

EPIC 40,000



SPACE
MARINE
LEGIONS

Tank Company



THE HORUS HERESY

Information taken from www.fiberois.com

The Horus Heresy

Though the Heresy was ignited by the product of a conspiracy by the forces of Chaos, there were precipitating factors that helped push many of the Legio Astartes towards rebellion. The first was the Emperor's return to and seclusion on Terra, working on a secret project that he refused to share with any of his Primarchs, including his most favored son Horus, whom he had named Warmaster. This apparent abandonment of the Great Crusade, for something he would not even share with his sons bred mistrust, resentment, and disappointment towards the Emperor amongst many of the Primarchs.

Another contributing factor was the formation of an administrative body known as the Council of Terra. Many of the Primarchs viewed these human bureaucrats as usurping their rightful place as rulers of the Imperium they had fought so hard to create. Worse still, the Primarchs were denied a place on the Council and the notion of an Imperium dominated by human bureaucrats, not the sons of the Emperor and their Astartes Legions, became a cause of concern for many of the Primarchs. Lastly, the Emperor's disciplining of Lorgar and the Word Bearers was a contributing factor to the Heresy. After Lorgar and the entire Legion were publicly humiliated, scolded, and forced to kneel in front of the Emperor for spreading their belief that the ruler of mankind was a divine being, the pious Word Bearers felt betrayed and desperately sought any power in the universe to worship. This eventually led Lorgar and his Legionaries to the Eye of Terror, where they pledged themselves to the forces of Chaos and began to conspire against the Emperor. Thus the Word Bearers had secretly become the first Chaos Space Marines

Horus's Corruption

However, the Horus Heresy truly began after Warmaster Horus was wounded by the stolen Anathmame on the moon of Davin, a place that was cursed by the foul Chaos God Nurgle. The wound caused by the blade refused to heal, despite Horus's super-enhanced immune system or the efforts of the Sons Of Horus's best Apothecaries. The Mournival took Horus to the Davinite Serpent Lodge, which they were told could heal him. Erebus and the Word Bearers had orchestrated the battle on Davin, unknown to all involved.

During the rituals, Horus's spirit was transferred into the Warp where Erebus, disguised as the Warmaster's closest friend Hastur Sejanus, showed him a terrible vision of the very future which his actions would bring about - the Imperium as a repressive, violent, and superstitious regime where the Emperor and some of the Primarchs (but not Horus) were worshiped as divine beings by the fanatical and ignorant masses of humanity. The Chaos Gods portrayed themselves as the victims of the Emperor's psychic might who had no interest themselves in controlling the material world. Horus, already having grown jealous and deeply resentful of his perceived poor treatment at the hands of his father, the Emperor, and was one of many afraid of the concept of a peace where all for which that they had fought was given to weak willed men whilst his legions were cast aside and left as peacekeepers. Horus therefore proved all too willing to accept the Ruinous Powers' false visions of an Emperor determined to make himself a god at Horus's expense.

But there was one thing no one had counted on: Horus's brother Magnus the Red, Primarch of the Thousand Sons, had continued to study the forbidden arts of sorcery, and was not about to let his brother fall to the powers of the Warp. The cyclopean giant appeared within Horus's vision, revealing the chaplain's identity and begging Horus not to give in to the temptations of Chaos. Unfortunately, Horus had decided that if anyone deserved to be worshipped as a god it was he, and not the Emperor. He accepted the offer of the Chaos Gods to join their cause and in return they healed his wound and granted him the powers of the Warp. The Chaos Gods' pact with Horus was simple: "Give us the Emperor and we will give you the galaxy."¹

Information taken from www.lcxicanum.com





Space Marine Tank Company



END OF CRUSADE ERA

(TANK COMPANY)

HQ



Company Command

You **must** field one Squadron from each white box you **may** field an additional Squadron from the grey box.
You may add up to 5 support formations per complete Company no more than **two** of which can be selected from Battalion Support. In addition you may select **one** option from Chapter Support.

