

# Legiones Astartes Support in Adeptus Titanicus V3.5

(by Daniel Schulz)

When a maniple goes to war, it is sometimes supported by Companies of Space Marines, the genhanced warriors of the Legiones Astartes. When engaging enemy Titans Infantry and Vehicles swarm and surround these giants like venomous insects bringing them down with a thousand cuts. Although a Company is rarely able to bring down a Titan by itself (apart from a Super-heavy Company perhaps), a cunning general will use them to provide harassing fire and add area denial elements to their force.

## **Company Command Terminals**

### **(PICTURE OF A LEGION LINE COMPANY COMMAND TERMINAL)**

Each Company has a Command Terminal in the same way as a Titan or Banner. Most of the information on the Command Terminal will be familiar (Class, Scale, Order space, Characteristics and so on) but as Infantry and most Vehicles are much smaller than even a Knight, most do not have hit locations and Structure Points Status tracks. Only Heavy Vehicles and Super-heavy Companies have a single Structure Points Status track but they do not have multiple Hit locations. As such, it is never necessary to roll the Location dice when attacking a Company.

*Company Assets Card Slots.* A Company may add additional Squads and Squadrons by choosing the relevant Company Assets cards and placing them on the matching Company Assets slots. Company Assets cards are marked with a Category and they must be chosen accordingly – for example, a “Heavy Support” card can be only used on the Heavy

Support Company Asset Card Slot. Cards from the Upgrades Category don’t use up a slot. Categories marked with an \* on the card can’t be selected again for this Company.

*Dedicated Transports Cards.* A Company may add Dedicated Transports to some or all of its Squads (including Squads from Company Asset Cards). These are Vehicles which can transport Infantry of the Company. The exact number, points cost and condition under which you may add Dedicated Transports Cards are mentioned on the back of the Company Command Terminal. Dedicated Transport Cards don’t use up a Company Asset Card Slot.

## **Composition of a Company**

A Company is made up of a number of Infantry Squads made up of Infantry bases and Vehicle Squadrons made up of Vehicles acting as a single unit. The reverse of a Company’s Command Terminal describes its exact composition, along any options. When a Company is activated, all of its Squads/Squadrons within it act: individual Squads, Squadrons, Infantry bases or Vehicles cannot be activated.

## **Companies in the Strategy Phase**

A Company can be issued orders in the same way as a Titan or Banner. It cannot be issued Damage Control or Shutdown orders.

## **Companies in the Movement Phase**

In the Movement phase, the Squads and Squadrons that make up a Company are activated together and will move in turn, in an order chosen by the controlling player.

- When a Company is activated in the Movement Phase, each Infantry base and Vehicle can move up to the Company’s Speed characteristic in inches.

- Infantry bases and Vehicles are considered to have a 360° arc, and can make as many turns as they wish when moving.

- When a Company has finished moving, every Infantry base has to remain in base contact to another base of its Squad, each Vehicle has to be within 1" of another Vehicle or Infantry base of its Squad or Squadron within the same Company – this is called Squad or Squadron coherency. If anything causes a Squad or Squadron to become split up, it must re-establish coherency next time it moves.

- Until a Squad or Squadron coherency is re-established, the Company becomes Shaken (see page 47 of the rulebook).

- When all of the Squads or Squadrons within a Company have finished moving, at least one Infantry base or Vehicle from each Squad or Squadron must be within 3" of an Infantry base or Vehicle of another Squad or Squadron that forms part of the same Company – this is called Company coherency. If anything causes a Squad or Squadron to become separated from its Company, it must re-establish coherency the next time it moves.

- Until Company coherency is re-established, the company becomes Shaken.

- Scale 0 models don't block the movement of Titans. If a Titan moves through or stops its move on top of Scale 0 models then move every model the minimum distance out of the way. The Titan now performs a free Smash Attack against the Company.

- Infantry bases in base contact with an enemy Infantry base can't move. This won't prevent movement of other bases of the same Squad.

### **Companies in the Damage Control Phase**

Companies cannot be activated in the Damage Control phase.

