-picked by Leman Russ as personal bodyguard and close companions.

Varagyr Terminators have the following Special Ability:

- I. **All Leader replacement rolls** from the command formation that leads them (the Company command card they are attached to) gain a +2 bonus to the roll.



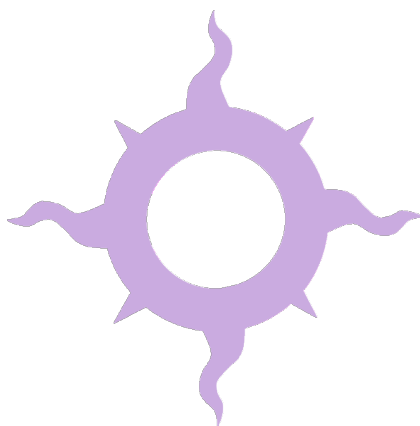
Varagyr Terminators serve as HONOR GUARDS for their Primarch

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Varagyr Type I	10[T]	3[5]+	2/-2	Autocannons	20/35	6	-1	[HR], [FR], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Varagyr Type II	10[T]	3[5]+	3/-3	Power Weapons [B] Storm Bolter	- 25	- 3	- 0	[HR], [FR], Special

Thousand Sons

Legion of psychically aware astartes who valued knowledge but delved too deep in forbidden lore.



Faction Value – 400

Thousand Sons Legion Traits

The following traits are available to the Thousand Sons Legion.

1. **Prosperine Lore** – All Thousand Sons commander elements possess psychic powers to a level equal to their command level ([HQ1] = [P1]; [HQ2] = [P2]; [HQ3] = [P3]) and may use any psychic discipline.
2. **Psychic Mastery** – All Thousand Sons elements with Psyker [P] Ability gains a bonus +1 to their power activation rolls.
3. **Psychic Discipline** – All Thousand Sons elements with Psyker [P] Ability only rolls on the Perils from the Warp table on a failed activation of a psychic power when the die roll result is LESS THAN the level of the power used (Normally, it is EQUAL to or less than the level of the power used).
 - a. Example: If a level 3 power is used and the roll fails, rolls of 1 or 2 (not 3) would force a Perils of the Warp check. If a level 2 power is used and the roll fails, a roll of 1 would force a Peril of the Warp check. This means that failing to activate a level 1 psychic power NEVER forces a Perils of the Warp check since you cannot roll less than a 1 on a D10.
4. **Foresight** – The Thousand Sons player gains a +1 bonus to all initiative rolls.
5. **Aetheric Resistance** – All Thousand Sons infantry elements gain the Adamantium Will [AW] ability.
6. **Thousand Sons infantry elements** that have claimed an objective (an objective that is not in dispute), AUTOMATICALLY pass any morale checks taken.
7. **Thousand Sons terminator infantry elements** gain the Reinforced Armor [RA], Fear [FR] abilities and a +1 bonus to-hit in close combat on the turn when they deploy via Deepstrike [T].
8. **The Thousand Sons player MUST** spend more total points on Company Cards than all other card types.
9. **The Thousand Sons player may NOT** spend more points on vehicle army cards than infantry ones (the point total of infantry must exceed that of vehicles).

10. **The Thousand Sons player** may select Robotic formations as part of their army (See Mechanicus Book).
11. **Fortification Cards** count as SPECIAL CARDS.

Thousand Sons Unique Elements

The following elements are unique to the Thousand Sons Legion.

Magnus the Red

A psyker of prodigious power second only to the Emperor of Man. His folly doomed mankind.

Magnus the Red has the following Special Abilities:

1. **Sire of the Legion** – All Thousand Sons elements within command radius (25cms) gain the Indomitable [ID] ability and impose a -1 penalty to hit to all opposing incoming ranged fire.
2. **Supreme Divination** – When Magnus is present all Thousand Sons formation gain a +1 bonus to reserve movement rolls.
3. **Arch-Sorcerer** – Magnus the Red may use TWO psychic powers per turn (instead of the standard one power). No rolls for activation are needed. Powers always activate thus there is no danger of Perils of the Warp.
4. **Eye of the Crimson King** – Magnus the Red does NOT need line of sight to target or direct the use of his psychic powers.
5. **Phantasmal Aura** – All opposing incoming ranged attack receive a -1 penalty to hit against Magnus the Red.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Magnus the Red	15[T]	3[4]+	7/-4	Psyfire Serpentina [PY,IC]	20	2	-3	[DR2], Primarch, Special

Ahzek Ahriman

The first Chief Librarian, his hand has both saved and doomed his Legion.

Ahzek Ahriman has the following Special Abilities:

1. **Thousand Sons elements** within command radius (25cms) gain the Recon [R] ability.
2. **The non-psyker elements** that form the retinue/bodyguards in the command formation count as a single level I psyker [PI]. They may use psychic powers of their own in addition to the commanders that form part of the command formation.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ahzek Ahriman	10	4[6]+	5/-2	CC Weapon [PY]	-	-	-	[HQ3], [P3], [AW], Special

Magistus Amon

Equerry to their primarch and once tutor of Magnus himself.

Magistus Amon has the following Special Abilities:

1. **The Thousand Sons player** may once per game AUTOMATICALLY win that game runs initiative (no roll necessary when Magistus Amon is present).
2. **All Thousand Sons formations** gain a +1 bonus (cumulative, rule of two's apply) to reserve movement rolls and opposing formations receive a -1 penalty to reserve movement rolls when Magistus Amon is present.
3. **The command formation** Magistus Amon is a part of gains the Reinforced Armor [RA] ability for all elements in that command formation (including himself).
4. **Magistus Amon** has the Infiltrate [IF] ability that extends to his command section elements.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Magistus Amon	10	3[5]+	5/-2	Archeotech Pistol [IC]	20	2	-1	[DR2], [P3], [IF], Special

Ammitara Occult

Dedicated to reconnaissance, misdirection, espionage, and assassination.

Ammitara Occult has the following Special Ability:

- I. **In addition to the psychic power** of the command element, they entirety of the formations non-command elements function as a psyker of level I [PI]. This means such formation has TWO psychic attacks, one via the Legion Trait Prosperine Lore (see Legion traits) and another from the remaining elements.



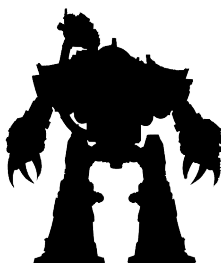
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ammitara Occult	10	7+	1/-1	Sniper Rifle [IC]	35	2	-1	[SN], [SH], [R], [AG], [IF], [PI], Special

Castellax-Achea Automata

Fills the roll of an expendable asset for shock assault forces controlled via psychic means.

Castellax-Achea Automata have the following Special Ability:

- I. **When the company command psyker** is eliminated from play through the “Dragged into the Warp!” result on the Perils of the Warp table the automata will lose their orders and may not perform any actions that turn. Next turn they may receive orders and act normally.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Castellax-Achea	15	5[7]+	3/-3	Aether Cannon [B,VK]	35	1	-2	[RC], [IWD], Special
				Bolters [AP]	25	2	0	

Khenetai Occult

Guardians of the reliquaries and sanctums of the Legion channeling psychic might through swords.

Khenetai Occult has the following Special Ability:

- I. **In addition to the psychic power** of the command element, they entirety of the formations non-command elements function as a psyker of level I [PI]. This means such formation has TWO psychic attacks, one via the Legion Trait Prosperine Lore (see Legion traits) and another from the remaining elements.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Khenetai Occult	10	5+	3/-3	CC Weapons Flamer [FW]	- 10	- 1	- 0	[FA], [PI], Special

Osirion Dreadnought

A Dreadnought chassis that could harness and use a psychically aware astartes power entombed within.

Osirion Dreadnought have the following Special Ability:

- I. **In addition to the psychic power** of the command element, they entirety of the formations non-command elements function as a psyker of level I [PI]. This means such formation has TWO psychic attacks, one via the Legion Trait Prosperine Lore (see Legion traits) and another from the remaining elements.



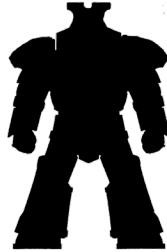
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Osirion	15	3+	3/-2	CC Weapon [B,PY] Multi-melta [IC] Bolters [AP]	- 25 25	- 1 2	- -3 0	[AW], [PI]

Sekmet Terminator

An elite fellowship that are the primarchs personal bodyguard.

Sekmet Terminators have the following Special Abilities:

1. **In addition to the psychic power** of the command element, they entirety of the formations non-command elements function as a psyker of level 2 [P2]. This means such formation has TWO psychic attacks, one via the Legion Trait Prosperine Lore (see Legion traits) and another from the remaining elements.
2. **The Sekmet Terminators** gain the Asphyx Shells upgrade free of cost.



Sekmet Terminators serve as HONOR GUARDS for their Primarch

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sekmet	10[T]	3[5]+	2/-3	Power Weapon [B] Combi-weapons	- 25	- 3	- -1	[SU], [P2]

Ultramarines

The largest of the Legion their doctrines and practicality are the binding force of the Imperium.



Faction Value – 400

Ultramarines Legion Traits

The following traits are available to the Ultramarines Legion.

1. **Interlocking Fire** – All Ultramarine elements may re-roll ranged fire attacks on a result of 1's. Second result stands.
2. **Certainty and Resolve** – Ultramarine infantry elements gain a +1 bonus of all morale checks.
3. **Ultramarine infantry and walker** elements gain a bonus +5cms to total movement on charge orders.
4. **Ultramarine infantry elements** gain the Counterattack [CA] ability.
5. **The Ultramarine player** infantry company command formations can add TWO upgrade cards of which one MUST be the EITHER the Master of the Signal OR the Damocles Command Rhino Upgrade card.
6. **The Ultramarine player** may NOT spend more points on Vehicle army cards than Infantry army cards (Infantry army card must be more total points than vehicular cards).
7. **The cost of Transport Cards containing Rhinos** is reduced by 50 points in the case of standard formations and 100 points for grand formations.
8. **Ultramarine Infantry Company Cards** cost 50 points less for standard company cards and 100 points less for Grand Company cards.
9. **Rigid Chain of Command** – Due to the inflexible nature of the command structure the Ultramarines receive the following:
 - a. **A -1 penalty** on all leader replacement rolls.
 - b. **A -1 penalty** on all reserve movement rolls.

Ultramarines Unique Elements

The following elements are unique to the Ultramarines Legion.

Roboute Guilliman [2]

Statesman, Warrior, Lord of Ultramar. He would preserve the Imperium in the aftermath of the Heresy.

Roboute Guilliman has the following Special Abilities:

1. **Sire of the Ultramarines** – All ultramarine formations present on the tabletop receive a +1 bonus to all morale checks.
2. **Preternatural Strategy** – All Ultramarine infantry elements gain a bonus +1 to hit in close combat and the Sweeping Advance [SA] ability when within command radius (25cms).
3. **Focused Wrath** – All Ultramarine vehicle and walker elements gain the Retribution [RT] weapon trait.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Roboute Guilliman	15	2[4]+	7/-4	Arbitrator [A]	20	4	-1	[DR2], Primarch, Special

Damocles Command Rhino [3]

Superior communication arrays, orbital interface, secure vox networks a mobile command center.