Battalion Support

COMBAT DETACHMENTS



Predator Squadron



Predator Squadron



Predator Squadron

COMPANY SUPPORT



Super Heavy Tank



Vindicator Squadron



Landspeeder Squadron



Whirlwind Battery



Legion Drop Ship



Sicaran Assault Tank



Sabre Tank Hunter Sqn

BATTALION SUPPORT



Thunderhawk Sqn



Heavy Detachment



Tactical Detachment



Assault Detachment



Terminator Squad

CHAPTER SUPPORT



Chaplain



Techmarine

The Space Marine Legions are the most formidable warriors of all humanity. Genetically enhanced beyond the capacity of a mortal man, bearing weapons of devastating power and supported by the numberless regiments of the Imperial Army and the sacred knowledge of the Mechanicum, there is no force that they cannot overcome. Carried in chariots of steel there is few enemies that can stand in the way of a Legion armoured assault.

Headquarters

COMPANY HEADQUARTERS

Break point -
Morale -

HEADQUARTERS

Command Tank

150 points

OPTIONS

- Exchange Command Land Raider for Command Predator for free.

Company Headquarters



Land Raider Command

Company Detachments

PREDATOR SQUADRON

Break point 2
Morale 2

PREDATOR SQUADRON

Predator Squadron

200 points

OPTIONS:

- Add an Executioner Pattern Predator for +85 points.
- Upgrade all Predators to Land Raiders for +50 points each. Cannot be Upgraded if squadron includes Executioner.

The Predator is a highly effective medium tank designed to provide Space Marine detachments with heavy fire support in the heat of battle. An ancient and revered design, cited by the Codex Astartes as a spiritual mentor, no less, there are almost as many patterns of Predator as there are of the ubiquitous Rhino hull it is based upon. One such variant is the Deimos Pattern Predator, first issued en-masse to the Space Marine Legions of the Great Crusade. Artificer-crafted by the finest machine-wrights of the great forge-complexes of Mars.

Tank Squadron



Predator



Predator



Predator



Executioner

Company Support

LEGION SUPER HEAVY TANK

Break point 1
Morale 2

SUPER HEAVY TANK (Select one)

Baneblade	225 points
Shadowword	225 points
Storm Blade	275 points

OPTIONS

- Nil.



LEGION VINDICATOR SQUADRON

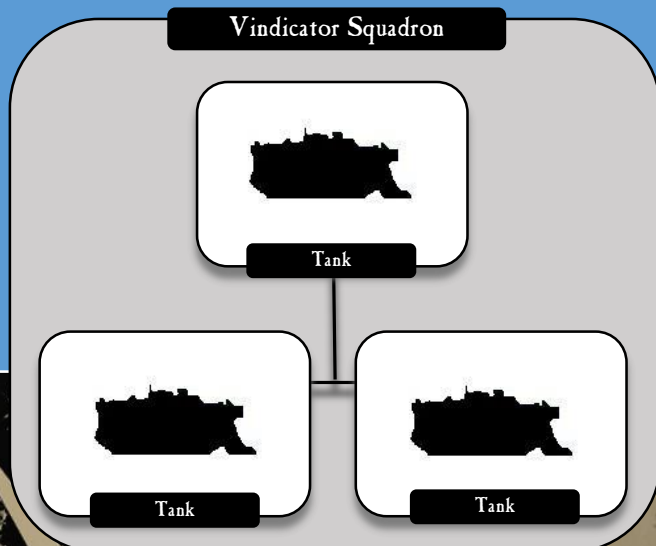
Break point 2
Morale 2

VINDICATOR SQUADRON

3 Vindicators	150 points
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OPTIONS

- Nil.



A powerful assault tank, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of shattering fortifications and breaching the armour plates of tanks with equal ease. It is invaluable in urban warfare as it can blast and shunt its way through barricades and obstacles, enabling troops following behind free passage through streets that might have otherwise swiftly degenerated into kill zones.

LEGION DROP SHIP SQUADRON

Break point 1
Morale 2

TRANSPORT SQUADRON

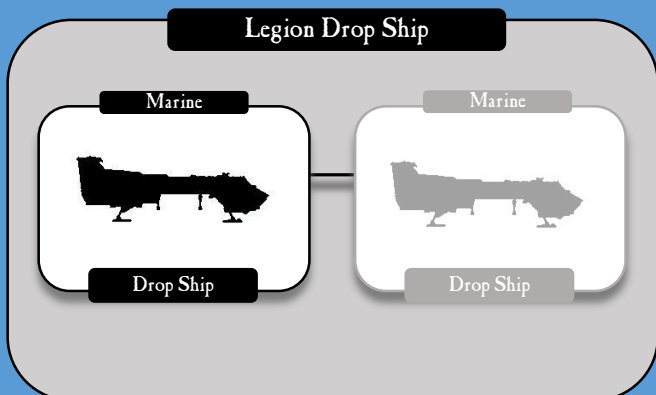
Thunderhawk	300 points
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OPTIONS

- Add additional Thunderhawk Transport for +300 points.