### **Companies in the Combat Phase**

If a Company is activated in the Combat Phase, it follows the Combat Sequence as if it were a Titan or Banner. Instead of attacking with each base or vehicle individually, make an attack with each different weapon in turn. For each weapon, multiply the Dice

characteristic by the number of Infantry bases, Vehicles and Super-heavy Vehicles in the Company equipped with that weapon, and which are in range and line of sight of the target. It is enough for one Infantry base of a Squad to be in range and line of sight to enable all bases of the Squad to attack. For example, if a Company has 2 Tactical Squads each with 2 bases armed with Bolters (Dice 3) and 2 Tactical Support Squads each with 2 bases armed with Meltaguns (Dice 2), it would roll 12 dice when attacking with the Bolters and 4 dice when attacking with the Meltaguns. If some Squads or Vehicles are within 2" of the target and others are further away, roll using Ballistic Skill for those that are further, and Weapon Skill for those that are within 2".

When determining line of sight for a Company, Infantry bases and Vehicles within the Company do not block the view of others. Also, remember that Infantry and Vehicles have a 360° Front arc, so their weapons can fire in any direction. Super-heavy Vehicles have arcs like a Titan. All of the weapons in a Company must be fired at the same target, unless the Company has Split Fire orders, at which point each weapon can be directed at a different target.

Companies cannot make Smash Attacks.

*Attacking Companies.* When attacking a Company, pick a single Infantry base or Vehicle in the Company to be the target of the attack. This base or model is used for purposes of range, line of sight and so on. However, any damage that is caused is applied to the Company as a whole. As Companies do not have Side or Rear arcs, these do not cause modifiers to the Damage roll. Apply a -1 modifier to the Hit roll if the target of the attack is an Infantry base which didn't move this round.

*Damaging Companies.* Direct Hits, Devastating Hits and Critical Hits affect Companies different to Titans and Knights, as follows:

**Superficial Hit:** If the damage result is not high enough to cause a Direct Hit, it causes a Superficial Hit with no effect. Regardless of the weapons Strength and any modifier, a dice that rolls a 1 automatically causes a Superficial Hit unless the target of the attack is an Infantry base and the Strength of the attack is at least 6. Then the 1 is still added to the Strength of the attack and may cause a Direct Hit.

**Direct Hit:** When a Company suffers a Direct Hit, one Squad or Squadron loses an Infantry base or Vehicle. Companies with a Structure points track lose 1 Structure point instead. If this reduces the Company to 0 Structure points, one Vehicle in the Company is destroyed.

**Devastating Hit:** When a Company suffers a Devastating Hit, one Squad or Squadron loses two Infantry bases or Vehicles. If it has no models left to lose then another Squad or Squadron of the Company loses a model instead. Companies with a Structure points track lose 2 Structure points instead. If this reduces the Company to 0 Structure points, one Vehicle in the Company is destroyed.

**Critical Hit:** When a Company suffers a Critical Hit, one Squad or Squadron loses two Infantry bases or Vehicles, then one Squad or Squadron in the Company is destroyed. Companies with a Structure points track lose two Structure points instead and one Vehicle in the Company is destroyed. If this reduction in Structure points reduces the Company to 0 Structure points, the Company will lose two Vehicles simultaneously – one as a result of the Critical Hit, one from the loss of Structure points as normal.

When a model or whole Squad or Squadron is destroyed, the controlling player chooses the model, Squad or Squadron to remove. A Company's Structure points marker is then immediately reset to the first hole of the track. If a Targeted Attack destroys a model, Squad or Squadron, the attacking player can choose which model, Squad or Squadron to remove instead of the controlling player.

*Blast Markers, Flame Templates and Area Effects.* When a Company is hit by a Blast marker or Flame template, total the number of hits scored on the models in the Company, then apply that many hits to the Company as a whole. This also applies to attacks with an area effect – catastrophic reactor overloads, environmental effects and so on.

