

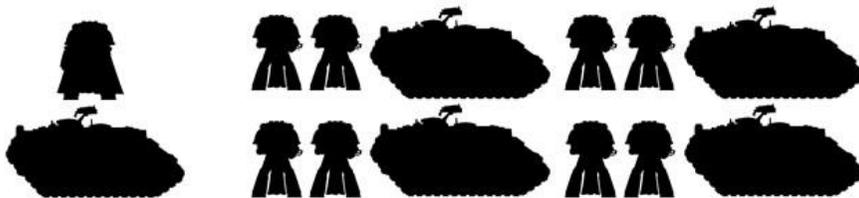
LEGIO ASTARTES FIRST COMPANY

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

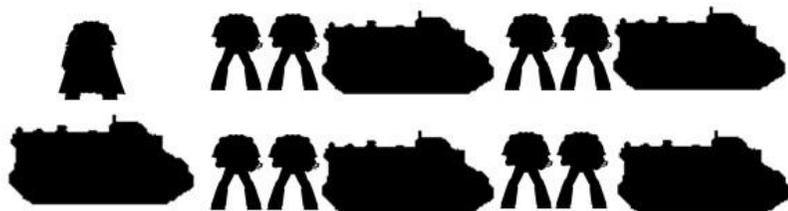
HQ DETACHMENT



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 its 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) |

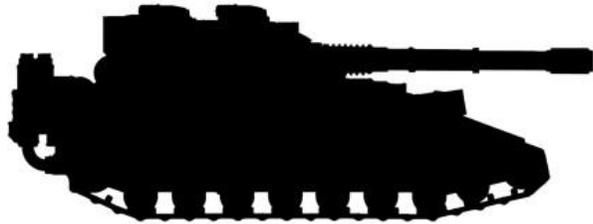
VICTORY POINTS 7

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

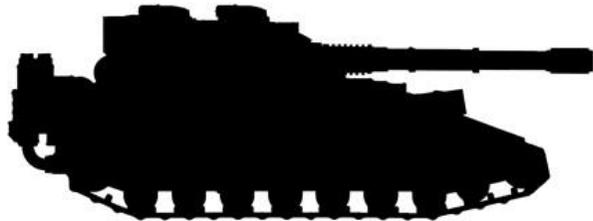
LEGIO ASTARTES FELLBLADE COMPANY

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

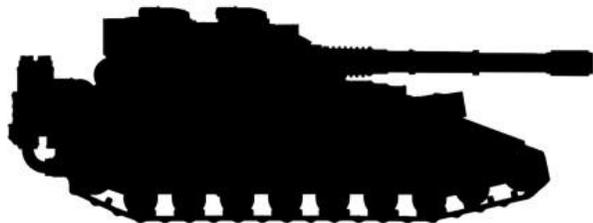
FELLBLADE HQ



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 | 8BP | 8BP | -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 its 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 its 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.

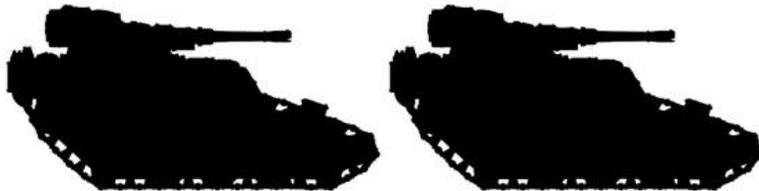
HQ SICARAN



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 its 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 Autocannon ¹ | 75 cm | 2 | 4+ | -2 | 1: Turret |
| | | | | 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



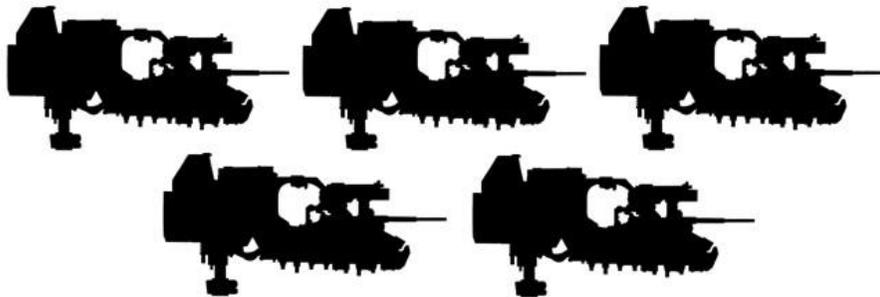
OUTRIDER DETACHMENT



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