Damocles Command Rhino has the following Special Abilities:

1. **Formations under the command** of a command formation with a Damocles Command Rhino gain a +1 bonus to all reserve movement rolls.
2. **Formations deploying** via Deep Strike [T] do NOT scatter if deployment within 25cms of a Damocles Command Rhino.
3. **Once per game** a Damocles Command Rhino may summon an ORBITAL STRIKE (Range of 100cms; 3AD; -2TSM; possesses the Artillery [AY] trait). Does NOT need recon for spotting targets not in line of sight (line of sight is from orbit).
4. **All Ultramarine command sections** MUST purchase the upgrade card for the Damocles Command (or select the Master of the Signal upgrade card).
5. **The Damocles has** a ONE SHOT per game Hunter Killer Missile (see stats below).



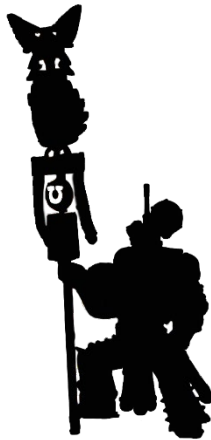
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Damocles	25	5+	2/-1	Hunter Killer Missile Bolters [AP]	25/50 25	2 1	-1 -2	[R], [TR1], Special

Remus Ventanus

Played a central role in the Ultramarines response to the betrayal at Calth.

Remus Ventanus has the following Special Abilities:

1. **Ultramarine formations** within command radius (25cms) that are within the control distance of an objective gain a +2 bonus to morale checks (rule or twos apply).
2. **Opposing formations** that deploy via reserve movement within 50cms of the command formation containing Remus Ventanus receive a -1 penalty to reserve movement rolls.
3. **ONE formation** under the command of Remus Ventanus may deploy via reserve movement as if a roll of "10" was made (no roll necessary). This means that formation can deploy through any table edge.



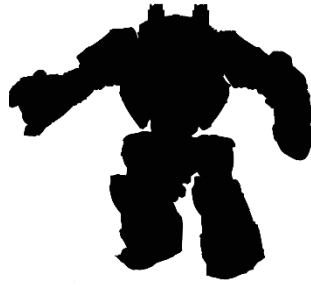
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Remus Ventanus	10	5[7]+	5/-2	CC Weapons	-	-	-	[HQ2], [AW], [MB], Special

Telemechrus [2]

Awoken by the treachery at Calth he mastered the fighting style of the dreadnought.

Telemechrus has the following Special Abilities:

1. **Telemechrus may** be added to any dreadnought formation (and must remain with that formation).
2. **All Ultramarine formations** within 25cms of the Telemechrus element gains a +1 bonus to-hit in close combat.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Telemechrus	20	3[5]+	4/-3	Assault Cannon Bolters [AP]	25 25	3 4	-1 0	[DR2], Special

Fulmentarus Terminators

An improved version of the Iron Warrior Tyrants enhancing coordinated fire.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Fulmentarus Type I	10[T]	3[5]+	2/-2	Cyclone Missile Launcher [IC] Krak Missile Frag Missile [B] Combi-bolter	25/50 25	- 2 2 3	- -2 0 0	[N]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Fulmentarus Type II	10[T]	3[5]+	2/-2	Autocannons [IC]	20/35	6	-1	[N]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Fulmentarus Type III	10[T]	3[5]+	2/-2	Power Weapons [B] Combi-meltas [IC]	- 25	- 3	- -2	[N]

Invictarus Suzerain

Honor guard of the Primarch chosen and marked for greatness.



Invictus Suzerain serve as **HONOR GUARDS** for their Primarch

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Invictarus	10	4[6]+	2/-2	CC weapons and shield Plasma Pistols	- 15	- 1	- -1	[SU]

Locutarus Storm

Elite vanguard strike formations, disciplined, precise and ferocious.

Locutarus Storm has the following **Special Ability**:

1. **Locutarus Storm** do NOT scatter when deploying via the Deep Strike [T] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Locutarus	20[T,J]	4+	2/-2	Flamer [A,FW]	10	1	0	Special

Nemesis Destroyers

Instrumental in the Legions defense against the Betrayers at Calth. Flexible and deadly.

Nemesis Destroyer have the following **Special Abilities**:

1. **Nemesis ammunition** – Their bolter weapons gain the Assault [A] trait and cause suppression as if they were artillery versus opposing infantry elements.
2. **The Nemesis Destroyers** gain the Rad Grenade upgrade card free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Nemesis Destroyers	10	4+	2/-1	Missile Launcher Rad Missile [RAD] Bolters [A]	25/50 25	 1 2	 0 0	[SU], [MB], Special

White Scars

Highly mobile, lightning-quick and gone before retaliation can be returned. Death by a thousand cuts!



Faction Value – 400

White Scars Legion Traits

The following traits are available to the White Scars Legion.

1. **White Scar infantry elements** gain the Hit and Run [HR] ability.
2. **White Scar infantry and cavalry elements** gain the Agile [AG] ability.
3. **White Scar cavalry elements** gain a bonus +5cms to their total movement when on Charge Orders and the Hit and Run [HR] ability.
4. **White Scar cavalry elements** gain the Reinforced Armor [RA] ability and can re-roll all 1s on close combat to-hit rolls (second result stands).
5. **The White Scar player** gains a +2 bonus to all initiative rolls.
6. **The White Scar player** gains a +1 bonus to all reserve movement rolls.
7. **The White Scar player** MUST purchase more points in cavalry army card formations than any other formation type present in the army fielded.
8. **The White Scar Army leader** MUST be on a cavalry element (usually free of cost).
9. **Fortification and Super Heavy formation army cards** count as SPECIAL CARDS.
10. **White Scar Army Card formations** composed of cavalry elements earn the opposing player +1VP when the formation army card is eliminated (all elements removed from play).

White Scars Unique Elements

The following elements are unique to the White Scars Legion.

Jaghatai Khan [2]

The unexpected storm that rages through the galaxy with discipline, humor, and perfection.

Jaghatai Khan has the following Special Abilities:

- I. **Sire of the White Scars** – White Scars elements within command radius (25cms) gain the following:
 - a. **A +I bonus** to all reserve movement rolls.
 - b. **A +I bonus** to determine the outcome of close combat.
 - c. **Gain** the Recon [R] ability.
 - d. **Infantry elements gain** a bonus +5cms to total movement on Charge Orders. This increases to +10 for cavalry elements (this is cumulative with Legion traits).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Jaghatai Khan	15[T]	3[4]+	7/-4	Archeopistol	10	2	-1	[DR2], [DU], Primarch, Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Jaghatai Khan On Bike [3]	40[T,K]	3[4]+	5/-4	Bolters [AP]	25	4	-1	[DR2], [DU], Primarch, Special

Qin Xa

Longtime companion of the Great Khan, peerless leader, and commander of the Legion.

Qin Xa has the following Special Abilities:

- I. **White Scars elements** within command radius (25cms) gain the following:
 - a. **A +I bonus** to all reserve movement rolls.
 - b. **A +IAD** for close combat attacks.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Qin Xa	10	3[5]+	5/-3	CC Weapons	-	-	-	[HQ3], [CA], Special

Tsolmon Khan

Quietly courageous and resolute in his loyalty with little mercy to the enemies of the Legion.

Tsolmon Khan has the following Special Ability:

- I. **The player may** attach ONE support card of Sisters of Silence Knight Centura directly to Tsolmon Khans command formation.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tsolmon Khan	10	4[6]+	6/-3	Power Weapon [B] Combi-melta	- 25	- 2	- -2	[HQ3], Special

Ebon Keshig Terminators

Known as the Kharash is a ritual post to atone and redeem breaches in honor.

Ebon Keshig has the following Special Ability:

- I. **Ebon Keshig** can NOT claim objectives (may not earn VP for them).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ebon Keshig	10[T]	3[5]+	3/-3	Power Weapons [B] Combi-bolters	- 25	- 3	- 0	[SU], [IWD], Special

Falcon's Claws

Long range scouts and assassins that harry the enemy behind their lines targeting leadership.

Falcon's Claw have the following **Special Ability**:

- Falcon's Claw** receive the Shroud Bombs upgrade card free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Falcon's Claw	10	7+	3/-2	CC Weapons	-	-	-	[CE], [AG], [R], [IF], [MB], Special

Golden Keshig [2]

Superlative riders and hunters and serve as the line breakers of the Legion.

Golden Keshig has the following **Special Ability**:

- The Golden Keshig** receives the Shamshir bike upgrade card free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Golden Keshig	35[K]	4+	2/-2	Bolters [AP]	25	1	0	[R], [MB], Special

Kyzagan Assault Speeder [2]

Modified Javelins that mount heavy support weapons to provide punching power in spearhead attacks.

Kyzagan Assault Speeder has the following **Special Ability**:

- The Kyzagan Assault Speeder** receives the Shamshir bike upgrade card free of cost.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kyzagan Assault Speeder	25[T,K]	4+	2/-1	Assault Cannon [A] Autocannons Hunter Killer Missile	25 20/35 25/50	3 4 1	-1 -1 -2	

Word Bearers

Faith is at their core, denied this within the Imperium they embraced chaos becoming the first traitors.



Faction Value – 350

Word Bearers Legion Traits

The following traits are available to the Word Bearers Legion.

1. **Signs and Portents** – The Word Bearers player roll 1d10 at the start of each game turn. On a roll of 1-5, the Word Bearer player receives a +1 Bonus to all reserve movement rolls. On a roll of 6+ the Word Bearer player gains a +1 bonus to the initiative roll.
2. **From Beyond** – If the battle occurs during the heresy the Word Bearers player may select and add army cards from the Ruinstorm Army Book (Daemons). These cards are treated like any other astartes card slot (company, Support, Special, etc.).
3. **Hell Follows Them** – Opposing psyker elements receive a -1 penalty to ALL Perils from the Warp tests.
4. **Cut them Down** – Word Bearer infantry elements gain the Sweeping Advance [SA] ability and gain +5cms to total movement when on charge orders.
5. **Charismatic Leadership** – All Word Bearer Company cards may attach a Chaplain support card free of cost. This card does not count to the total number of support cards that may be attached to a company card.
6. **True Believers** – All Word Bearer formations gain a +1 bonus to morale checks.
7. **Fortifications cards** count as SPECIAL CARDS.

8. **Super Heavy vehicle army cards** count as SPECIAL CARDS.

Word Bearer Unique Elements

The following elements are unique to the Word Bearer Legion.

Lorgar [2]

The Golden Son, a being of faith in an empire with none. He will find his faith by embracing chaos.

Lorgar has the following Special Abilities:

1. **Sire of the Word Bearers** – All Word Bearer infantry elements on the tabletop gain the Stubborn [SU] ability if Lorgar is present.
2. **Living Icon** – All Word bearer elements within command radius (25cms) gain the Indomitable [ID] ability and a +1 bonus to close combat attacks.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lorgar	20[T]	2[4]+	7/-4	Archeopistol	10	2	-1	[DR2], [P3], Primarch, Special

Erebus

The First heretic, the engineer of all the horror of the Heresy and the next 10,000 years.