SPECIAL

- Each Drop ship operates independently on the battlefield and each has a break point of 1.



Company Support

LEGION WHIRLWIND SQUADRON

Break point 2
Morale 2

WHIRLWIND SQUADRON

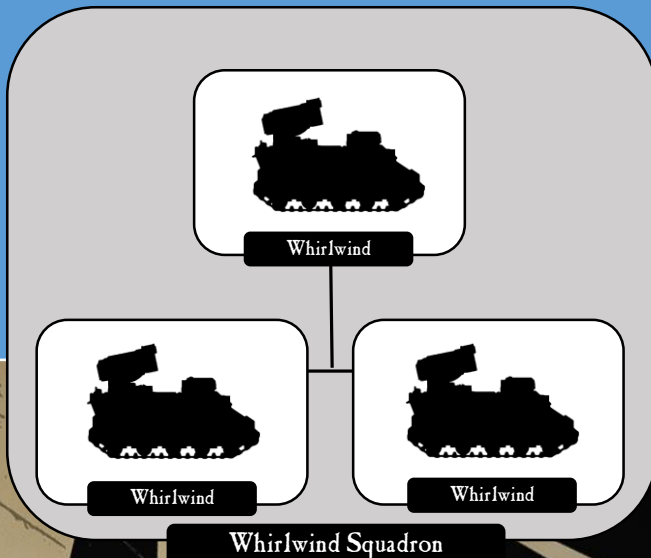
3 Whirlwinds

150 points

OPTIONS

- Upgrade all Whirlwinds to Hunters for free.

The Whirlwind is an adaptation of the Rhino design, a lightly armoured tank chassis armed with a multiple rocket launcher system capable of raining precision fire down upon enemy positions. Thanks to its target acquisition system, the Whirlwind is able to bombard hidden or entrenched targets with incredible accuracy, often from behind the safety of cover.



LEGION LANDSPEEDER SQUADRON

Break point 3
Morale 2

LANDSPEEDER SQUADRON

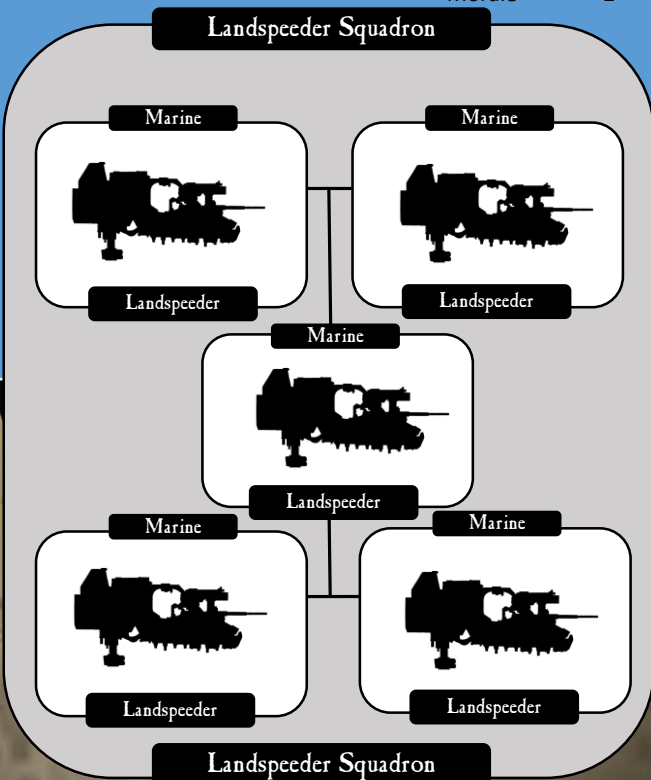
5 Landspeeders

200 points

OPTIONS

- Nil.

Mainstays of most Space Marine Legion armouries, Land Speeders are high speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. Land speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank hunters and close air support platforms.



