

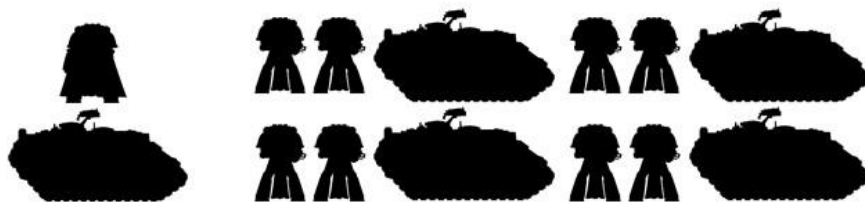
LEGIO ASTARTES FIRST COMPANY

The Legio Astartes First Company consists of a Centurion HQ unit with Land Raider, A Detachment consisting of 1 Lieutenant with Land Raider, 8 Veteran Stands with Land Raiders, one detachment of 4 Veteran Support Stands with Land Raiders and one detachment of 4 Terminator Stands with Land Raiders.

HQ DETACHMENT



VETERAN DETACHMENT



VETERAN SUPPORT DETACHMENT



TERMINATOR DETACHMENT



Point Value ---

LEGIO ASTARTES FIRST COMPANY

BREAK POINT 14: The Company is broken once it has lost 16 models, either HQ Stands, Veteran stands, Veteran Support stands, Terminator stands or Land Raiders. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 1: Space Marines have a morale value of 1. this means that the unit automatically passes its Morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Space Marine HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Veteran	10	6+	+4	Bolters	50cm	1	5+	0	
Veteran Support	10	6+	+4	Flamers	25	1	4+	0	Ignores Cover
Lieutenant	10	6+	+3	Bolters	50	1	5+	0	Elite
Centurion	10	6+	+5	Bolters	50	2	5+	0	HQ, Elite, +1 to Morale
Terminator	10	5+*	+6	Storm Bolters	35cm	2	4+	-1	*Fixed Save
Land Raider	20	2+	+3	Lascannon Bolters	75 cm 15 cm	2 1	5+ 6+	-2 0	May carry 2 troop stands

VICTORY POINTS -

Your opponent gains - VP's when the Company is broken

LEGIO ASTARTES COMPANY

The Legio Astartes Company consists of a Centurion HQ unit with Rhino, 2 Detachments consisting of 1 Lieutenant with Rhino, 8 Tactical Stands with Rhinos and one detachment of 4 Support Stands with Rhinos

HQ DETACHMENT



TACTICAL DETACHMENT



TACTICAL DETACHMENT



SUPPORT DETACHMENT



Point Value 645

LEGIO ASTARTES COMPANY

BREAK POINT 18: The Company is broken once it has lost 16 models, either HQ Stands, Tactical stands, Support stands, or Rhino's. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Space Marine HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Tactical	10	6+	+2	Bolters	50	1	5+	0	
Support	10	6+	+2	Flamers	25	1	4+	0	Ignores Cover
Lieutenant	10	6+	+3	Bolters	50	1	5+	0	Elite
Centurion	10	6+	+5	Bolters	50	2	5+	0	HQ, Elite, +1 to Morale
Rhino	25	4+	0	-	-	-	-	-	Transport (2) PD(1)