Erebus has the following Special Ability:

1. **Erebus gains** the Fear [FR] ability as a Chaplain.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Erebus	15	4[6]+	5/-3	Plasma Pistol	20	1	-2	[HQ3], [PI], [ID], [AW], [IWD], [FR], Special

Hol Beloth

Leader of the Betrayal at Calth, a potent field commander turn traitor by Erebus.

Hol Beloth has the following Special Ability:

1. **Word Bearer infantry elements** within command radius (25cms) gain a bonus +1 to-hit for close combat attacks.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Hol Beloth	15	4[6]+	5/-3	Plasma Pistol	20	1	-2	[HQ3], [IWD], [FR], Special

Kor Phaeron

Surrogate father to Lorgar, elevated to an astartes, would always have the Primarchs ear.

Kor Phaeron has the following Special Abilities:

1. **Kor Phaeron** MUST be the army leader if Lorgar is not present.
2. **ONE formation** within command radius (25cms) per turn may use psychic powers as if it were a level 1 psyker [PI]. May only use the Malefic discipline if play occurs during the heresy (any discipline if pre-heresy).
3. **ONE formation** within command radius (25cms) may re-roll a failed morale check (second result stands).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kor Phaeron	15[T]	3[5]+	5/-2	CC Weapons	-	-	-	[DR2], [HQ3], [IWD], Special

Zardu Layak

His true name has been lost and was the first to offer himself to be possessed by daemons of chaos!

Zardu Layak has the following Special Abilities:

1. **Zardu Layak gains** the Diabolist and Zealot Upgrade cards free of cost (these upgrades apply to the formation he belongs to).
2. **Word Bearer formations** within 25cms gain a +1 bonus to-hit for close combat attacks.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Zardu Layak	15	4[6]+	4/-3	Flamer [FW]	10	2	0	[HQ2], [DE], [P2], Special

Anakatis Kul Blade Slaves

Slaves whose folly of believing they could master the blades they are now bound to.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Anakatis Kul Blade Slave	15	5[7]+	3/-3	CC Weapons	-	-	-	[DE], [FA], [IWD]

Ashen Circle

They serve a unique function in that they destroy a foes culture and replace it with their own.

The Ashen Circle have the following Special Abilities:

1. **Ashen Circle can cause** fires on structures they successfully damage.

2. **Ashen Circle** NEGATES the Hit and Run [HR] abilities in opposing elements they are engaged with.
3. **Ashen Circle** **gains** the Furious Assault [FA] ability on the turn they deploy on via the Deepstrike [T] ability.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ashen Circle	20[T,J]	4+	2/-2	Power Weapon [B]	-	-	-	Special

Chaplain

Made to enforce the Edicts of Nikea, they serve a much darker purpose within the Word Bearers.

The Chaplain has the following Special Ability:

1. The Elements of the formation that the Chaplain forms a part of gains a bonus +1AD in close combat.

Chaplains MUST be attached to an existing formation and may not be reassigned to other formations for the game's duration.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Chaplain	15	5+	2/-2	Boltgun	25	2	0	[HQ1], [FR]

Gal Vorbak

Known as the Dark Brethren made from the remnants of the Serrated Suns, now vessels to Daemons.

Gal Vorbak has the following Special Abilities:

1. **Gal Vorbak** **gains** the Phosphex Grenades Upgrade card free of cost and are limited to a SINGLE use per game.
2. **Gal Vorbak** MUST focus attacks on any opposing elements within 10cms.
3. **Gal Vorbak** can NOT claim Objectives (No VPs for claiming objectives).



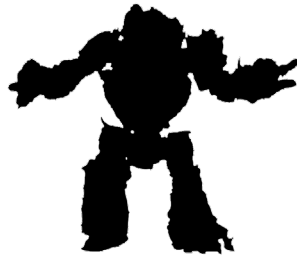
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Gal Vorbak	10[T]	5[7]+	2/-2	Flamer [FV]	10	2	0	[DE], [FR], [FA], [SU], Special

Mhara Gal Dreadnought [2]

A twisted monster, a dreadnought possessed by a Daemon!

Mhara Gal has the following Special Ability:

1. **Mhara Gal ignores** invulnerable saves on opposing elements in close combat.
2. **Mhara Gal** can NOT claim objectives (No VPs for claiming objectives).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mhara Gal	20	3[5]+	3/-3	Power Weapon [B] Warpfire Cannon [PY,B] Bolters	- 20/35 25	- 1 2	- -2 0	[DR2], [DE], [TE], [IWD], [DU], [AW], [RA], Special

Procurators

Apothecaries who no longer heal, but search for enemy dead to infuse with Daemonic power.

Procurators has the following Special Abilities:

1. **Procurators** earn the Word Bearer play a bonus +1 VP for any army card that is eliminated (all elements removed from play) via attacks from this formation.
2. **Procurators grant** a +1 bonus to activate any psychic power performed by friendly psychic elements within 25cms of this formation.
3. **The Word Bearer player** may NOT add any specialists to this formation (no Apothecary, Librarians, etc.).

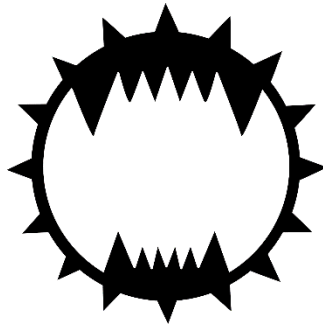


Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Procurators Type I	10	5+	2/-2	Flamer [FW]	10	I	0	[IWD], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Procurators Type II	20[JJ]	5+	2/-2	Flamer [FW]	10	I	0	[IWD], Special

World Eaters

Peerless martial savages that would devolve into blood crazed maniacs where only violence is the goal.



Faction Value – 400

World Eaters Legion Traits

The following traits are available to the World Eaters Legion.

1. **Kill Count** – The World Eaters player gains a bonus +2VPs on all Opponents Army Cards that reach the break point via element loss in close combat.
2. **Violence Incarnate** – All World Eaters infantry elements gain the Sweeping Advance [SW] ability.
3. **Bloodthirsty** – World Eater infantry elements gain a +I bonus to-hit in close combat when on Charge Orders.
4. **Blood Madness** – World Eaters infantry elements and formations **MUST** engage opposing formations in close combat if within 15cms.
5. **Unstoppable Wave** – World Eaters infantry elements gain a bonus +5cms to total movement when on Charge Orders.
6. **Forlorn Hope** – All World Eaters infantry elements gain the Reinforced Armor [RA] ability.
7. **World Eaters infantry** elements gain the Stubborn [SU] ability.

8. **Stare Down Death** – Word Eaters elements have penalties associated with the fallback condition reduced to -1 (instead of -2) for Close Combat to-hit and Morale Checks.
9. **World Eaters infantry** elements may NEVER rout however, may continue to be in the Fallback Condition as Morale checks permit and determine.
10. **The World Eaters player** MUST spend more points on infantry than vehicles in the constructed force.
11. **Fortification Cards** count as SPECIAL CARDS.
12. **World Eaters Apothecaries** confer a +IAD bonus to the elements in the formation for close combat attacks. However, they apothecary receives a -IAV penalty to armor saves.

World Eaters Unique Elements

The following elements are unique to the World Eaters Legion.

Angron [2]

The Red Angel, the most savage and bloodthirsty of the Primarchs. A Killer without peer.

Angron has the following Special Abilities:

1. **Sire of the World Eaters** – All Word Eater formations gain the Indomitable [ID] ability if Angron remains on the tabletop.
2. **Red Sands** – Angron may re-roll misses on close combat to-hit rolls (second result stands).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Angron	15[T]	2[4]+	7/-4	Power Weapon [B] Plasma Pistol	- 10	- 2	- -1	[DR2], Primarch, Special

Gahlan Surlak

The apothecary responsible for reverse engineering the Butcher's Nails and mass implantations.

Gahlan Surlak has the following Special Ability:

1. **Augmented Inductii** – The infantry elements in the formation Gahlan Surlak are attached to gains the “It Will not Die” [IWD] ability, +IAD bonus to close combat and a -1 penalty to-hit for ranged attacks.

2. **Gahlan Surlak** MUST be attached to a ONE infantry formation.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Gahlan Surlak	15	5[7]+	4/-2	CC Weapons	-	-	-	[HQ2], [IWD], [Apo], Special

Kharn

The Betrayer, the one who pulled Angron from his madness, only to descend into never-ending rage.

Kharn has the following Special Ability:

1. **Kharn** will be the army commander if Angron is not present.
2. **The World Eater player** gains a +1 bonus to initiative rolls.
3. **Karn gains** a bonus +1AD in close combat per element in base-to-base contact with Kharn beyond the first.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Kharn	15	3[5]+	6/-3	Power Weapon [B] Plasma Pistol	- 10	- 2	- -1	[HQ3], [IWD], Special

Shabran Darr

A loyalist sent to die on Istavan III. His hate towards the betrayers had been honed to a razors edge.

Shabran Darr has the following Special Ability:

1. **Shabran Darr** may be selected by other loyalist legions to form part of their army.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Shabran Darr	20[J]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ2], [FR], Special

Rampagers

Shock assault formations formed by the most bloodthirsty and savage members of the Legion.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rampagers	20[J]	5+	2/-2	CC Weapons	-	-	-	[R], [IWD]

Red Butcher Terminators

Their pent-up madness released at Istavan is now unleashed in frenzy of mindless killing.

Red Butchers has the following Special Ability:

- I. **Red Butchers** can NOT Claim Objectives (No VPs for claiming objectives).



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Red Butchers	15[T]	3[5]+	4/-3	Power Weapons [B] Combi-bolter	- 25	- 2	- 0	[ID], [IWD], Special

Red Hand Destroyers

Bearers of the bloody hand due to exemplary ferocity and violence in the name of the Legion.

Red Hand Destroyers has the following Special Ability:

- I. **Red Hand Destroyers gain** the Rad Grenade Upgrade free of cost.

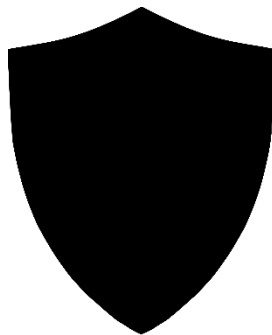


Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Red Hand Destroyer Type I	10	5+	2/-1	Missile Launcher Rad Missile [RAD]	25/50	1	0	[CA], Special

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Red Hand Destroyer Type II	20[J]	5+	3/-2	CC Weapons	-	-	-	[CA], Special

Blackshields

Scouring any sign of their previous allegiance they only have loyalty to themselves.



Faction Value – 250

Blackshields Legion Traits

Unlike other Legions, Blackshields are subdivided into several sub factions with their own traits.

Player will select ONE sub faction and elements will receive those traits.

Death Seekers

Death Seekers has the following traits:

1. **Infantry elements gain** the following:
 - a. The Stubborn [SU] ability.
 - b. The Reinforced Armor [RA] ability.
 - c. A +1 bonus to-hit in close combat.
2. **The player may NOT** select general tactical formation cards.
3. **The player may NOT** select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player MUST** spend more points on infantry army cards than Vehicle cards.
6. **Death Seeker infantry elements MUST** charge opposing formation and elements within 25cms.
7. **Death Seekers gain** a +2 bonus to initiative rolls for the first TWO game turns (no bonus from turns 3 onwards).