*Void Shields.* If a Company has Void Shields then they work the same as Titan Void Shields but as Companies don't have Servitor Clades they can't be repaired. If the Void Shield status track reaches the X hole then the next attack can cause the loss of Structure points. If the Company loses a Vehicle both the Structure points rack AND the Void Shields rack are set to the first hole of the track. If the Vehicle was destroyed by a Critical Hit the Company will not lose two Structure points. Instead it will take two hits on the Void Shields. If the Critical Hit came from within 2" of the destroyed Vehicle then the Vehicle is destroyed and the Company will lose two Structure points.

If a Company consists of Infantry bases or Vehicles with different Armour values then Hits have to be applied to models where the Hit causes at least a Direct Hit. For example, an Armour roll result of 7 can't be placed on a Land Raider but can be used to cause a Direct Hit on a Legion tactical Squad. But if the Land Raider was subject of a Targeted Attack then the Armour roll result of 7 is wasted.

## **Shaken Companies**

Each time a Squad or Squadron loses its last model or a Super-heavy Vehicle is removed from the Company, the Company must make a Command check. If it is failed, the Company is Shaken. It immediately loses any orders and an Order dice showing the Shutdown symbol is placed on its Command Terminal to show that it is Shaken. Shaken Companies half their Speed and will suffer a -1 modifier to all Hit rolls.

When the Company is activated in the Issue Orders step of the next Strategy phase, make a Command roll for the Shaken Company. If it is passed, remove the dice. Otherwise, it stays where it is. In either case, the Company cannot be issued orders.

## **Infantry and Vehicle Weapons**

### **Weapon Traits**

The weapons traits work the same as on Titan weapons – see page 38/39 of the rulebook. Others are entirely new and detailed here.

*Anti-Aircraft:* This weapon can target Aircrafts. If the base or Vehicle with this weapon doesn't move it may attack Aircrafts after their Approach Move and before it attacks but needs a 6 to hit.

*Anti-Tank:* Damage from this weapon can't be applied to Infantry bases

*Bomb:* When attacking with this weapon nominate an enemy Unit on the Aircrafts flight path. Often this weapon also has the Blast trait. If such a weapon misses roll a D6. On a 1-3 the template deviates D10 inches directly ahead of the Aircraft's flight path on a 4-6 it deviates D10 inches directly to the rear of the Aircraft's flight path.

*Close Combat:* When attacking with a weapon with the Close Combat trait the controlling player can always choose the target model (as though they were making a Targeted Attack, but without the To Hit modifier) but they can only target a Titan's legs. Most have a Range of 0" which means the model has to touch the target to be able to attack with this weapon. If the weapon uses a template it has to be placed so that it touches the attacking model.

*Consuming:* Infantry bases, Vehicles and Super-heavy Vehicles don't have a reactor. If they use a Consuming weapon they are not allowed to move or turn during the current round. If they use a Consuming Weapon with First Fire orders then they can't use it again in the Combat Phase. Some weapons have (Consuming) after another trait – this means that they do not have the trait by default, but if they don't move before attacking with the weapon, it gains that trait for the duration of the attack.

*Deflagrate:* If at least one hit is scored then one additional hit is scored.

*Flame:* This weapon hits automatically.

*Heavy:* Attacks with this weapon suffer a -1 modifier to the Hit roll if the model has moved.

*Heavy Beam:* Draw a line from the weapon to its target. On a hit, every unit gets a hit for every model in the unit this line crosses. If the beam strikes a unit with Structure points or a Terrain Feature it stops and inflicts D3+1 hits on the blocking target.

*Melta:* This weapon has two values for its Strength separated by a /. The first value is used on short range and the second value on long range.

*Overload:* Before making a Hit roll with a weapon with this trait, the controlling player can declare that it will fire on Overload mode. If they do so, the weapon's Strength is increased by 1. However, for each Hit roll of 1 (before any modifiers or re-rolls), a Direct Hit is inflicted on the attacking Company.

*Phosphex:* Place a 1" template where this weapon has hit and leave it in place for the duration of the game. Any unit moving through this area suffers one automatic hit by this weapon.

*Small Arms:* Damage from this weapon can only be applied to Infantry bases.