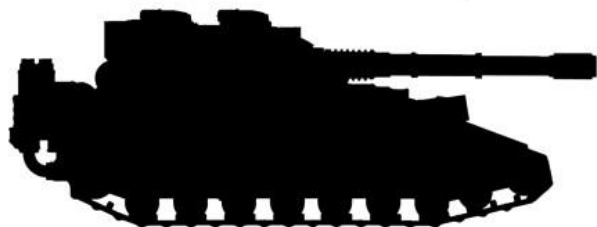
VICTORY POINTS 7

Your opponent gains 7 VP's when the Company is broken

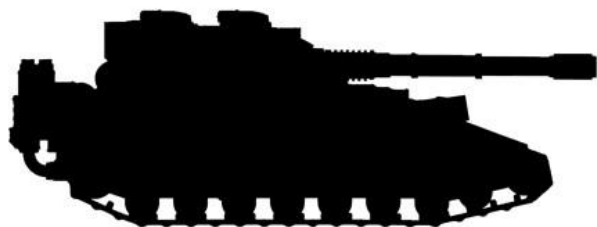
LEGIO ASTARTES FELLBLADE COMPANY

The Legio Astartes Fellblade Company consists of a Command Fellblade and two detachments with one Fellblade Each.

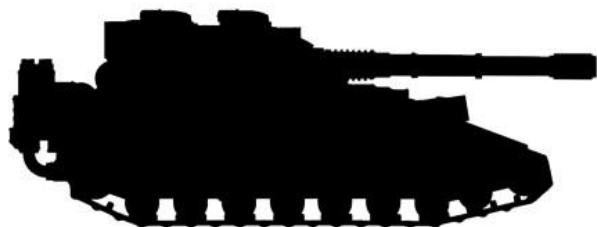
FELLBLADE HQ



FELLBLADE DETACHMENT



FELLBLADE DETACHMENT



Point Value ---

LEGIO ASTARTES FELLBLADE COMPANY

BREAK POINT 2: The Company is broken once it has lost 2 Fellblades. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Fellblade HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Fellblade	15 cm	1+	+5	Accelerator Cannon ¹	100 cm	88P	88P	-3	1: Turret, 2: Ignores Cover PD(1)
				Demolisher Cannon ²	50 cm	1	4+	-3	
				Lascannons		2	4+	-2	
				Heavy Bolters	75 cm 50 cm	1	4+	0	

VICTORY POINTS -

Your opponent gains - VP's when the Company is broken

LEGIO ASTARTES MALCADOR TANK COMPANY

The Legio Astartes Malcador Tank Company consists of a Command Malcador and two detachments of two Malcadors each.

HQ MALCADOR



MALCADOR DETACHMENT



MALCADOR DETACHMENT



Point Value ---

LEGIO ASTARTES MALCADOR TANK COMPANY

BREAK POINT 3: The Company is broken once it has lost 3 Malcadors. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Malcadors HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Malcador									

VICTORY POINTS -

Your opponent gains - VP's when the Company is broken

LEGIO ASTARTES LAND RAIDER COMPANY

The Legio Astartes Land Raider Company consists of a Command Land Raider and three detachments of three Land Raiders each.

HQ DETACHMENT



LAND RAIDER DETACHMENT



LAND RAIDER DETACHMENT



LAND RAIDER DETACHMENT



Point Value 700

LEGIO ASTARTES LAND RAIDER COMPANY

BREAK POINT 5: The Company is broken once it has lost 5 models, either the Command Land Raider or Land Raider. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Land Raider HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Land Raider	20	2+	+3	Lascannons	75	2	5+	-2	Transport(2) PD(1)

VICTORY POINTS 7

Your opponent gains 7 VP's when the Company is broken

LEGIO ASTARTES PREDATOR COMPANY

The Legio Astartes Predator Company consists of a Command Predator and three detachments of three Predators each.

HQ DETACHMENT



PREDATOR DETACHMENT



PREDATOR DETACHMENT



PREDATOR DETACHMENT



Point Value ---

LEGIO ASTARTES PREDATOR COMPANY

BREAK POINT 5: The Company is broken once it has lost 5 models, either the Command Predator or Predator. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Predator HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Predator	25	3+	0	Autocannon	75	1	5+	-1	Turret
				Lascannon	75	2	5+	-1	

VICTORY POINTS -

Your opponent gains - VP's when the Company is broken

LEGIO ASTARTES HEAVY TANK COMPANY

The Legio Astartes Heavy Tank Company consists of a Command Sicaran and two detachments of two Sicaran each.