Company Support

LEGION SABRE TANK HUNTER SQUADRON

Break point 2
Morale 2

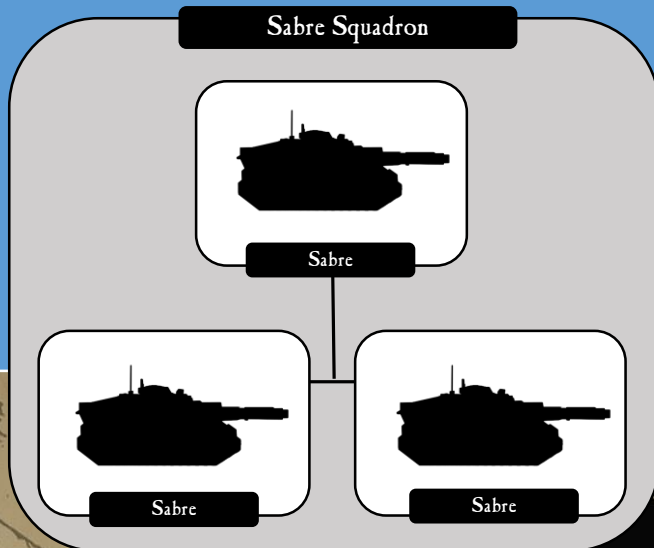
SABRE SQUADRON

3 Sabres

100 points

OPTIONS

- Nil.



Rhino itself was conceived to be easily modified to answer various specific needs. Many Rhino variations have their origins during the Horus Heresy, when variations of existing vehicles to fulfil new roles became a necessity. The Sabre was one of these modifications, seeing its first use during the earliest days of the Heresy, its design spurred by the need for heavier firepower. The Sabre was one of the type of Rhinos modified during the Heresy wars to mount heavier weapons, this type becoming known as "Tank Hunters" for the role they played during the Heresy. Besides the Sabre, various types of Tank Hunter were developed, each mounting different heavy weapons, such as missile launchers or Lascannon. However, the Sabre was the most common form of Tank Hunter.

LEGION SICARAN SQUADRON

Break point 2
Morale 2

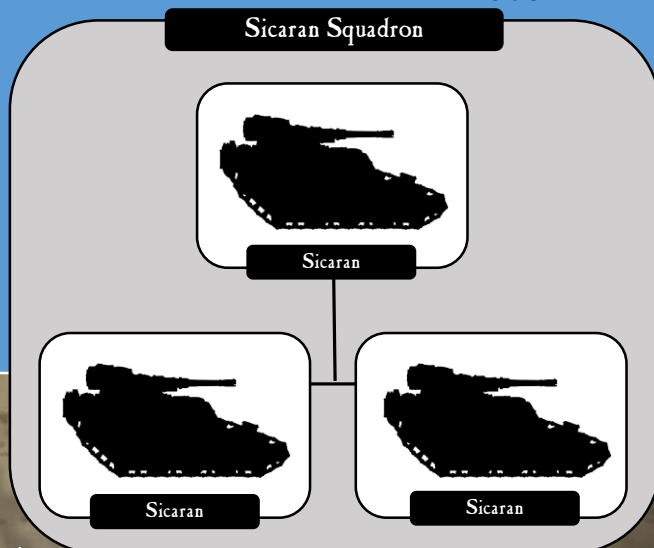
SICARAN SQUADRON

3 Sicarans

250 points

OPTIONS

- Nil.



One of the most advanced armoured units in the arsenal of the Great Crusade, the Sicaran Battle Tank was the exclusive province of the Space Marine Legions. The Sicaran utilises component technologies from Various STC patterns to create a high-speed 'destroyer' tank to complement the more commonplace Predator and Land Raider designs.

The primary armament of the main Sicaran variant is the sophisticated Herakles pattern accelerator autocannon, a superior rapid-firing and highly accurate weapon. It fires shells at far higher velocities than a standard autocannon, enabling it to successfully track and engage swift moving targets and pinpoint vulnerabilities in enemy armour with lethal precision.

