

**EPIC 40,000**  
**Horus Heresy**

**LEGIONS**  
**ASTARTES**

# LEGIO ASTARTES INFANTRY DETACHMENT

## Commanders

You must choose a Commander

**1 Detachment HQ .....+25pts**

**Up to one Space Marine Captain .....25pts**

Consists of 1 Space Marine unit (Hero)

Extra Cost to (choose one) :

Mount in a Rhino\* .....+7pts

Mount in a Land Raider\* .....+45pts

Upgrade to Jump Packs\*

(Hero, Commander, Jump Packs) ..... Free

Upgrade to Bike Unit (Hero, Commander) .....Free

Upgrade to Landspeeder\*

(hero, Commander) .....Free

Upgrade to Terminator (Cannot use Rhino)

Hero, Commander, Save) .....+5pts

Upgrade to Jetbike\*

(Hero, Skimmer) .....+5pts

**Upgrade Space Marine Captain to**

**Consul .....15pts**

May select one option below:

**Chaplain (Loyalists and Word Bearers Only)**

Add +1 to Leadership rolls.

**Master of Signals**

His detachment can re-roll one shooting dice, additionally in lieu of this, once per battle he can place 1d3 artillery templates on any detachment that he can see.

**Legion Champion** (Hero, Rampage, Assault).

**Vigilator** (Hero, Infiltrator).

Detachment must only contain units with Infiltrate.

**Siege Breaker**

Artillery units in this detachment ignore cover save bonus.

## Main Force

Choose up to **10** from the following list.

**Legion Terminator Squad .....19pts**

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider .....+45pts

Mount in Spartan Assault Tank.....+50pts

**Legion Marine Squad .....30pts**

Consists of 2 Space Marine units. (\*Choose one)

Mount in a Rhino .....+7pts

Upgrade both units to Assault troops\*

(Assault, Jump Packs) ..... +4pts

Upgrade both units to Devastators\*

(Heavy Weapons) ..... +10pts

**Legion Breacher Squad .....50pts**

Consists of 2 Breacher units.

Mount in a Rhino .....+7pts

**Legion Bike Squad .....10pts per unit**

Consists of 1 to 3 Space Marine Bike Units.

**Legion Reconnaissance Squad .....16pts**

Consists of 1 Space Marine unit (Infiltrators)

**Legion Jetbike Squad .....12 pts per unit**

Consists of 1 to 3 Jetbike Units.

**Legion Destroyer Squad .....20pts**

Consists of 2 Destroyer units (Assault)

Mount in a Rhino .....+7pts

Upgrade to Assault troops ( Jump Packs) ..... +2pts

## Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

**Legion Land Speeder**

**Squadron .....20pts per unit**

Consists of 1 to 3 Land Speeders.

**Legion Attack**

**Bike Squad .....10pts per unit**

Consists of 1 to 3 Attack Bikes.

**Tactical Support**

**Squad.....10pts per unit**

Consists of 1 Tactical Support unit.

Mount in a Rhino .....+7pts

**Support Weapons Battery .....18pts per unit**

Consists of 1 to 3 Support Weapons.

**Legion Dreadnought .....27pts per unit**

**Legion Land Raider .....45pts per unit**

**Legion Predator .....27pts per unit**

**Legion Whirlwind .....26pts per unit**

**Vindicator .....22pts per unit**

**Spartan Assault Tank .....50 Pts per unit**

**Sicaran Battle Tank .....28 pts per unit**

**Sicaran Venator .....28 pts per unit**

**Chain of Command:** Captain > Consul > Terminators > Space Marines> Any other unit.

# LEGIO ASTARTES ARMoured DETACHMENT

## Commanders

You must choose a Commander

**1 Detachment HQ (see notes) .....+25pts**

**Up to one Space Marine Captain .....25pts**

Consists of 1 Space Marine unit (Hero)

Extra Cost to :

Mount in a Rhino .....+7pts

Mount in a Land Raider .....+45pts

Mount in a Spartan Assault Tank.....+50pts

Upgrade to Bike Unit (Hero, Commander) .....Free

Upgrade to Landspeeder

(Hero, Commander) .....Free

Upgrade to Jetbike

(Hero, Skimmer) .....+5pts

**Upgrade Space Marine Captain to**

**Consul .....15pts**

May select one option below:

**Chaplain (Loyalists and Word Bearers Only)**

Add +1 to Leadership rolls.