Orphans of War

Orphans of War has the following traits:

1. **Infantry elements gain** the following:
 - a. A +1 bonus to Morale Checks.
 - b. A +1 bonus to-hit for ranged and close combat attacks.
 - c. The Stubborn [SU] ability.
 - d. The Agile [AG] ability.
2. **The player may NOT** select general tactical formation cards.
3. **The player may NOT** select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player MUST** spend more points on infantry army cards than Vehicle cards.
6. **Orphans of War gain** a +2 bonus to initiative rolls for the first TWO game turns (no bonus from turns 3 onwards).
7. **Orphans of War** may not ally with a force with a Primarch as army leader or a force that contains the Chaplain Consul or Chaplains.

Outlanders

Outlanders has the following traits:

1. **Infantry elements gain** the following:
 - a. The Deepstrike [T] ability however, reserve movement rolls receive a -1 penalty.
 - b. A +1 bonus to-hit for close combat attacks.
 - c. The Stubborn [SU] ability.
 - d. The Infiltrate [IF] ability.
 - e. Infantry elements normally armed with bolters are replaced by the Deathlock Gun (range 20; 2AD; -1TSM).
2. **The player may NOT** select general tactical formation cards.
3. **The player may NOT** select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player MUST** spend more points on infantry army cards than Vehicle cards.

6. **Outlanders' gain** a +2 bonus to initiative rolls for the first TWO game turns (no bonus from turns 3 onwards).
7. **Outlanders' Players** that have lower VP accrued after then end of any turn receive a -1 penalty to Morale Checks the next turn.

Chymeriae

Chymeriae has the following traits:

1. **Infantry elements gain** the following:
 - a. The Fear [FR] ability.
 - b. A +5cms bonus to total movement when on Charge Orders.
 - c. The Stubborn [SU] ability.
 - d. A +1 bonus to-hit in close combat.
2. **The player** may NOT select general tactical formation cards.
3. **The player** may NOT select Drop Pod transport.
4. **Super Heavy formation cards** count as SPECIAL CARDS.
5. **The Player** MUST spend more points on infantry army cards than Vehicle cards.
6. **Chymeriae infantry elements** MUST charge opposing formation and elements within 25cms.
7. **Chymeriae Player** gains a +1 bonus to initiative rolls.

Blackshields Unique Elements

The following elements are unique to the Blackshield Legion.

Marauders

The primary astartes asset of the Blackshields.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Marauder	15	6+	2/0	Missile Launcher	25/50			
				Krak Missile		1	-2	
				Frag Missile [B]		1	0	
				Bolter [A]	20	2	0	

Nemean Reaver

His name lost to the chaos of the Heresy, a dark veteran ruthless beyond measure.

The Nemean Reaver has the following Special Abilities:

1. **Opposing elements** receive a -1 penalty to-hit in close combat when within the command radius (25cms) of the Nemean Reaver.
2. **Blackshield formations** within command radius (25cms) gain a +1 bonus to determine close combat outcome.
3. **The Nemean Reaver** MUST be the leader of an army of Blackshields.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Nemean Reaver	15	3[5]+	6/-3	Bolter [A]	20	2	0	[HQ3], [ID], [AW], [SU], [FR], Special

Reaver Lord

Whether by treachery or fate these are the astartes the marauder formations unite behind.



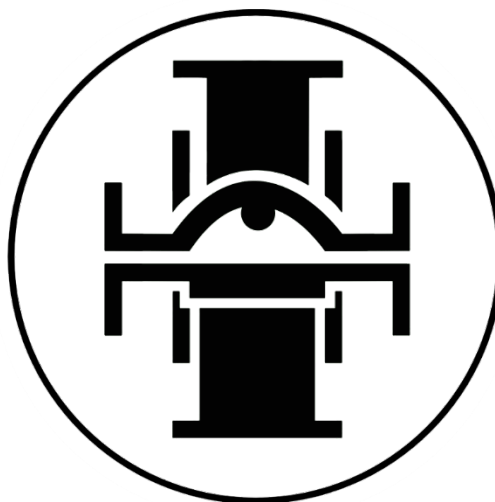
Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Reaver Lord Type I	10[T]	3[5]+	5/-3	Deathlock [A]	20	3	-1	[HQ3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Reaver Lord Type II	20[T,J]	4[6]+	5/-3	Deathlock [A]	20	3	-1	[HQ3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Reaver Lord Type III	30[T]	4[6]+	4/-2	Bolters [AP]	25	4	0	[HQ3]

Knight Errants

Chosen by Malcador they are the exemplars and champions of humanity!



Knights Errant Traits

The following traits are available to the Knights Errant.

1. **All Knights Errant** possess the Lone Wolf [LW] ability.
2. **All Knights Errant** earn the play a bonus +1VP when the Knight Errant has claim any scenario Objective (one per objective claimed if multiple Knights are in play).
3. **All Knights Errant** earn a bonus +1 VPs when the knight errant eliminates a traitor special character.
4. **Knights Errant** may only be fielded by LOYALIST legions or allied forces of the Imperium.
5. **Knights Errant** may serve as company or army leaders within allied forces of loyalist Legions (Shattered Legions).

Knights Errant Unique Elements

The following unique elements are available to the Knights Errant.

Nathaniel Garro

A Death Guard captain who carried the news of treason to Imperial loyalist thus saving the Imperium.

Nathaniel Garro has the following Special Abilities:

1. **Nathaniel Garro** does not scatter when deployed via the Deepstrike [T] ability.
2. **Nathaniel Garro** ignores invulnerable saves in close combat.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Nathaniel Garro	10[T]	4[5]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [IWD], [SH], [HH], Special

Tylos Rubio

Recruited by Garro at Calth became a Knight when his own Legion rejected him for his psychic powers.

Tylos Rubio has the following Special Ability:

1. **Tylos Rubio** may only use psychic powers of the Divination and Telekinesis disciplines.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Tylos Rubio	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ3], [P2], [SH], [HH], Special

Knights Errant

The champions of humanity recruited by Malcador varied greatly in the skills they possessed.



Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Knights Errant	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ3], [SH], [HH]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Knights Errant Battlesmith	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [MK], [SH], [HH]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Knights Errant Librarian Consul	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [P3], [SH], [HH]

Fortifications

The following fortifications are available to all Legions.

Fortifications have the following Special Ability:

1. **Elements within fortifications gain** the Indomitable [ID] ability while they are within these structures.

Legion players can choose any of these fortifications as part of their force:

1. **Aegis Defense Line**
2. **Bastion**
3. **Defense Line**
4. **Defense Emplacement**
5. **Bunker**
6. **Firestorm Redoubt**
7. **Vengeance Weapon Battery**
8. **Macro Cannon Aquila Strongpoint**
9. **Vortex Missile Aquila Strongpoint**
10. **Imperial Primus Redoubt**

I I. Imperial Castellum Stronghold

Detail stats and descriptions are available on the appropriate fortification cards. Please see Fortification Cards MKV file.

Psychic Powers

This section covers the availability of psychic powers for the Legions.

Crusade Era

When play occurs within the Crusade Era, they have the following psychic disciplines available:

- 1. Biomancy**
- 2. Divination**
- 3. Pyromancy**
- 4. Telekinesis**
- 5. Telepathy**

Legion psyker may choose any one of the disciplines for use during gameplay. Different psyker elements present within the same army could select different disciplines for more variety.

Legion Stance on Psychic Powers

While the Librarius was available to all Legions, some did not use them due to the stance their Primarch had concerning psykers. The following lists what each Legion's stance regarding psykers was.

Legions the supported the use of the Librarius (these Legions may include psykers in their army):

- 1. Alpha Legion**
- 2. Blood Angels**
- 3. Emperor's Children**
- 4. Night Lords**
- 5. Salamanders**
- 6. Thousand Sons**
- 7. Ultramarines**
- 8. White Scars**
- 9. Word Bearers**

Legions that did NOT support the use of the Librarius were (these Legions may NOT include psykers in their army):

- 1. Death Guard**
- 2. Imperial Fists**
- 3. Iron Hands**
- 4. Iron Warriors**
- 5. World Eaters**

Legions that either did not express strong views on the subject or held contradictory/hypocritical views (these Legions may either use psyker or not depending on player preference):

1. **Dark Angels**
2. **Raven Guard**
3. **Sons of Horus**
4. **Space Wolves**

Heresy Era

Once open rebellion became a reality and The Heresy begins the following disciplines were available:

1. **Biomancy**
2. **Divination**
3. **Pyromancy**
4. **Telekinesis**
5. **Telepathy**
6. **Daemonology – Santic Powers**
7. **Daemonology – Malefic Powers**

Daemonology – Santic powers are ONLY available to LOYALIST forces.

Daemonology – Malefic Powers are ONLY available to TRAITOR forces.

Legion psyker may choose any one of the disciplines for use during gameplay. Different psyker elements present within the same army could select different disciplines for more variety.

Legion Stance on Psychic Powers

Once the Heresy began all restrictions on the Librarius were abandoned. ALL Legions may now use psychic powers.

Psychic Power Stats and descriptions are contained in the Psychic Power Cards MKV file.

Allies

This section covers the potential allies Legions may have in play.

Crusade Era

Although all Legions and their allies worked for a common goal during the Great Crusade, this does not mean they got along or liked each other. Certain Legions preferred work with some and not others. To reflect this, consult the Faction Association Table below to determine their affiliation.

Definitions:

1. **Sworn Brothers [SB]** – The factions know each other well and have worked together before. There are no penalties between Sworn Brothers.
2. **Fellow Warrior [FW]** – There is no close affinity between these factions, but no distrust either. They are not as used to working with each other however, therefore such a mixed force will receive a -1 penalty on ALL initiative and reserve movement rolls.

3. **Distrusted [Dis]** – Apprehension and lack of trust exist between these factions. Therefore, such a mixed force will receive a -2 penalty on ALL initiative and reserve movement rolls.
4. **By the Emperor's Command [Emp]** – Active Animosity if not hate exists between these factions. Therefore, such a mixed force will automatically lose initiative each turn (no roll required) and roll 2d10 for reserve movement and select the LOWEST value rolled THEN apply a -2 penalty to that result.
5. **If more than one faction exists** within the same army then apply the WORST affinity and penalties applicable.
6. **Adeptus Custodes and Sisters of Silence** always count as Sworn Brother when allied with a faction and if play occurs during the Heresy will ONLY ally with LOYALIST forces.