Battalion Support

LEGION THUNDERHAWK SQUADRON

Break point 2
Morale 2

THUNDERHAWK SQUADRON

Thunderhawk

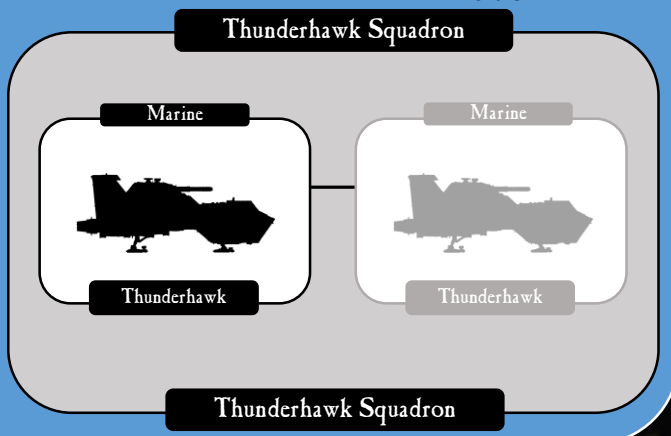
100 points

OPTIONS

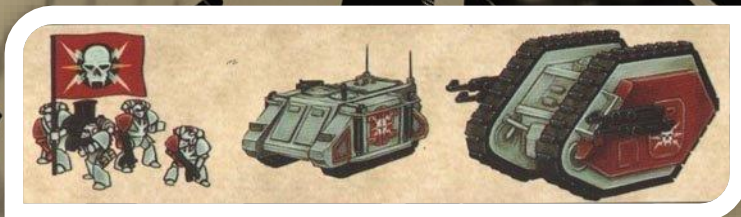
- Add additional Thunderhawk for +100 points.

SPECIAL

- Each Thunderhawk operates independently on the battlefield and each has a break point of 1.



The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo Drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to the Legion fleet. With the outbreak of the Heresy both sides ramped-up production of Thunderhawks to meet the ongoing demands of the war.



LEGION HEAVY SUPPORT SQUAD

Break point 2
Morale 2

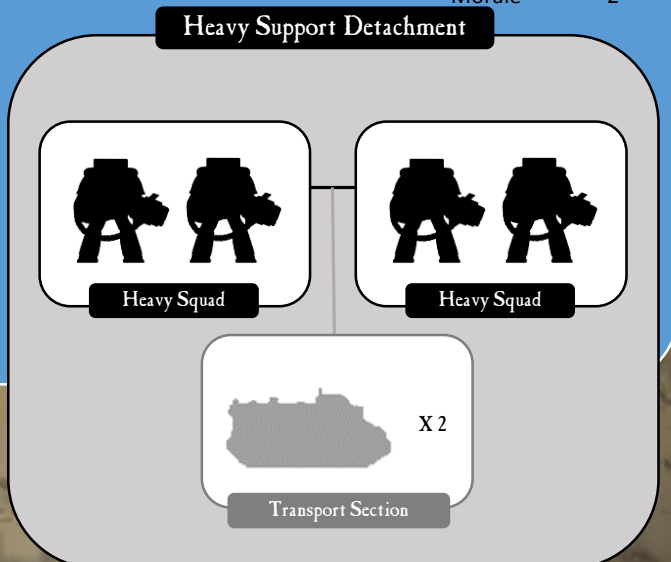
HEAVY SUPPORT DETACHMENT

Heavy Support Squad

200 points

OPTIONS

- Add two Rhino Transports for +35 points break point increased to 3.



Heavy Support squads provide Legion infantry with mobile, portable firepower, sufficient to bring down hordes of enemy troops or armour brigades alike. Their exact armament varies based upon their foe, but each member of the squad is armed alike to better concentrate their firepower against their chosen target. Heavy Support squads have all the flexibility of an infantryman to their advantage, able to disperse in terrain, climb to attain better visibility, and go where battle tanks cannot to rain death upon mankind's bitter foes.