**Master of Signals**

His detachment can re-roll one shooting dice, additionally in lieu of this, once per battle he can place 1d3 artillery templates on any detachment that he can see.

**Siege Breaker**

Artillery units in this detachment ignore cover save bonus.

## Main Force

Choose up to **10** squadrons from the following list.

**Legion Land Speeder**

**Squadron .....20pts per unit**

Consists of 1 to 3 Land Speeders.

**Legion Attack**

**Bike Squad .....10pts per unit**

Consists of 1 to 3 Attack Bikes.

**Legion Land Raider Squadron .....45pts per unit**

Consists of 1 to 3 Land Raiders.

**Legion Predator Squadron .....27pts per unit**

Consists of 1 to 3 Predators.

**Legion Whirlwind Squadron .....26pts per unit**

Consists of 1 to 3 Whirlwinds.

**Legion Vindicator Squadron .....22pts per unit**

Consists of 1 to 3 Vindicators.

**Legion Sicaran Squadron .....28pts per unit**

Consists of 1 to 3 Sicarans.

**Legion Sicaran Venator**

**Squadron .....28pts per unit**

Consists of 1 to 3 Venators.

**Legion Spartan Assault**

**Tank Squadron .....50pts per unit**

Consists of 1 to 3 Vindicators.

## Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

**Legion Terminator Squad .....19pts**

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider .....+45pts

Mount in a Spartan Assault Tank.....+50pts

**Legion Marine Squad .....30pts**

Consists of 2 Space Marine units.

Mount in a Rhino .....+7pts

Upgrade both units to Assault troops

(Assault, Jump Packs) ..... +4pts

Upgrade both units to Devastators

(Heavy Weapons) ..... +10pts

**Legion Bike Squad .....10pts per unit**

Consists of 1 to 3 Space Marine Bike Units.

Notes: Any Unit that is part of this detachment can be designated as the detachment HQ. IF the Original HQ is eliminated the next unit below on the chain of command becomes the new HQ

Thunderhawks may only transport Legion Stands

**Chain of Command:** Captain > Consul > Land Raiders > Sicarans > Any other unit.

# LEGIO ASTARTES SUPER HEAVY DETACHMENT

## Command

**1 Legion War Engine HQ** .....See Below

Notes: Select one war engine from the company to act as HQ

## War Engines

Choose 1 to 4 from the following list.

Stormblade .....90pts  
 Cerberus .....75pts  
 Typhon .....75pts  
 Falchion .....110pts  
 Malcador .....60pts  
 Fellblade .....130pts  
 Glaive .....130pts

**Chain of Command:** HQ > Any other war engine in detachment.

## CRITICAL DAMAGE TABLE

2D6 Roll	Result	Damage	Notes
2	Engine Damaged	+1 Point	The super heavy tank may only move at half speed until repaired.
3	Tracks Damaged	+0 Points	The super heavy tank is immobilised until repaired.
4	Weapon Damaged	+1 Point	All the super heavy tank's guns may not fire until repaired.
5	Track Damaged	+1 Point	The super heavy tank is permanently immobilised.
6	System Damaged	+2 Points	The super heavy tank is immobilised and cannot fire any weapons until repaired.
7-12	Catastrophic Damage		See table below

## CATASTROPHIC DAMAGE TABLE

1D6 Roll	Result	Damage	Notes
1-3	Internal Explosion	Wrecked	Internal explosions tear through the war engine, killing the crew and leaving it as a charred hunk of metal.
4-5	Engine Explosion	Destroyed	The super heavy tank explodes, creating a massive fireball. Roll one D6 to hit any models in contact with the war engine.
6	Magazine Explosion	Destroyed	The magazine or power source explodes, destroying the war engine. Roll a D6 to hit other units within 5 cm.