Faction Association Table

	AL	BA	DA	DG	EC	IF	IH	IW	NL	RG	S	SoH	SW	TS	U	WS	WB	WE	Mech	IA
AL	-	Dis	Dis	Dis	FW	Dis	Dis	Dis	Dis	Dis	FW	Dis	Dis	Dis	Dis	FW	Dis	Emp	FW	SB
BA	Dis	-	FW	Dis	FW	SB	FW	FW	Dis	FW	SB	FW	Dis	FW	SB	FW	Dis	Dis	FW	FW
DA	Dis	FW	-	Dis	FW	FW	FW	FW	Emp	FW	SB	FW	Emp	FW	FW	FW	FW	Dis	FW	FW
DG	Dis	FW	Dis	-	FW	Dis	FW	FW	SB	Dis	Dis	SB	Dis	Emp	Dis	Dis	Dis	FW	FW	FW
EC	FW	FW	FW	FW	-	FW	SB	FW	Emp	FW	SB	SB	Dis	Dis	FW	FW	FW	Dis	FW	FW
IF	Dis	SB	FW	Dis	FW	-	FW	Emp	Emp	FW	SB	FW	SB	Dis	SB	Dis	Dis	Dis	FW	FW
IH	Dis	FW	FW	FW	SB	FW	-	FW	FW	FW	FW	FW	Dis	FW	SB	FW	Dis	FW	SB	Dis
IW	Dis	FW	FW	FW	FW	Emp	FW	-	Dis	FW	FW	FW	Dis	Dis	Dis	Dis	Dis	SB	SB	FW
NL	Dis	Dis	Emp	SB	Emp	Emp	FW	Dis	-	Dis	FW	FW	Dis	Dis	Dis	Dis	Dis	FW	FW	Dis
RG	Dis	FW	FW	Dis	FW	FW	FW	FW	Dis	-	SB	FW	SB	FW	FW	FW	Dis	Dis	SB	FW
S	FW	SB	SB	Dis	SB	SB	FW	FW	FW	SB	-	FW	SB	Dis	FW	SB	FW	Dis	SB	SB
SoH	Dis	SB	FW	SB	SB	FW	FW	Dis	FW	FW	FW	-	FW	Dis	FW	SB	SB	FW	SB	SB
SW	Dis	Dis	Emp	Dis	Dis	SB	Dis	Dis	Dis	SB	SB	FW	-	Emp	FW	FW	Dis	FW	FW	Dis
TS	FW	FW	FW	Emp	Dis	Dis	FW	Dis	Dis	FW	Dis	Dis	Emp	-	Dis	FW	Dis	Dis	FW	FW
U	Dis	SB	FW	Dis	FW	SB	SB	Dis	Dis	FW	FW	FW	FW	Dis	-	FW	Dis	Emp	FW	SB
WS	FW	FW	FW	FW	FW	Dis	FW	Dis	Dis	FW	SB	SB	FW	FW	FW	-	FW	FW	FW	FW
WB	Dis	Dis	FW	Dis	FW	Dis	Dis	Dis	Dis	Dis	FW	SB	Dis	Dis	Dis	FW	-	Dis	FW	SB
WE	Emp	Dis	Dis	FW	Dis	Dis	FW	SB	FW	Dis	Dis	FW	FW	Dis	Emp	FW	Dis	-	FW	Dis
Mech	FW	FW	FW	FW	FW	FW	FW	SB	SB	FW	SB	SB	FW	FW	FW	FW	FW	FW	-	FW
IA	SB	FW	FW	FW	FW	FW	Dis	FW	Dis	FW	SB	SB	Dis	FW	SB	FW	SB	Dis	FW	-

Legend

Alpha Legion – **AL**; Blood Angels – **BA**; Dark Angels – **DA**; Death Guard – **DG**; Emperors Children – **EC**; Imperial Fists – **IF**; Iron Hands – **IH**; Iron Warriors – **IW**; Night Lords – **NL**; Raven Guard – **RG**; Salamanders – **S**; Sons of Horus – **SoH**; Space Wolves – **SW**; Thousand Sons – **TS**; Ultramarines – **U**; White Scars – **WS**; Word Bearers – **WB**; World Eaters – **WE**; Mechanicum – **Mech**; Imperial Army – **IA** (Solar auxilia, Militia).

Heresy Era

Once play occurs in the Heresy era things become relatively simplified where Loyalist forces are considered Sworn Brothers amongst themselves and the same applies to Traitor forces.

The option is given to players to continue to apply Crusade era associations during the Heresy if they desire to add an additional level of difficulty however, this is purely optional upon agreement of both players.

Army Cards

Legiones Astartes have access to the following Army Card file:

1. Legiones Astartes MKV Company Cards – includes standard and grand companies
2. Legiones Astartes MKV Support Cards – includes standard and grand support formations
3. Legiones Astartes MKV Special Cards
4. Legiones Astartes MKV Upgrade Cards
5. Legiones Astartes MKV Transport Cards – Includes both ground and flier transports
6. Legiones Astartes MKV Legion Specific Cards – Includes all legion specific company, support, special and transport cards.
7. Legiones Astartes MKV Legion Specific Upgrade Cards

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

Appendix

This section contains Statline summaries for use as play aids.

Command Elements [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Apothecary Power Armor	As per element	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ1]. [Apo]
Apothecary Terminator Armor	10[T]	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ1]. [Apo]
Centurion Power Armor	As per element	+1AV, Inv[2]	+2AD	As per element type	As per element	As per element	As per element	[HQ2]
Centurion Terminator Armor	10[T]	+1AV Inv[2]	+2AD	As per element type	As per element	As per element	As per element	[HQ2]
Decurion Power Armor	As per element	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ1]
Decurion Terminator Armor	10[T]	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ1]
Librarian Power Armor	As per element	Inv[2]	+1AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ1], [PI]

Librarian Power Armor	As per element	+1AV, Inv[2]	+2AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ2], [P2]
Librarian Terminator Armor	10[T]	Inv[2]	+1AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ1], [P1]
Librarian Terminator Armor	10[T]	+1AV, Inv[2]	+2AD	Force-weapon [PY] As per element	- As per element	- As per element	- As per element	[HQ2], [P2]
Praetor Power Armor	As per element	+1AV, Inv[2]	+3AD	As per element type	As per element	As per element	As per element	[HQ3]
Praetor Terminator Armor	10[T]	+1AV Inv[2]	+3AD	As per element type	As per element	As per element	As per element	[HQ3]
Praetor, Saturnine	10	2[3]+	5/-3	Saturnine War Axe Disruption Fist [B] Plasma Blaster [A]	- - 20	- - 2	- - -2	[HQ3], Special*
Techmarine Power Armor	As per element	Inv[2]	+1AD	As per element type	As per element	As per element	As per element	[HQ1]. [MK]
Techmarine Terminator Armor	10[T]	As per element	+1AD	As per element type	As per element	As per element	As per element	[HQ1]. [MK]

Infantry [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Assault	20[J]	5+	2/-1	CC Weapons Flamer [FW]	- 10	- 1	- 0	
Breacher	10	4[6]+	1/0	Boltgun Flamer [FW]	25 10	2 1	0 0	
Destroyer Type 1	10	5+	2/-1	CC Weapons Rad Missile [RAD]	- 25/50	- 1	- 0	[CA], [MB]
Destroyer Type 2	20[J]	5+	2/-1	CC Weapons Flamers [FW]	- 10	- 1	- 0	[CA], [MB]
Heavy Support Type 1	10	4+	1/0	Heavy Bolters [AP]	20/35	6	0	
Heavy Support Type 2	10	4+	1/0	Lascannons [TL2]	25/50	2	-2	
Heavy Support Type 3	10	4+	1/0	Missile Launcher Krak Frag [B]	25/50	- 3 3	- -2 0	
Heavy Support Type 4	10	4+	1/0	Multi-Meltas	25	3	-3	
Reconnaissance	10	5+	1/0	Boltgun	25	2	0	[R], [SH]

Reconnaissance Sniper	10	7+	1/0	Sniper rifle	20/35	1	-1	[R], [SH], [IF], [AG]
Seekers	10	5+	1/0	Combi-weapon	25	2	-1	[SN], [SU]
Tactical	10	5+	1/0	Boltgun	25	2	0	
Tactical Close Combat	10	5+	2/-1	CC weapons	-	-	-	
Tactical Close Support	10	5+	1/0	Support Weapons	25	2	-2	
Tactical Breacher Close Support	10	5[7]+	1/0	Support Weapons	25	2	-2	
Tactical Close Combat Support	10	5+	1/-1	Flamers [FW]	10	4	0	
Tactical Jump Close Combat Support	20[J]	5+	1/-1	Flamers [FW]	10	4	0	
Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Ranged Weapons (Various)	- 25	- 3	- -1	
Terminators Close Combat	10[T]	3[5]+	4/-2	CC Weapons	-	-	-	
Terminator, Saturnine Type 1	10	2[4]+	3/-3	Disruption Fist [B] Plasma Bombard [Fire,B,AY,A] Particle Shredder [AP,A]	- 25 10	- 2 2	- -2 -1	Special
Terminator, Saturnine Type 2	10	2[4]+	2/-3	Plasma Bombard [Fire,B,AY,A] Heavy Disintegrator [A]	25 25	2 2	-2 -1	Special
Veteran Tactical	10	5+	1/0	Combi-weapon Missile Launcher Frag [B]	25 25/50 -	2 - 1	-1 - 0	[V]

Cavalry [2]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Attack Bike	25	5+	1/-1	Boltguns [AP] Multi-melta	25 25	1 1	0 -3	
Hussar	30	5+	2/-2	Boltguns [AP]	25	2	0	[HR]
Javelin Recon Attack Speeder	25[TK]	5+	1/-1	Boltguns [AP] Cyclone Missile Launcher [B,TL2]	25 25/50	1 1	0 -1	[R]

Javelin Heavy Attack Speeder	25[TK]	5+	1/-1	Boltguns [AP] TL Lascannons [TL2]	25 25/50	1 1	0 -2	
Sky Slayer Jetbike	30[TK]	5+	1/-1	Multi-melta	25	1	-3	
Skyhunter Recon Jetbike	35[K]	5+	1/-1	Boltguns [AP]	25	1	0	[R]
Skyhunter Heavy Jetbike	35[K]	5+	1/-1	Boltguns [AP] Plasma Cannon [B]	25 20/35	1 1	0 -1	Special
Skyseeker Jetbike	40[TK]	6+	1/-1	Heavy Rotor Cannon [TL2]	30	3	0	[R], Special
Recon Landspeeder Type I	35[TK]	6+	1/-1	Boltguns [AP]	25	1	0	[R]
Recon Landspeeder Type II	35[TK]	6+	1/-1	Flamers [FW,A]	10	1	0	[R]
Heavy Landspeeder	30[TK]	6+	1/-1	Havoc Launcher [B] Plasma Cannon [B]	25/50 20/35	1 1	-1 -1	Special
Outriders	30	5+	2/-1	Boltguns [AP]	25	1	0	[R]