*Sniper:* Attacks with this weapon may be always Targeted Attacks, but without the To Hit modifier.

*Sponson:* Despite being mounted on an Aircraft this weapon may attack in a 360° arc.

### **Infantry and Vehicle Abilities**

#### **Infantry and Vehicle Traits**

Most Infantry bases and Vehicles have one or more traits. These are special additional rules which either give the model bonuses or penalties in certain situation, or means that it behaves in a unique and unusual fashion. The most common traits are listed below – others might appear on the Company Command Terminal or Company Assets cards themselves.

*Aircraft (Type):* A Vehicle with this trait is an Aircraft. A Company which consists only of Aircraft is called a Squadron on the Command Terminal.

Aircraft have to remain in 3" coherency with other Aircraft of the same Company or Squadron. They don't have to remain in coherence with Infantry, Vehicles of the same Company.

Aircraft Squadrons are held off table until activated in the Movement Phase. Because of this they can't be issued any Orders unless they start the turn on the table. Aircraft which are part of a Company and have the Hover trait may be deployed with their Company or held off table and may move on the table during any Movement Phase.

If an Aircraft Squadron is activated in the Movement Phase it has to decide if it want to enter the table with a Slow Approach or a Fast Approach and if it wants to fly High or Low. Aircraft may enter the table form any board edge and have to move at least 12".

If flying High Aircrafts may ignore any Terrain or Units during their Move but everyone may draw unobstructed Line of Sight from and to the Aircraft. If flying Low the Aircraft moves at the height of its flight pole. If its Move crosses Terrain or a model of at least the same height as the flight stand the Aircraft is destroyed. Any transported troops are also destroyed. After the Approach Move the Squadron may attack with all of their weapons. An Aircraft can only shoot straight ahead in a corridor as wide as its base.

During a Fast Approach the Aircraft may disembark Infantry Squads and Vehicle Squadrons with the Jetpack and Skimmer trait and then immediately Disengages and moves off the table.

During a Slow Approach the Aircraft may disembark Infantry Squads and Vehicle Squadrons and stays on the table. In the Combat Phase it can be activated.

If an Aircraft Squadron is activated in the Combat Phase it may attack and then Disengage and move off the table.

All weapons on an Aircraft have the Anti-Aircraft trait unless the weapon has the Bomb, Blast, Flame or Inferno trait or a Strength of 7 or more.

There are three types of the Aircraft trait:  
- Aircraft (Fighter)

This Aircraft can make a 45° turn on the Approach Move and on the Disengage Move.

- Aircraft (Fighter-Bomber)

This Aircraft has to move in a straight line on the Approach Move and can perform a 45° turn on the Disengage Move.

- Aircraft (Bomber)

This Aircraft can't perform any turns and has to move in a straight line on both the Approach Move and Disengage Move.

*Assault Vehicle:* The Transport trait of this Vehicle can be used under Charge orders.

*Automated:* Vehicles with this trait don't suffer the -1 to Hit penalty if their Company or Squadron is broken.

*Bike:* Damage from weapons with the Anti-Tank trait affect Infantry bases of this Squad. This Squad can't benefit from the Transport trait.

*Boarding Shields:* All attacks targeting an Infantry base of this Squad have their Strength reduced by -1. Inside buildings all bases have to remain in base contact to gain this trait.

*Bulky:* Infantry bases of this Squad count as two bases for the Transport trait.

*Confined:* Squads with the Bulky trait can't benefit from the Transport trait of this model.

*Extremely Bulky:* Damage from weapons with the Anti-Tank trait affect Infantry bases of this Squad.

*Geo-locator Beacon:* Squads arriving via Teleport within 12" may re-roll the die to see if they suffer casualties and Companies arriving via Drop Pods within 12" don't scatter.

*Hardened Armour:* If Infantry bases of this Squad are inside buildings and are selected as a target weapons don't get a Strength bonus and Flame weapons don't generate extra hits.