Battalion Support

LEGION TACTICAL SQUAD

Break point 2
Morale 2

TACTICAL DETACHMENT

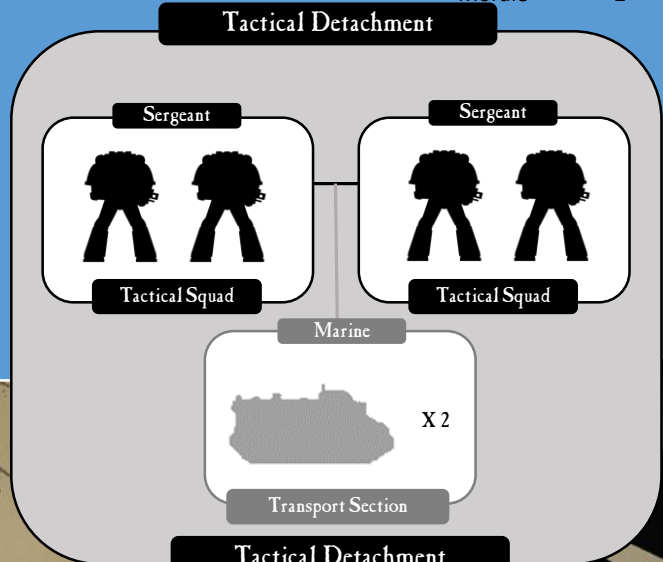
Tactical Squad

150 points

OPTIONS

- Add two Rhino Transports for +35 points break point increased to 3.

Tactical squads form the core of the Space Marine Legions, and it is by their bolters that the Great Crusade has reconquered the galaxy – thousands of superhuman warriors armed and armoured for the harshest battles and the deadliest war zones. The Legion Tactical Squad is a highly flexible infantry unit, able to assault or defend at will; able to attack fortified positions, take and hold strategic objectives, or simply comprehensively slaughter the foe in almost any terrain or situation.



LEGION ASSAULT SQUAD

Break point 2
Morale 2

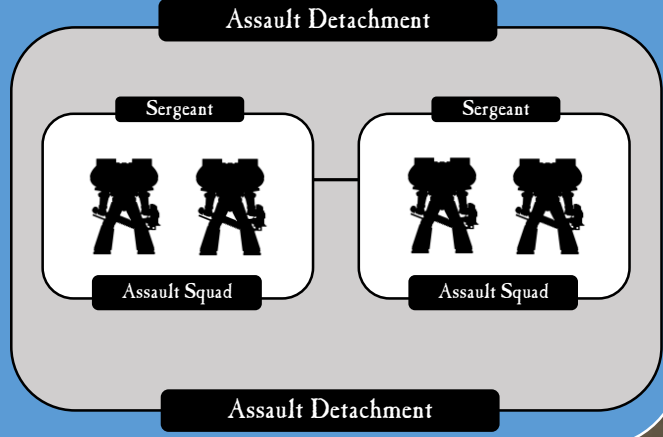
ASSAULT DETACHMENT

Assault Squad

150 points

OPTIONS:

- Nil



Assault squads are rapid attack forces, their wargear optimised towards close-quarter fighting and hit-and-run tactics. Their jump packs allow great speed of movement on the battlefield, and allows such units to impact with crushing force on the charge. The Night Lords and Raven Guard are amongst the greatest proponents of such formations, although even those Legions who do not particularly favour them, such as the Death Guard or Iron Warriors, can field multiple assault squads if the tactical need arises.

Battalion Support

LEGION TERMINATOR SQUAD

Break point 2
Morale 1

TERMINATOR SQUAD

Terminator Squad

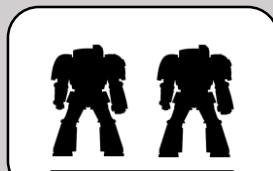
175 points

OPTIONS

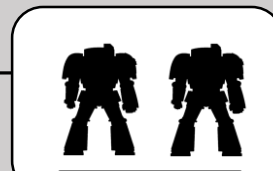
- Add two Land Raider Transport for +180 points each points break point increased to 3.

Tactical Dreadnought Armour represents the pinnacle of personal armour technology in the Imperium. The Terminator squads of the Legiones Astartes match this formidable equipment with the finest veterans to form devastating frontline assault units, able to withstand the heaviest fire and deliver a ruthless hammer blow to the enemy. There are many patterns of terminator armour, and of these the Tartaros pattern is arguably the most agile while the Cataphractii pattern provides the most protection, at the cost of mobility.

Terminator Squad

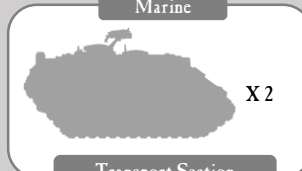


Terminator Squad



Terminator Squad

Marine



X2

Transport Section

Chapter Support

LEGION CHAPLAIN

Break point -
Morale -

Chaplain with Rhino

75 points

OPTIONS

- Upgrade Rhino to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +25 points

SPECIAL

- The Chaplain is only classed as broken if the Chaplain Stand is destroyed.