## LEGIO ASTARTES AIR DETACHMENT

### Command

**1 Detachment HQ** (see Notes) .....25pts

Notes: Any Unit that is part of this detachment can be designated as the detachment HQ. IF the Original HQ is eliminated the next unit below on the chain of command becomes the new HQ

Thunderhawks may only transport Legion Stands

### Main Force

Make up to **10** choices from the following list.

Thunderhawk .....80pts  
 Thunderhawk Transporter .....80pts  
 Storm Eagle .....48pts  
 Fire Raptor .....40pts  
 Caestus .....15pts  
 Xiphon Interceptor .....37pts

**Chain of Command:** HQ > Any other unit in detachment.

## LEGIO ASTARTES ARTILLERY DETACHMENT

### Commanders

**You must choose a Commander**

**1 Detachment HQ** (see notes) .....+25pts

### Main Force

Choose up to **10** choices from the following list.

**Legion Whirlwind** .....26pts per unit

**Legion Heavy Artillery unit** .....22pts per unit

**Legion Siege Artillery unit** .....22pts per unit

**Legion Scorpius** .....26pts per unit

Notes: Any Unit that is part of this detachment can be designated as the detachment HQ. IF the Original HQ is eliminated the next unit below on the chain of command becomes the new HQ

Thunderhawks may only transport Legion Stands

### Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

**Legion Marine Squad** .....30pts  
 Consists of 2 Space Marine units.  
 Mount in a Rhino .....+7pts  
 Upgrade both units to Assault troops  
 (Assault, Jump Packs) ..... +4pts  
 Upgrade both units to Devastators  
 (Heavy Weapons) ..... +10pts

**Chain of Command:** Any main force unit > Any other unit.

# LEGIO ASTARTES SUPREME COMMANDER

## Commanders

You may include up to 1 Supreme Commander.

### Up to one Legion

#### Chapter Master .....50pts

Consists of 1 Space Marine unit (Hero, Commander)

Extra Cost to (\*Choose one):

Mount in a Rhino\* .....+7pts

Mount in a Land Raider\* .....+45pts

Mount in a Spartan Assault Tank\* .....+50pts

Upgrade to Jump Packs\*

(Hero, Commander, Jump Packs) ..... Free

Upgrade to Bike Unit (Hero, Commander) .....Free

Upgrade to Landspeeder\*

(hero, Commander) .....Free

Upgrade to Terminator (cannot use Rhino)

Hero, Commander, Save) .....+5pts

#### Up to one Primarch .....150pts

Consists of 1 Primarch unit (Hero, Commander, Stubborn, Damage Capacity 3).

Select one below for the Legion you are using.

Lion'el Johnson (Primarch, Assault).....Free

Fulgrim (Primarch Assault) .....Free

Perturabo (Primarch, Heavy Weapons) .....Free

Jaghatai Khan (Primarch, Skimmer) .....Free

Leman Russ (Primarch, Assault) .....Free

Rogal Dorn (Primarch, Assault) .....Free

Konrad Curze (Primarch, Infiltrate) .....Free

Sanguinius (Primarch, Jump Pack) .....Free

Ferrus Manus (Primarch, Deathstrike) .....Free

Angron (Primarch, Assault, Rampage) .....Free

Roboute Guilliman (Primarch, Tactician) .....Free

Mortarion (Primarch, Deathstrike) .....Free

Magnus (Primarch, Psyker) .....Free

Horus Lupercal (Primarch, Tactician) .....Free

Lorgar (Primarch, Psyker) .....Free

Vulkan (Primarch, Deathstrike) .....Free

Corax (Primarch, Jump Pack) .....Free

Alpharius and Omegon (Primarch, Infiltrate) .Free

## Bodyguard

You may include up to 1 Space Marine Bodyguard Squad. You can select 1-3 for a Primarch Supreme Commander.