*Heavy:* A Company with Heavy Vehicles will always have a Structure points track. If a Company is reduced to 0 Structure points, Vehicles with the Heavy trait have to be removed before other Vehicles.

*Heavy Transport (X Y/Z):* This Vehicle can transport Vehicles. X specifies which Vehicle. Y specifies as how many bases it counts for the Transport trait and Z specifies the maximum number of Vehicles.

*Hover:* An Aircraft with this trait may stay on the table after it has performed a Slow Approach Move. In the Combat Phase and subsequent turns it is treated as a Vehicle with the Skimmer trait (this means weapons without the Anti-Aircraft trait can target the Aircraft) and may attack with all of its weapons in a 360° arc. In subsequent turns it can perform a Disengage Move in any direction. While the Aircraft uses this trait, it has to remain in coherency with its Company.

*Immobile:* This Vehicle can't move. It has to be deployed in coherency but after deployment doesn't has to stay in coherency with its Company. Vehicles with this trait will activate together with their Company but if out of coherency are treated as a separate Unit by enemy Units.

*Infiltrators:* Infantry bases of this Squad may be 6" apart from another model of its Company and may deploy 6" outside of the Deployment Zone. Infantry bases of the same Squad still have to remain base contact.

*Interceptor:* If all Aircraft of its Squadron have this trait the Squadron may immediately activate after an enemy Aircraft Squadron has finished its Approach Move. It may attack that enemy Aircraft Squadron before it attacks. If both Squadrons did choose a Slow Approach it may activate and attack in the Combat phase

before the enemy Squadron attacks and makes its Disengage Move.

*Jetbike:* Damage from weapons with the Small Arms trait affect Vehicles of this Squadron. This Squadron has the Skimmer trait.

*Jump Packs:* This Infantry bases of this Squad possess the Bulky trait and may move over any Terrain (ignoring its effects) and units but may not stop on units or Impassable terrain.

*Outriders:* Vehicles of this Squadron may be 6" apart from another model of its Company.

*Skimmer:* Vehicles in this Squadron may move over any Terrain (ignoring its effects) and unit but may not stop on units or Impassable terrain.

*Super-heavy:* This model is a massive super-heavy tank. As such it is more lumbering than lighter vehicles.

A Company with Super-heavy Vehicles will always have a Structure points track. If a Company is reduced to 0 Structure points, A Vehicle with the Super-heavy trait has to be removed before other Vehicles or Vehicles with the Heavy trait.

Super-heavy Vehicles have Arcs like Titans and move, turn and are attacked in the same way as Titans – see page 30 of the rulebook but can't move in the Side arcs. This includes firing arcs of the vehicles as well as modifiers to the Damage roll for attacks from the side or rear Arc.

Super-heavy Vehicles can make Smash Attacks but only against other units that are of the same Scale or a smaller Scale than themselves.

*Talon:* After deployment Vehicles in this Squadron don't have to remain within 1" of each other.

*Teleport:* In the Strategy Phase place any Squads with this trait anywhere on the board. Then roll a D6 for every base of these Squads. On a roll of 1 remove the base as casualty.

*Transport (X):* There are three types of the Transport trait:

- Dedicated Transport (X)

Infantry bases in the Squad to which this Vehicle is attached to may move with the Speed of this Vehicle. If all Infantry bases in the Squad are destroyed this trait becomes Attached Transport. After moving the Infantry bases may stay inside of the Vehicle. Put the bases away or mark them in a way to show that they are in the Vehicle. If the Vehicle is destroyed the Squad receives the same type of Hit as the Vehicle. This trait can't be used if any of the Infantry bases of this Squad are inside of a building or the Company acts under Charge orders.

- Attached Transport (X)

As Dedicated Transport but for every Vehicle with this Trait in the Company any Infantry Squad within 1" of this Vehicle and without a Dedicated Transport in the same Company may move with the Speed of this Vehicle if the total number of bases in these Squads doesn't exceed X. If all Infantry bases in the Company are destroyed this trait becomes Independent Transport. This trait can't be used if any of the Infantry bases of these Squads are inside of a building or the Company acts under Charge orders. If the Vehicle is destroyed each Squad receives the same type of Hit as the Vehicle.