Walkers [2]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Deredeo Type I	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]
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]
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
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]
Contemptor Type IA	15	3+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[RA]
Contemptor Type IB	15	3+	3/-2	CC Weapon [B] Multi-Melta Heavy Flamer [FW,A]	- 25 10	- 2 2	- -3 0	[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]
Contemptor Type III	15	3+	2/-1	TL Lascannon [TL2] Kheres Assault Cannon [A]	25/50 25	1 3	-2 -1	[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]
Mortis Type I	15	4+	3/-2	CC Weapon [B] Multi-Melta Boltguns [AP]	- 25 25	- 1 2	- -3 0	[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]
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]
Mortis Type IV	15	4+	2/-1	TL Autocannon [TL4] TL Lascannons [TL2]	25/50 25/50	1 1	-1 -2	[RA]
Leviathan Type I	10	3+	5/-4	Siege Claw/Drill [B,V] Melta-Guns Grenade Launcher [PH] Heavy Flamers [FW,A]	- 15 20 10	- 2 1 4	- -2 0 0	[DR2], [RA]
Leviathan Type II	10	3+	4/-3	Siege Claw/Drill [B,W] Storm Cannon TL Volkite Caliver [VK,TL2] Melta-Gun Grenade Launcher [PH]	- 25 15/30 15 20	- 6 2 1 1	- -1 -1 -2 0	[DR2], [RA]
Leviathan Type III	10	3+	3/-2	Cyclonic Melta Lance [TL3] Grav Flux Bombard [D2,IC,B,TL2] TL Volkite Caliver [VK,TL2] Grenade Launcher [PH]	20 20 15/30 20	1 1 1 1	-3 -3 -1 0	[DR2], [RA]
Leviathan Type IV	10	3+	4/-3	Grav Flux Bombard [D,IC,B,TL2] Siege Claw/Drill [B,W] Melta-Gun Grenade Launcher [PH] Heavy Flamers [FW,A]	20 - 15 20 10	1 - 1 1 4	-3 - -2 0 0	[DR2], [RA]
Saturnine Type I	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]

Saturnine Type 2	10	3+	3/-2	Graviton Pulveriser [D,IC,B,TL2] Inversion Beamer [B2] Photonic Incinerators [AP,FW,A]	20 15/30 10	1 1 4	-4 -3 -1	[DR2], [RA]
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Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Predator Conversion Beamer	25	3+	2/-1	Conversion Beamer [B2] Lascannons Bolters [AP]	35/70 25/50 25	1 2 2	-3 -2 0	
Predator Annihilator	25	3+	2/-1	TL Lascannons [TL2] Lascannons Bolters [AP]	25/50 25/50 25	1 2 2	-2 -2 0	
Predator Destructor	25	3+	2/-1	Predator Cannon Bolters [AP] Heavy Flamers [FW,A]	25/20 25 10	3 4 2	-1 0 0	
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
Predator Infernus	25	3+	2/-1	Firestorm Cannon [FW] Bolters [AP] Heavy Flamers [FW,A]	25 25 10	6 4 2	0 0 0	
Predator Melta	25	3+	2/-1	Magna Melta [B,W,TL2] Bolters [AP] Heavy Flamers [FW,A]	20 25 10	1 4 2	-3 0 0	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
Rhino	30	5+	2/-1	Boltguns [AP]	25	2	0	[TR2]
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
Battle Tank	30	3+	2/-1	Accelerator Cannon [A,AA,TL2] Boltguns [AP]	25/50 25	3 2	-1 0	
Omega Tank Destroyer	30	3+	2/-1	Omega Plasma Array Volley Sustained Burn [TL2,HV] Boltguns [AP]	25 25	6 1 2	-1 -2 0	

Punisher Assault Tank	30	3+	2/-1	Rotary Cannon Bolters [AP]	20/35 25	9 2	0 0	
Venator	30	3+	2/-1	Neutron Beam [HW,TL2] Boltguns [AP]	25/50 25	1 2	-3 0	Special
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	
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
Sabre Strike Type III	30	3+	3/-1	Volkite Saker [VK] Boltguns [AP]	25 25	6 2	-1 0	
Vindicator Type I	25	2+	2/-1	Demolisher Cannon [B2,W] Boltguns [AP]	25/50 25	1 2	-3 0	[RA]
Vindicator Type II	25	3+	2/-1	Laser Destroyer Array [TL3] Boltguns [AP]	20/35 25	1 2	-3 0	

Heavy Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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]
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]
Phobos	20	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2], [AS]
Proteus	25	2+	3/-2	TL Lascannons [TL2] Bolters [AP]	25/50 25	2 4	-2 0	[DR2], [TR2]
Cerebus	15	2+	3/-2	Neutron Laser [M,HW,TL3] Bolters [AP]	35/70 25	1 2	-4 0	[DR2]

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]
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]
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]
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]
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]
Spartan	20	2+	3/-2	Quad Lascannons [TL4] Bolters [AP]	25/50 25	2 6	-2 0	[DR2], [TR5], [AS]
Typhon	15	2+	3/-2	Dreadhammer Siege Cannon [B,W,IC,M] Bolters [AP]	25/50 25	3 2	-3 0	[DR2]

Super Heavy Vehicles [4]

Name	Move	AV	CAF	Weapon	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
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]
Ascalon Type 2	15	2+	4/-3	Inferno Gun [FW] Bolters [AP]	25 25	9 14	-2 0	[DR4]
Falchion Type I	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Quad Lascannons [TL4]	60/120 25/50 25	1 2 2	-4 -2 0	[DR4]

				Bolters [AP]				
Falchion Type 2	15	2+	4/-3	TL Neutron Wave Cannon [TL2,D2,B,M,HY] Bolters [AP]	60/120 25	1 2	-4 0	[DR4]
Falchion Type 3	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]
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]
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]
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]
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
Stormblade	15	2+	4/-3	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

Light Support Weapon [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rapier Type I	5	5+	1/0	Bolters [AP]	25	6	0	
Rapier Type II	5	5+	1/0	Quad Laser Destroyer [TL3]	20/35	1	-3	
Rapier Type III	5	5+	1/0	Quad Frag Launcher [AY,B]	30/60	2	-1	
Tarantula Type I	5[T]	5+	1/0	Bolters [AP]	25	4	0	[RC], [IF]
Tarantula Type II	5[T]	5+	1/0	Heavy Flamers [FW,AP]	10	4	0	[RC], [IF]
Tarantula Type III	5[T]	5+	1/0	TL Lascannons [TL2]	25/50	1	-2	[RC], [IF]
Tarantula Type IV	5[T]	5+	1/0	Dual Rotor Cannons	15/30	4	0	[RC], [IF]
Tarantula Type V	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF]

Artillery Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Araknae Type I	-	4[6]+	1/-1	Quad Accelerator Autocannons [AA,TL2]	25/50	4	-1	Special
Araknae Type 2	-	4[6]+	1/-1	Orias Heavy Frag Missiles [AY,B]	50/100	2	-1	Special
Araknae Type 3	-	4[6]+	1/-1	Punisher Cannons [TL2]	20/35	7	0	Special
Arquitor Type I	30	3+	2/-1	Spicula Rockets [AY,M,W] Autocannons [TL2] Bolters [AP]	25/50 25/50 25	2 2 2	-1 -1 0	
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	
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	
Basilisk	15	4+	2/0	Earthshaker Cannon [AY,HM] Bolters [AP]	120/240 25	2 2	-2 0	

Medusa	15	4+	2/0	Medusa Siege Gun [AY,M,W] Bolters [AP]	60/120 25	2 2	-3 0	
Whirlwind Scorpius AA	25	3+	2/-1	Hyperios Warhead [AA] Bolters [AP]	25/50 25	1 2	-2 0	
Whirlwind Scorpius	25	3+	2/-2	Scorpius Missile Launcher [AY] Bolters [AP]	25/50 25	2 2	-2 0	
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	

Fliers [F]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Anvillus Dreadclaw	30[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special
Deathstorm Drop Pod	[F,T]	4+	-	Deathstorm Frag Missiles [B] Krak Missiles	25/50	- 3 1	- 0 -2	[RC], Special
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]
Drop Pod	[T]	2+	-	-	-	-	-	[RA], [TR2], Special
Fire Raptor	40[F]	4+	2/-2	Tempest Rockets Avenger Bolter Cannon Reaper Autocannon	30/60 20/35 20/35	1 3 2	-1 0 -1	[DR2]
Karybdis Assault Claw	30[T,K]	4+	2/-2	Exhausts Kharybdis Launchers	10 25	2 6	0 0	[DR2], [TR4], Special
Storm Eagle	40[F]	4+	2/-2	Vengeance Launcher Tempest Rockets Bolters [AP]	25/50 30/60 25	1 1 4	-1 -1 0	[DR2], [TR4]
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	50/100 25/70 25/50	1 1 2	-4 -2 -2	[DR3], [TR6], [RA]

				Bombs [B] Bolters [AP]	- 25	4 6	-2 0	
Thunderhawk Transport	50[F]	4+	3/-2	Bolters {AP}	25	6	0	[DR3], [TR3], [RA], Special
Lightning Strike Fighter	60[F]	5+	3/-2	Lascannons [TL2] Bolters [AP]	25/50 25	1 2	-2 0	[RA]
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
Xiphon	60[F]	5+	3/-2	TL Lascannons [TL2] Rotary Missile Launcher Bolters [AP]	25/50 30/60 25	1 2 2	-2 -2 0	[RA], Special

Alpha Legion

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Alpharius	15[T]	2[4]+	7/-4	Pale Spear [B] Plasma Blaster [A]	- 20	- 2	- -2	[DR2], [SH], Primarch, Special
Armilius Dynat	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [N], [R], Special
Exodus the Assassin	10	5+	3/-2	The Instrument Rapid Fire Execution Shot [IC]	35	- 2 1	- -2 -3	[R], [IF], [SN], [SH], [IWD], [MB]
Autilon Skorr	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3], [ID], [IWD]
Headhunters	10	5+	1/-2	Combi-bolter Heavy Bolters	25 20/35	2 2	0 0	[IF]
Lernean Terminators	10[T]	3[5]+	2/-3	Power Fist [B] Volkite Charger [VK] Conversion Beamer [M,B]	- 20 35/70	- 4 1	- 0 -3	

Blood Angels

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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Sanguinius	30[J,T]	2[4]+	7/-4	Spear of Telesto [A,PY]	15	1	-3	[DR2], Primarch, Special
Aster Crohne	10	4[6]+	4/-2	CC Weapons [RAD] Flamers [FW]	- 10	- 2	- 0	[HQ2], [IWD], [AW], [R]
Raldoron	10	4[6]+	6/-3	Flamers [FW]	10	2	0	[HQ3], [V], Special
Dominion Zephon	20[J]	4[6]+	6/-2	Custom Pistols [A,VK]	10	4	-1	[HQ3], [LW], [SU], [FA], [IWD]. [MB], Special
Angel's Tears	20[J]	4+	3/-2	Grenade Launcher [A,RAD]	25	3	0	[CA]
Contemptor Incaendius	20[J,T]	2+	4/-3	Power Claws [B] Iliastus Assault Cannons	- 25	- 6	- -1	[AG]
Crimson Paladins	10[T]	3[4]+	3/-3	Power Weapons [B] Iliastus Assault Cannon	- 25	- 3	- -1	[SU], [IWD]
Dawnbreakers	20[J,T]	4+	3/-3	Grenade Launcher [A]	10	3	-1	[MB], Special
Deimos Predator, BA	25	3+	2/-1	Iliastus Assault Cannons Lascannons Bolters [AP]	25 25/50 25	6 2 2	-1 -2 0	

Dark Angels

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lion El'Jonson	15[T]	2[4]+	7/-4	Fusil Actineus [A]	20	4	-2	[DR2], Primarch, Special
Corswain	10[T]	3[5]+	6/-3	Combi-bolter	25	2	-1	[HQ3], [ID], Special
Marduk Sedras	10[T]	3[5]+	6/-4	Plasma Burner [FW,A] Death of Worlds	15 -	4 -	-1 -	[HQ3], [AW], Special
Companion Power Armor	15[T]	4[6]+	2/-2	Combi-bolter	25	2	-1	[AW], [ID], Special
Companion Terminator Armor	15[T]	3[5]+	3/-3	Combi-bolter	25	3	-1	[AW], [ID], Special
Interemptors	10	5+	1/-1	Plasma Burner [FW,A]	15	4	0	[SU]