Chaplain



Chaplain

Chaplain Command Squad

LEGION TECHMARINE

Break point -
Morale -

Techmarine with Rhino

100 points

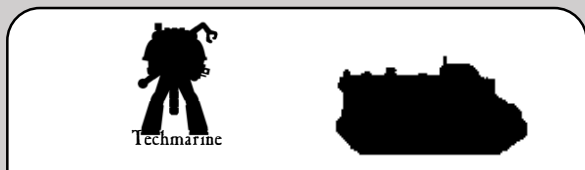
OPTIONS

- Upgrade to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +50 points

SPECIAL

- The Techmarine is only classed as broken if the Techmarine Stand is destroyed.

Techmarine



Techmarine

Techmarine Team

Summary

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Tactical	10cm	6+	+2	Bolters	50cm	1	5+	0	
Assault	15cm	6+	+3	Pistol/Swords	25cm	1	5+	0	Jump Packs
Heavy	10cm	6+	+1	Heavy Weap.	75cm	2	5+	-1	
Terminator	10cm	5+*	+6	Storm Bolters	35cm	2	4+	-1	
Terminator HQ	10 cm	5+*	+7	Storm Bolters	35 cm	2	4+	-1	Imperial troops within 10cm add +1 to morale, HQ, Elite.
Techmarine	10 cm	5+	+2	Bolt Pistol	25 cm	2	5+	0	HQ, Mechanic
Chaplain	10cm	5+*	+4	Bolt Pistol	25cm	2	5+	0	+1 to close assault factor
Shadowsword	10 cm	1+	+6	Volcano Cannon	100 cm	1	3+	-4	Volcano Cannon adds +3 to damage rolls vs. Titans/ Praetorians
				Lascannons	75 cm	2	5+	-1	
				Bolters	15 cm	6	6+	0	
Baneblade	10 cm	1+	+8	Battlecannon	75 cm	2	4+	-2	Battlecannon Turret
				Lascannons	75 cm	2	5+	-1	
				Bolters	15 cm	10	6+	0	
Stormblade	10 cm	1+	+6	Plasma Blastgun	50 cm	2	3+	-4	* One-use weapons, Plasma Reactor explodes when destroyed; Missiles add +2 to damage vs. a to hit template
				Battlecannon	50 cm	1	4+	-2	
				Hellion	75 cm	1*	3+	-4	
				Missile*	75 cm	4*	3+	-1	
				Hunter/ Killer Missile	75 cm	4*	3+	-1	
Whirlwind	20 cm	4+	0	Bolters	15 cm	8	6+	0	Fires barrage
				Multi-Launcher	150 cm	2 BPs	-	0	
Hunter AA	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA
Sabre Tank Hunter	25 cm	4+	0	Autocannon	75 cm	1	5+	-2	
Land Raider	20 cm	2+	+3	Lascannons	75 cm	2	5+	-2	May carry 2 troop stands
				Bolters	15 cm	1	6+	0	
Thunderhawk Gunship	100 cm	4+	+1	Rockets	50 cm	6 BP	4+	-2	Flier, carries a full detachment of 6 stands
				Battlecannon	50 cm	1	4+	-2	
				Bolters	15 cm	3	6+	0	
Drop Ship	60cm	3+	+3	Battlecannon	50 cm	1	4+	-2	Flier, Super Heavy, Void Shields(2), Transport (18), Vehicle Transport (6 Tanks,4 Land Raiders), PD (9)
Sicaran	25 cm	3+	0	Accelerator	75cm	2	4+	-1	Autocannon Turret
				Autocannon					
Land Speeder	30 cm	None*	+3	Lascannons	75 cm	2	5+	-1	Skimmer
				Multi-Melta	25 cm	1	3+	-2	
Predator	25 cm	3+	0	Autocannon	75 cm	1	5+	-1	Autocannon Turret
				Lascannons	75 cm	2	5+	-1	
Predator Executioner	25 cm	3+	0	Executioner	50 cm	2	5+	-2	Executioner Turret
				Lascannons	75 cm	2	5+	-1	
Rhino	25 cm	4+	0	Bolters	15 cm	1	6+	0	May carry 2 troop stands
Vindicator	20 cm	2+	+2	Thunderer	50 cm	1	4+	-3	Ignores to hit modifiers for cover

* 5+ save modifiable to 6+ but no further.

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www.tacticalwargames.net/taccmd/viewforum.phpf=14

www.netepic.org



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