

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 Captain25pts

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

Consul15pts

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 Squad19pts

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider+45pts

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

Legion Marine Squad30pts

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 Squad50pts

Consists of 2 Breacher units.

Mount in a Rhino+7pts

Legion Bike Squad10pts per unit

Consists of 1 to 3 Space Marine Bike Units.

Legion Reconnaissance Squad16pts

Consists of 1 Space Marine unit (Infiltrators)

Legion Jetbike Squad12 pts per unit

Consists of 1 to 3 Jetbike Units.

Legion Destroyer Squad20pts

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

Squadron20pts per unit

Consists of 1 to 3 Land Speeders.

Legion Attack

Bike Squad10pts 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 Battery18pts per unit

Consists of 1 to 3 Support Weapons.

Legion Dreadnought27pts per unit

Legion Land Raider45pts per unit

Legion Predator27pts per unit

Legion Whirlwind26pts per unit

Vindicator22pts per unit

Spartan Assault Tank50 Pts per unit

Sicaran Battle Tank28 pts per unit

Sicaran Venator28 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 Captain25pts

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

Consul15pts

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

Squadron20pts per unit

Consists of 1 to 3 Land Speeders.

Legion Attack

Bike Squad10pts per unit

Consists of 1 to 3 Attack Bikes.

Legion Land Raider Squadron45pts per unit

Consists of 1 to 3 Land Raiders.

Legion Predator Squadron27pts per unit

Consists of 1 to 3 Predators.

Legion Whirlwind Squadron26pts per unit

Consists of 1 to 3 Whirlwinds.

Legion Vindicator Squadron22pts per unit

Consists of 1 to 3 Vindicators.

Legion Sicaran Squadron28pts per unit

Consists of 1 to 3 Sicarans.

Legion Sicaran Venator

Squadron28pts per unit

Consists of 1 to 3 Venators.

Legion Spartan Assault

Tank Squadron50pts 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 Squad19pts

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 Squad30pts

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 Squad10pts 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 HQSee Below

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

War Engines

Choose 1 to 4 from the following list.

Stormblade90pts
 Cerberus75pts
 Typhon75pts
 Falchion110pts
 Malcador60pts
 Fellblade130pts
 Glaive130pts

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.

- Thunderhawk80pts
- Thunderhawk Transporter80pts
- Storm Eagle48pts
- Fire Raptor40pts
- Caestus15pts
- Xiphon Interceptor37pts

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 Master50pts

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 Primarch150pts

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 Squad19pts

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
Thunderhawk	Flyer	30cm	8	1/4	6+	Transport (6)
Storm Eagle	Flyer	30cm	4	1/2	5+	Transport (4)
Fire Raptor	Flyer	30cm	4	2/3	5+	
Caestus	Flyer	15cm	2	1/2	5+	Transport (2)
Thunderhawk Transporter	Flyer	15cm	4	1/4	5+	Transport (3) +2 Rhino based tanks, 1 Land Raider
Xiphon	Flyer	30cm	1	4/2	5+	

Super Heavy Tanks

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

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

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