- Independent Transport (X)

As Attached Transport But for every Vehicle with this Trait any Infantry Squad in another Company within 1" of this Vehicle may move with the Speed of this Vehicle if the total number of bases in these Squads doesn't exceed X. For Movement purposes treat both Companies as one single Company. This trait can't be used if any of the Infantry bases of these Squads are inside of a building or any Company acts under Charge orders.

*Turbo-boost:* If a model of this Squad is targeted while its Company acts under Full Stride orders any Hit rolls suffer a -1 penalty.

*Walker:* Vehicles in this Squadron move like Infantry bases. This also means that they can enter buildings.

### **Optional Rules**

#### **Reaction Fire**

Companies (but not Super-heavy Companies) are much quicker to react to different battlefield situations. If a Company is issued a First Fire order and is the target of Titan, Banner or Company with a Charge order then it may attack the charging unit with every weapon without the Melee characteristic but only with one dice. Doing so it needs a 6 for the Hit rolls. This doesn't prevent the Company to attack in its own activation.

#### **Infantry in Buildings**

Infantry bases treat Buildings as Difficult Ground. If a Squad enters a building each Infantry base can move freely within the building (or building section if the building is very large) without the need of remaining base to base contact with other bases of its Squad. The building itself doesn't block line of sight from and to Infantry bases if the target or attacker is also inside of the same building or line of sight is drawn from or to a base which is touching the wall of the building from the inside. All other rules for range and line of sight remain unchanged.

Companies with Infantry bases within a Building which chose an Infantry base as a target which is in the same building may add +1 to the weapons Strength of the Infantry in the same building representing blasts to be more efficient in such close confines.

Weapons with the Flame trait cause 1 additional hit instead.

If a Building containing Infantry bases is destroyed then roll a dice for each base. On a roll of 4+ that base is destroyed. Add +1 to the roll for every level of the building above the first. For example: If a building with 2 levels would be destroyed an Infantry base is eliminated on a roll of 3+.

#### **Assaults**

When a Company charges another Company a bloody close quarters firefight happens.

If a Company acting under Charge orders attacks another Company both Companies may attack with every weapon simultaneously but may only target each other. After all attacks are carried out and casualties are removed compare which Company has lost more models. The Company who has lost more models has to immediately move directly away from the other Company with maximum speed and becomes Shaken. The other Company may then move 2" in any direction.

Legion Line Company Front Side

<b>LEGION LINE COMPANY</b>														<b>T</b>	<b>ORDER</b>								
<b>TRAITS</b> Reconnaissance Squads: Infiltrators				SCALE: 0 (MINIMUS) 120 POINTS + WEAPONS					BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND								
				7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit					<b>3+</b>		<b>3+</b>		<b>4"</b>		<b>4+</b>								
CENTURION: While the Centurion Command Squad is part of the Company, add 2 to the result of any Command checks for it.				NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.				LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.				FURY OF THE LEGION: Any Tactical Squad which didn't move may double the number of dice if it attacks with BOLTERS or BOLT PISTOLS & CHAINWORDS.											
<b>BOLTERS</b>			<b>BOLT PISTOLS &amp; CHAINWORDS</b>			<b>FLAMERS</b>			<b>ROTOR CANNONS</b>			<b>VOLKITE CALIVERS</b>			<b>PLASMAGUNS</b>			<b>MELTAGUNS</b>			<b>SNIPER RIFLE</b>		
Range	Acc		Range	Acc		Range	Acc		Range	Acc		Range	Acc		Range	Acc		Range	Acc		Range	Acc	
Short 3"	+1		Short 1"	+2		Short 2"	-		Short 3"	+1		Short 3"	-		Short 3"	+1		Short 1"	-		Short 4"	+2	
Long 6"	-		Long 3"	+1		Long -	-		Long 7"	-		Long 7"	-		Long 6"	-		Long 3"	-1		Long 8"	+1	
Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength	
3	2		3	2		5	2		5	2		5	2		3	4		2	8/4		1	4	
Traits: Small Arms			Traits: Small Arms			Traits: Flame, Small Arms			Traits: Rapid, Small Arms			Traits: Deflagrate, Small Arms, Heavy			Traits: Overload			Traits: Melta			Traits: Heavy, Sniper, Small Arms		
POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.																							
<p style="text-align: center;"><b>COMPANY ASSETS</b> (All)</p>												<p style="text-align: center;"><b>COMPANY ASSETS</b> (Elite, Fast Attack, Heavy Support)</p>											