Engimatus	20[J]	5+	2/-3	CC Weapons	-	-	-	[RA], [R], [SH], [HH]
Excindio Type I	15	3+	3/-2	Phosphex Launcher [PH,M,AY] Bolters [AP]	20/40 25	2 2	-1 0	[RC], [RA]
Excindio Type II	15	3+	3/-2	Nerve Induction Shredder [VK,IC] Bolters [AP]	25 25	4 2	-1 0	[RC], [RA]
Excindio Type III	15	3+	3/-2	Atomantic Pulse Cannon [HW,RT] Bolters [AP]	25 25	2 2	-2 0	[RC], [RA], Special
Cenobium	10[T]	3[5]+	3/-3	Plasma Caster [FW,A]	10	2	0	[AW]
Cenobium Inner Circle	10[T]	3[5]+	3/-3	Plasma Caster [FW,A] Power CC Weapon [B]	10 -	2 -	0 -	[AW], [SU], [FA]

Death Guard

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Mortarion	15	2[4]+	7/-4	Silence The Lantern Phosphex Bombs [PH,B,IC]	- 20 10	- 2 2	- -3 -2	[DR3], [TER], [HR] Primarch, Special
Calas Typhon	10	3[5]+	5/-3	Chem-Flamer [FW,A]	10	2	-1	[HQ3], [P2], Special
Crysos Mortug	10	4+	4/-2	Flamer [FW,A]	10	3	-1	[HQ2], [PI], [IF], [SU], Special
Durak Rask	10	4[6]+	3/-3	Power CC Weapons [B] Volkite Serpenta [VK]	- 10	- 2	- 0	[HQ2], Special
Deathshroud	10[T]	3[5]+	4/-3	Flamer [FW]	10	3	-1	[MB]
Grave Wardens	10[T]	3[5]+	3/-3	Power Fist [B] Grenade Launcher [A,IC]	- 25/50	- 3	- -1	Special
Mortus Poisoners	15	5+	2/-1	Bolters Alchemical Flamers [FW]	25 10	2 2	0 -1	[CA], Special

Emperors Children

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
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Fulgrim	15	2[4]+	7/-4	Blade of Laer [B] Volkite Charger [A,VK]	- 25	- 3	- -1	[DR2], Primarch, Special
Eidolon	10	4[6]+	5/-3	CC Power Weapon [B] Archeotech Pistol	- 10	- 2	- -1	[HQ3], Special
Rylanor	20	2[4]+	4/-2	CC Power Weapon [B] Assault Cannon [A] Flamer [FW,A]	- 25 10	- 3 2	- -1 0	[DR2], [RA], Special
Saul Tarvitz	10	4[6]+	4/-1	Sniper Rifle	20/35	1	-1	[HQ2], [SN], Special
Kakophoni	10	4+	2/-1	The Kakophoni	20/35	4	-1	[FR], [SU], Special
Palatine Blades Type I	10	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]
Palatine Blades Type II	20[J]	5+	3/-2	CC Weapons	-	-	-	[SW], [CA]
Phoenix Terminators	10[T]	3[5]+	4/-3	CC Weapons	-	-	-	[SU], Special
Sun Killers Type I	10	5+	2/0	Lascannons	25/50	4	-2	Special
Sun Killers Type II	10	5+	2/0	Volkite Culverins [VK,TL2]	25/45	4	-1	Special
Sun Killers Type III	10	5+	2/0	Plasma Cannons [B]	20/35	4	-1	Special
Sun Killers Type IV	10	5+	2/0	Multi-meltas [B]	25	4	-3	Special

Imperial Fists

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rogal Dorn	15	2[3]+	7/-4	Voice of Terra	25	3	-2	[DR2], Primarch, Special
Aetos Dios	60 [F]	3+	4/-4	Turbo Laser Destructor [M,D2] Hellstrike Missiles Lascannons Bombs [B] Bolters [AP]	50/100 35/70 25/50 - 25	1 1 2 6 6	-4 -2 -2 -2 0	[DR3], [TR6]
Alexis Polux	10	4[5]+	4/-3	CC Weapons [B] Combi-melta	- 25	- 2	- -2	[HQ3], [FA], Special
Fafnir Rann	10[T]	3[5]+	5/-2	Hunter Axes and Shield	-	-	-	[HQ3], Special

Sigismund	10	4[6]+	4/-3	CC Weapons [B] Custom Bolt Pistol	- 20	- 1	- 0	[DR2], [HQ2], [ID], [AW], [IWD], Special
Huscarl	10[T]	3[4]+	4/-3	CC Weapons and Shield [B]	-	-	-	Special
Phalanx Warder	10	4[6]+	2/-1	Meltagun [A] Bolter	15 25	1 2	-2 0	[CA], Shield
Templar Brethren	10	4[6]+	2/-2	CC Weapons and Shield Plasma Pistol [A]	- 20	- 1	- -2	[FA], [MB]

Iron Hands

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Ferrus Manus	15	2[3]+	7/-4	CC Weapons [B] Flamer [FW,A]	- 25	- 2	- -3	[DR2], [HR], [MK], Primarch, Special
Autek Mor	10	2[4]+	4/-2	Volkite Charger [VK,A]	25	3	0	[HQ3], [MK], Special
Castrmen Orth	10	5[7]+	4/-3	CC Weapons	-	-	-	[HQ2], Special
Shadrak Meduson	10	4[6]+	5/-2	Bolter	25	3	0	[HQ3], [LW], Special
Gorgons	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	[IWD], Special
Morlocks	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapons Graviton Gun [HW,A,B]	- 25 20	- 4 2	- -1 0	Morlocks
Medusan Immortals	10	5[7]+	1/-1	CC Weapons and Shield Volkite Charger [VK,A] Graviton Gun [HW,A,B]	- 25 20	- 3 2	- 0 0	[IWD], Special

Iron Warriors

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Perturabo	15	2[4]+	7/-4	Wrist Cannon [A]	25	3	-1	[DR2], [FA], Primarch, Special

Tormentor	15	2+	4/-3	Volcano Cannon [HM,D2,B] Lascannons Bolters [AP]	60/120 25/50 25	1 2 6	-4 -2 0	[DR3], [RA], [TR3], Special
Erasmus Golg	10[T]	3[5]+	5/-3	Combi-melta	25	2	-2	[HQ3], Special
Kyr Vhalen	10[T]	3[5]+	5/-2	Volkite Charger [VK]	25	3	0	[DR2], [HQ3], [IWD], [MB], Special
Narik Dreygur	10	4[6]+	4/-3	Bolter	25	2	0	[HQ2], Special
Dominator	10[T]	3[5]+	3/-3	CC Weapons [B] Combi-weapon	- 25	- 4	- -1	[IWD], Special
Iron Circle	15	4+	2/-2	Bolt Cannon	20/35	2	-1	[RC], [RA]
Iron Havoc Type I	10	4+	1/0	Heavy Bolters	25/35	6	0	Special
Iron Havoc Type II	10	4+	1/0	Lascannons [TL2]	25/50	2	-2	
Iron Havoc Type III	10	4+	1/0	Missile Launcher Frag [B] Krak Flakk [AA]	25/50	- 3 3 3	- 0 -2 -1	
Tyrant	10[T]	3[5]+	2/-3	CC Weapons [B] Cyclone Missile Launcher [B] Combi-bolters	- 25/50 25	- 2 2	- -2 0	[N]

Night Lords

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Konrad Curze	20[J]	3[4]+	7/-4	Widowmaker [A]	15	3	0	[DR2], [N], [TE], [HH], Special
Kheron Ophion	10	5[6]+	5/-2	Volkite Serpenta [VK]	10	2	0	[HQ3], [IWD], [ID], [MB], Special
Mawdrym Llanasahai	10	5[7]+	3/-3	Archeopistol	10	2	-1	[Apo], [FR], [IWD], [ID], [LW]
Nakrid Thole	10	4[6]+	4/-3	Volkite Serpenta [VK]	25	2	-1	[HQ2], [FR], [SH], Special
Sevatar	10	5[6]+	5/-4	CC Weapons	-	-	-	
Atramentar	10[T]	3[5]+	3/-3	CC Weapons Volkite Charger [VK] Plasma Blaster [A]	- 25 20	- 3 2	- 0 -1	[TR]
Conketar	10[T]	3[5]+	3/-3	CC Weapons [B]	-	-	-	[FR]

				Volkite Cavor [VK] Heavy Flamers [FW]	10 10	4 2	-1 0	
Night Raptors	20[J]	5+	3/-2	CC Weapons	-	-	-	[FA]
Terror Squads	10	5+	2/-1	Volkite Charger [VK]	25	3	0	[FR], [IF], [MB]

Raven Guard

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Corvus Corax	25[J]	3[5]+	7/-4	Hand Cannons	20	4	-2	[DR2], [FA], [SH], [IF], [R], [HH], Primarch, Special
Alvarex Maun	10	4+	4/-3	CC Weapons	-	-	-	[HQ2], [R], Special
Kaedes Nex	10	5[7]+	2/-2	Hand Cannons [VK]	20	3	-1	[CA], [FA], [MB], [LW], [SH], [IF], Special
Dark Fury	20[J]	5+	3/-3	CC Weapons	-	-	-	[IF], [FA], Special
Darkwing	40[F]	4+	2/-2	Vengeance Launcher Eclipse Missile [B] Lascannons [TL2] Bolters	25/50 25/50 25	- 1 4 4	- -1 -2 0	[DR2], [TR4], [SH], Special
Deliverer	10[T]	3[5]+	3/-2	Combi-weapons	25	4	-1	
Mor Deythan Type I	10	5+	2/-1	Sniper Rifle	20/35	3	-1	[R], [SH], [IF], [SN], Special
Mor Deythan Type II	10	5+	2/-1	Missile Launcher Combi-weapons	25/50 25	1 2	-2 -1	[R], [SH], [IF], Special

Salamanders

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Vulkan	15	2[4]+	7/-4	Dawnbringer [B] Furnaces Heart [FW]	- 20	- 2	- -3	[DR2], Primarch, Special

Bray'arth Ashmantle	15	3+	4/-3	Power Weapon [B] Dreadfire Flamers [FW]	- 10	- 4	- -1	[HQ2], [DR2], [IWD], [RA], Special
Cassian Dracos	15	2[4]+	5/-3	Power Weapon [B] Main Weapon Heavy Flamer [FW] Meltaguns Burning Wrath [FW,AP]	- 10 25 10	- 4 2 2	- 0 -2 0	[HQ3], [DR2], [IWD], [RA], Special
Nomus Rhy'tan	10	4[6]+	3/-2	Power Weapon [B] Darkstar Falling Combi-flamer [FW]	- 25 10	- 1 1	- -1 0	[HQ2], [IWD], Special
Xiaphas Jurr	10	4[5]+	5/-3	CC Weapons	-	-	-	[HQ3], [PI], [SU], Special
Pyroclasts	10	4[6]+	1/-1	Heavy Flamers [FW,A]	10	4	0	[MB]
Firedrake Type I	10[T]	3[4]+	2/-2	Power weapon [B] Combi-weapon Heavy Flamer [FW,A]	- 25 10	- 3 3	- 0 0	[SW]
Firedrake Type II	10[T]	3[4]+	4/-3	Power weapon and Shield [B] Heavy Flamer [FW]	- 10	- 2	- 0	[SW]