#### Space Marine Terminator Squad .....19pts

Consists of 1 Space Marine unit (Save).

Extra cost to:

Mount in a Land Raider .....+45pts

Mount in a Spartan Assault Tank\* .....+50pts

#### Space Marine

##### Bike Squad .....+10pts per unit

Consists of 1 to 3 Space Marine Bike units.

#### Space Marine Land Speeder

##### Squadron .....+20pts per unit

Consists of 1 to 3 Land Speeders.

#### Space Marine Attack Bike

##### Squadron .....+20pts per unit

Consists of 1 to 3 Land Speeders.

**Chain of Command:** Commander > Bodyguard.



# LEGIO ASTARTES SPACE MARINE SUMMARY

## PRIMARCHS

	Speed	Range	Firepower	Assault	Armour	Special
Lion'el Johnson	15cm	15cm	1	6	6	Primarch, Assault
Fulgrim	15cm	30cm	1	6	6	Primarch, Assault
Perturabo	15cm	45cm	1	6	6	Primarch, Heavy weapons
Jaghatai Khan	15cm	30cm	1	6	6	Primarch, Skimmer
Leman russ	15cm	15cm	1	6	6	Primarch, Assault
Rogal Dorn	15cm	30cm	1	6	6	Primarch, Assault
Konrad curze	15cm	30cm	1	6	6	Primarch, Infiltrate
Sanguinius	15cm	30cm	1	6	6	Primarch, Jump pack
Ferrus Manus	15cm	30cm	1	6	6	Primarch, Deathstrike
Angron	15cm	30cm	1	6	6	Primarch, Assault, Rampage
Roboute Guilliman	15cm	30cm	1	6	6	Primarch, Tactician
Mortarion	15cm	30cm	1	6	6	Primarch, Deathstrike
Magnus	15cm	30cm	1	6	6	Primarch, Psyker
Horus Lupercal	15cm	30cm	1	6	6	Primarch, Tactician
Lorgar	15cm	30cm	1	6	6	Primarch, Psyker
Vulkan	15cm	30cm	1	6	6	Primarch, Deathstrike
Corvus Corax	15cm	30cm	1	6	6	Primarch, Jump pack
Alpharius and Omegon	15cm	30cm	1	6	6	Primarch, Infiltrate

### Special Rules:

**Primarch:** Hero, Commander, Stubborn, Damage Capacity 3.

**Tactician:** Can reroll one reserve roll each turn.

**Deathstrike:** Rolls 2 dice to score hits in Close Combat.

**Breacher:** All hits that hit the front of a stand with the Breacher rule are against armour 6 shooting must originate behind a line that goes horizontally across the Breacher's base to count against the weaker 5+ armour.

# LEGIO ASTARTES SPACE MARINE SUMMARY

## INFANTRY

	Speed	Range	Firepower	Assault	Armour	Special
Space Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master	10cm	30cm	1	3	5+	+ Hero, Commander
Captain	10cm	30cm	1	3	5+	+ Hero
Devastator	10cm	45cm	1	2	5+	+Heavy Weapons, No Rapid Fire
Assault	10cm	30cm	1	3	5+	+ Assault, Jump Packs
Terminators	10cm	30cm	1	3	5+	+ Save
Reconnaissance	10cm	30cm	1	3	5+	+Infiltrators
Tactical Support	10cm	30cm	2	3	5+	No Rapid Fire
Breacher	10cm	30cm	1	3	-	Breacher
Destroyers	10cm	15cm	2	3	5+	+ Assault No Rapid Fire
Support Weapons	10cm	45cm	Anti Tank	0	4+	