HQ SICARAN



SICARAN DETACHMENT



SICARAN DETACHMENT



Point Value ---

LEGIO ASTARTES HEAVY TANK COMPANY

BREAK POINT 3: The Company is broken once it has lost 3 Sicarans. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Sicaran HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Sicaran	25 cm	3+	0	Accelerator	75 cm	2	4+	-2	1: Turret
				Autocannon ¹ Lascannons	75 cm	2	5+	-1	PD(1)

VICTORY POINTS -

Your opponent gains - VP's when the Company is broken

LEGIO ASTARTES ARTILLERY COMPANY

The Legio Astartes Artillery Company consists of a Centurion HQ Stand, 2 detachments of 3 Basilisks each and one detachment of three Medusas.

HQ DETACHMENT



BASILISK DETACHMENT



BASILISK DETACHMENT



MEDUSA DETACHMENT



Point Value ---

LEGIO ASTARTES ARTILLERY COMPANY

BREAK POINT 6: The Company is broken once it has lost 6 models, either the Centurion, Rhino, Basilisk or Medusa. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Predator HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Basilisk	15	5+	0	Earthshaker Cannon	150	2BP	Various	-2	ROF (2)
Medusa	15	5+	0	Howitzer	100	1	4+	-3	-6 TSM vs structures
Centurion	10	6+	+5	Bolters	50	2	5+	0	HQ, Elite, +1 to Morale
Rhino	25	4+	0	-	-	-	-	-	Transport (2) PD(1)

VICTORY POINTS -

Your opponent gains - VP's when the Company is broken

LEGIO ASTARTES OUTRIDER COMPANY

The Legio Astartes Artillery Company consists of a Centurion HQ Stand on Bike, 2 detachments of 5 Bikes each and one detachment of five Landspeeders.

HQ DETACHMENT



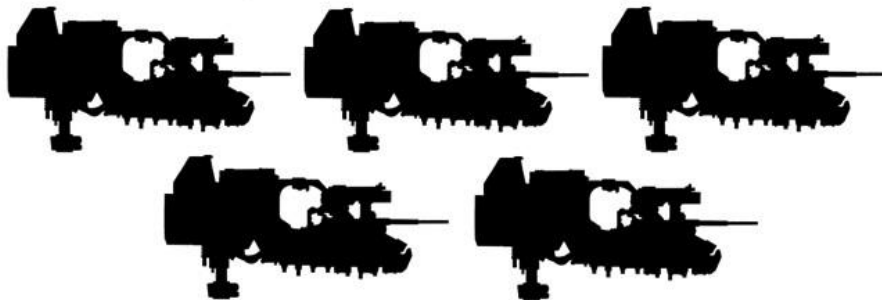
OUTRIDER DETACHMENT



OUTRIDER DETACHMENT



LANDSPEEDER DETACHMENT



Point Value ---

LEGIO ASTARTES OUTRIDER COMPANY

BREAK POINT 8: The Company is broken once it has lost 8 models, either the Centurion, Outrider Bike or Landspeeder. Once the Company is Broken, each detachment must take an individual morale check.

MORALE VALUE 2: Space Marines have a morale value of 2. They must roll a 2 or more on a D6 to pass their morale check.

The HQ unit never checks for morale, even if the company is broken. Any Astartes detachment within 10cm of the Predator HQ unit may add an additional +1 to it's morale check roll. This means that Astartes detachments automatically pass their morale check if within 10cm of the HQ unit.

Type	Mv	Sv	CAF	Wpns	Rge	AD	To Hit	TSM	Notes
Centurion (Bike)	30	6+	+5	Bolters	50	2	5+	0	HQ, Elite, +1 to Morale
Outrider	30	6+	+4	Bolters	15 cm	1	6+	0	Cavalry
Landspeeder	30	None	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer, PD(1)

VICTORY POINTS -

Your opponent gains - VP's when the Company is broken