Sons of Horus

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Horus Lupercal	15[T]	2[3]+	8/-4	The Talon [A]	25	3	-1	[DR2], Primarch, Special
Ezekyle Abaddon	10	3[4]+	5/-3	Combi-bolter	25	2	-1	[HQ3], [DR2], [ID], [FR], Special
Gavriel Loken	10	5[6]+	6/-2	CC Weapons	-	-	-	[HQ3], [IWD], Special
Maloghurst	10	5[6]+	5/-2	Bolter	25	2	0	[HQ3], Special
Tybalt Marr	10	4[6]+	5/-3	CC Weapons	-	-	-	[HQ3]
Anvillus Dreadclaw	40[T,K]	4+	1/-1	Exhaust	10	2	-1	[TR2], Special
Chieftains	15	4[6]+	3/-3	Bolter	25	2	0	Special
Justaerin	10[T]	3[5]+	3/-3	Power Weapon [B] Combi-weapon Multi-melta	- 25 25	- 3 1	- -1 -3	[FA], [SW], [SU]
Reaver Type I	10	5+	2/-1	Volkite Charger [VK]	25	3	0	Special
Reaver Type II	20[J]	5+	3/-3	Flamer [FW]	10	1	0	Special

Space Wolves

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Leman Russ	25[T]	3[4]+	7/-4	CC Weapons [B] Stormspitter	- 20	- 4	- -1	[DR2], [N], [CA], Special
Geigor	15	5[7]+	4/-3	CC Weapons [B] Bolter [A]	- 25	- 2	- 0	[HQ2], Special
Hvarl	15	3[5]+	4/-3	CC Weapons [B] Artifact Heavy Bolter	- 20/35	- 3	- 0	[HQ2], [DR2], [FR], Special
Deathsworn	10	4+	3/-2	CC Weapons	-	-	-	[ID], [HR], [MB], Special
Fenrisian Wolf	20	9+	2/-2	CC Ability	-	-	-	Special
Cyberwolves	20	7[8]+	3/-2	CC Ability	-	-	-	Special
Grey Slayer Type I	10	5+	2/-1	Bolters [A]	25	2	0	[ID], Special
Grey Slayer Type II	10	5[7]+	2/-2	CC Weapon and Shield Flamers [FW]	- 10	- 1	- 0	[ID], Special
Jorlund Hunters	10	5+	2/-1	Flamers [FW]	10	4	0	[R], [IF]
Speaker of the Dead	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[Apo], Special
Caster of Runes	15	4[6]+	3/-3	Volkite Charger [VK]	25	2	0	[PI], [MB] Special
Priest of Iron	10	4[6]+	3/-3	CC Weapons [B] Volkite Charger [VK]	- 25	- 2	- 0	[MK], [MB] Special
Varagyr Type I	10[T]	3[5]+	2/-2	Autocannons	20/35	6	-1	[HR], [FR], Special
Varagyr Type II	10[T]	3[5]+	3/-3	Power Weapons [B] Storm Bolter	- 25	- 3	- 0	[HR], [FR], Special

Thousand Sons

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Magnus the Red	15[T]	3[4]+	7/-4	Psyfire Serpentina [PY,IC]	20	2	-3	[DR2], Primarch, Special
Ahzek Ahriman	10	4[6]+	5/-2	CC Weapon [PY]	-	-	-	[HQ3], [P3]. [AW], Special

Magistus Amon	10	3[5]+	5/-2	Archeotech Pistol [IC]	20	2	-1	[DR2], [P3], [IF], Special
Ammitara Occult	10	7+	1/-1	Sniper Rifle [IC]	35	2	-1	[SN], [SH], [R], [AG], [IF], [PI], Special
Castellax-Achea	15	5[7]+	3/-3	Aether Cannon [B,VK] Bolters [AP]	35 25	1 2	-2 0	[RC], [IWD], Special
Khenetai Occult	10	5+	3/-3	CC Weapons Flamer [FW]	- 10	- 1	- 0	[FA], [PI], Special
Osirion	15	3+	3/-2	CC Weapon [B,PY] Multi-melta [IC] Bolters [AP]	- 25 25	- 1 2	- -3 0	[AW], [PI]
Sekmet	10[T]	3[5]+	2/-3	Power Weapon [B] Combi-weapons	- 25	- 3	- -1	[SU], [P2]

Ultramarines

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Roboute Guilliman	15	2[4]+	7/-4	Arbitrator [A]	20	4	-1	[DR2], Primarch, Special
Damocles	25	5+	2/-1	Hunter Killer Missile Bolters [AP]	25/50 25	2 1	-1 -2	[R], [TR1], Special
Remus Ventanus	10	5[7]+	5/-2	CC Weapons	-	-	-	[HQ2], [AW], [MB], Special
Telemechrus	20	3[5]+	4/-3	Assault Cannon Bolters [AP]	25 25	3 4	-1 0	[DR2], Special
Fulmentarus Type I	10[T]	3[5]+	2/-2	Cyclone Missile Launcher [IC] Krak Missile Frag Missile [B] Combi-bolter	25/50 25	- 2 2 3	- -2 0 0	[N]
Fulmentarus Type II	10[T]	3[5]+	2/-2	Autocannons [IC]	20/35	6	-1	[N]
Fulmentarus Type III	10[T]	3[5]+	2/-2	Power Weapons [B] Combi-meltas [IC]	- 25	- 3	- -2	[N]
Invictarus	10	4[6]+	2/-2	CC weapons and shield Plasma Pistols	- 15	- 1	- -1	[SU]
Locutarus	20[T,J]	4+	2/-2	Flamer [A,FW]	10	1	0	Special
Nemesis Destroyers	10	4+	2/-1	Missile Launcher Rad Missile [RAD] Bolters [A]	25/50 25	 1 2	 0 0	[SU], [MB], Special

White Scars

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Jaghatai Khan	15[T]	3[4]+	7/-4	Archeopistol	10	2	-1	[DR2], [DU], Primarch, Special
Jaghatai Khan On Bike [3]	40[T,K]	3[4]+	5/-4	Bolters [AP]	25	4	-1	[DR2], [DU], Primarch, Special
Qin Xa	10	3[5]+	5/-3	CC Weapons	-	-	-	[HQ3], [CA], Special
Tsolmon Khan	10	4[6]+	6/-3	Power Weapon [B] Combi-melta	- 25	- 2	- -2	[HQ3], Special
Ebon Keshig	10[T]	3[5]+	3/-3	Power Weapons [B] Combi-bolters	- 25	- 3	- 0	[SU], [IWD], Special
Falcon's Claw	10	7+	3/-2	CC Weapons	-	-	-	[CE], [AG], [R], [IF], [MB], Special
Golden Keshig	35[K]	4+	2/-2	Bolters [AP]	25	1	0	[R], [MB], Special
Kyzagan Assault Speeder	25[T,K]	4+	2/-1	Assault Cannon [A] Autocannons Hunter Killer Missile	25 20/35 25/50	3 4 1	-1 -1 -2	

Word Bearers

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Lorgar	20[T]	2[4]+	7/-4	Archeopistol	10	2	-1	[DR2], [P3], Primarch, Special
Erebus	15	4[6]+	5/-3	Plasma Pistol	20	1	-2	[HQ3], [P1], [ID], [AW], [IWD], [FR], Special
Hol Beloth	15	4[6]+	5/-3	Plasma Pistol	20	1	-2	[HQ3], [IWD], [FR], Special
Kor Phaeron	15	3[5]+	5/-2	CC Weapons	-	-	-	[DR2], [HQ3], [IWD], Special
Zardu Layak	15	4[6]+	4/-3	Flamer [FW]	10	2	0	[HQ2], [DE], [P2], Special
Anakatis Kul Blade Slave	15	5[7]+	3/-3	CC Weapons	-	-	-	[DE], [FA], [IWD]
Ashen Circle	20[T,J]	4+	2/-2	Power Weapon [B]	-	-	-	Special
Chaplain	15	5+	2/-2	Boltgun	25	2	0	[HQ1], [FR]

Gal Vorbak	10[T]	5[7]+	2/-2	Flamer [FW]	10	2	0	[DE], [FR], [FA], [SU], Special
Mhara Gal	20	3[5]+	3/-3	Power Weapon [B] Warpfire Cannon [PY,B] Bolters	- 20/35 25	- 1 2	- -2 0	[DR2], [DE], [TE], [IWD], [DU], [AW], [RA], Special
Procurators Type I	10	5+	2/-2	Flamer [FW]	10	1	0	[IWD], Special
Procurators Type II	20[J]	5+	2/-2	Flamer [FW]	10	1	0	[IWD], Special

World Eaters

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Angron	15[T]	2[4]+	7/-4	Power Weapon [B] Plasma Pistol	- 10	- 2	- -1	[DR2], Primarch, Special
Gahlan Surlak	15	5[7]+	4/-2	CC Weapons	-	-	-	[HQ2], [IWD], [Apo], Special
Kharn	15	3[5]+	6/-3	Power Weapon [B] Plasma Pistol	- 10	- 2	- -1	[HQ3], [IWD], Special
Shabran Darr	20[J]	5[7]+	4/-2	CC Weapons	-	-	-	[HQ2], [FR], Special
Rampagers	20[J]	5+	2/-2	CC Weapons	-	-	-	[R], [IWD]
Red Butchers	15[T]	3[5]+	4/-3	Power Weapons [B] Combi-bolter	- 25	- 2	- 0	[ID], [IWD], Special
Red Hand Destroyer Type I	10	5+	2/-1	Missile Launcher Rad Missile [RAD]	25/50	1	0	[CA], Special
Red Hand Destroyer Type II	20[J]	5+	3/-2	CC Weapons	-	-	-	[CA], Special

Blackshields

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Marauder	15	6+	2/0	Missile Launcher Krak Missile Frag Missile [B] Bolter [A]	25/50 20	1 1 2	-2 0 0	
Nemean Reaver	15	3[5]+	6/-3	Bolter [A]	20	2	0	[HQ3], [ID], [AW], [SU], [FR], Special

Reaver Lord Type I	10[T]	3[5]+	5/-3	Deathlock [A]	20	3	-1	[HQ3]
Reaver Lord Type II	20[T,J]	4[6]+	5/-3	Deathlock [A]	20	3	-1	[HQ3]
Reaver Lord Type III	30[T]	4[6]+	4/-2	Bolters [AP]	25	4	0	[HQ3]

Knights Errant

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Nathaniel Garro	10[T]	4[5]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [IWD], [SH], [HH], Special
Tylos Rubio	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ3], [P2], [SH], [HH], Special
Knights Errant	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ3], [SH], [HH]
Knights Errant Battlesmith	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [MK], [SH], [HH]
Knights Errant Librarian Consul	10	4[6]+	4/-3	Paragon Bolter [A]	25	3	0	[HQ2], [P3], [SH], [HH]