## ARMOUR

	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x Anti Tank	2	6+	Transport (2)
Rhino	30cm	n/a	0	0	5+	Transport (1)
Whirlwind	30cm	45cm	Barrage	0	5+	Artillery
Predator	30cm	45cm	2	1	6+	
Vindicator	25cm	15cm	3	1	6+	Close Support
Bike Squadron	35cm	15cm	1	2	4+	
Attack Bike	30cm	30cm	2	1	4+	
Jetbike Squadron	35cm	15cm	1	2	4+	Skimmer
Land Speeder	35cm	30cm	2	1	4+	Skimmer
Dreadnought	15cm	45cm	2	4	6+	
Spartan	20cm	45cm	4 x Anti Tank	2	6+	Transport (4)
Sicaran	30cm	45cm	4	1	5+	
Venator	30cm	45cm	2 x Anti Tank	1	5+	
Heavy Artillery	10cm	90cm	Barrage	0	5+	Artillery
Siege Artillery	10cm	45- 125cm	Hvy Barrage	0	5+	Artillery



# LEGIO ASTARTES SPACE MARINE SUMMARY

## Flyers

	Speed	Range	Firepower	Assault	Armour	Special
<b>Thunderhawk</b>	Flyer	30cm	8	1/4	6+	Transport (6)
<b>Storm Eagle</b>	Flyer	30cm	4	1/2	5+	Transport (4)
<b>Fire Raptor</b>	Flyer	30cm	4	2/3	5+	
<b>Caestus</b>	Flyer	15cm	2	1/2	5+	Transport (2)
<b>Thunderhawk Transporter</b>	Flyer	15cm	4	1/4	5+	Transport (3) +2 Rhino based tanks, 1 Land Raider
<b>Xiphon</b>	Flyer	30cm	1	4/2	5+	

## Super Heavy Tanks

	Speed	Armour	Void Shields	Damage Capacity	Assault	Transport
<b>Stormblade</b>	15cm	6	-	3	3	-
<b>Cerberus</b>	15cm	6	-	2	2	-
<b>Typhon</b>	15cm	6	-	2	2	-
<b>Falchion</b>	15cm	6	-	4	4	-
<b>Malcador</b>	20cm	6	-	2	2	-
<b>Fellblade</b>	15cm	6	-	4	4	-
<b>Glaive</b>	15cm	6	-	4	2	-

	Weapon	Fire Arc	Range	Firepower	Notes
<b>Stormblade</b>	Plasma Blastgun	Front	60cm	Template	Anti Tank
<b>Cerberus</b>	Neutron Laser	Front	45cm	(D3)	Anti Tank. Critical on a 5+
<b>Typhon</b>	Dreadhammer Cannon	Front	45cm	4	
<b>Falchion</b>	Twin-mounted Volcano cannon	Front	60cm	(1)	Death Ray, Always roll 1 dice needing 2+ to hit. Hits always cause critical on war engines.
	Quad Laser	All Round	30cm	(2)	Anti Tank
<b>Malcador</b>	Turret Guns	All Round	45cm	5	
<b>Fellblade</b>	Accelerator Cannon	All Round	45cm	(1)	Anti Tank 3+ to hit, Causes Critical on a 4+
<b>Glaive</b>	Volkite Carronade	All Round	45cm	1	Everything in a straight line from the Glaive to its maximum range receives 1 Anti Tank hit.
	Quad Laser	All Round	45cm	(2)	Anti Tank

DETACHMENT NAME  
DETACHMENT TYPE  
PSYKER  
COMMANDER  
COMMANDER  
COMMANDER

POINT COST

RESERVE SPEED  
HALF STRENGTH  
MORALE VALUE  
TOTAL POINT COST

DETACHMENT MAIN FORCE

POINT COST

1 2 3 4 5 6 7 8 9 10

DETACHMENT SUPPORT

POINT COST

1 2 3 4 5 6 7 8 9 10

UNIT

SPEED RANGE

FIRE POWER ASSAULT ARMOUR

NOTES

UNIT

SPEED RANGE

FIRE POWER ASSAULT ARMOUR

NOTES