## LEGION LINE COMPANY

A LEGION LINE COMPANY consists of seven Squads: One Centurion Command Squad of one base, and four Legion Tactical Squads of two bases each and two Legion Support Squads of 1 base each.  
If you wish, you can add up to two Legion Tactical Squads of two bases each and one Support Squad of one base at a cost of 10 points per base.  
If you wish you can add up to 2 bases to each Legion Tactical Squad and one base to each Support Squad at a cost of 10 points each.  
If you wish you can add a Rhino as Dedicated Transport to each Squad if it doesn't consist of more than 2 bases.  
If you wish you can add a Storm Eagle as Dedicated Transport to each Reconnaissance Squad for 15 points each.  
If you wish you can add a Rhino for free or a Land Raider Proteus as Dedicated Transport for 30 points to the Centurion Command Squad.

Each base in the Company must be one of the below and is armed with one weapon accordingly for their type:

CENTURION COMMAND SQUAD and LEGION TACTICAL SQUAD  
- BOLTERS  
- BOLT PISTOLS & CHAINWORDS

Each Support Squad in the Company must be one of the types listed below and is armed with one weapon per base accordingly for their type. Each base in a Squad has to be armed with the same weapon:  
TACTICAL SUPPORT SQUAD

- FLAMERS 5 points  
- ROTOR CANNONS 5 points  
- VOLKITE CALIVERS 5 points  
- PLASMA GUNS 5 points  
- MELTAGUNS 5 points

RECONNAISSANCE SQUAD  
- SNIPER RIFLE 5 points

Any Squad can also be fitted with the following:  
- POWER WEAPON 5 points

Legion Assault Company Front Side

<b>LEGION ASSAULT COMPANY</b>				<b>T</b>	<b>ORDER</b>																				
<b>TRAITS</b> Centurion and Assault Squads: Jump Pack		SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND																			
		7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit	<b>3+</b>	<b>3+</b>	<b>10"</b>	<b>4+</b>																			
CENTURION: While the Centurion Command Squad is part of the Company, add 2 to the result of any Command checks for it.	NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.	LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.	HIT & RUN: If this Company is the target of a Charge or Assault any Squad with the Jump Pack trait may perform a half move away from the attacking unit. Assault Squad bases of this Company may still move if in base contact with enemy Infantry bases.																						
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="3" style="text-align: center;">BOLT PISTOLS &amp; CHAINWORDS</th> </tr> <tr> <th style="width: 10%;"></th> <th style="width: 10%;">Range</th> <th style="width: 10%;">Acc</th> </tr> </thead> <tbody> <tr> <td>Short</td> <td>1"</td> <td>+2</td> </tr> <tr> <td>Long</td> <td>3"</td> <td>+1</td> </tr> <tr> <td>Dice</td> <td colspan="2" style="text-align: center;">Strength</td> </tr> <tr> <td>3</td> <td colspan="2" style="text-align: center;">2</td> </tr> <tr> <td colspan="3" style="text-align: center;">Traits: Small Arms</td> </tr> </tbody> </table>		BOLT PISTOLS & CHAINWORDS				Range	Acc	Short	1"	+2	Long	3"	+1	Dice	Strength		3	2		Traits: Small Arms					
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METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a Strength 8 hit with the Anti-Tank trait.																									
POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.																									
<b>COMPANY ASSETS</b> (All)			<b>COMPANY ASSETS</b> (Elite, Fast Attack, Heavy Support)																						

# LEGION ASSAULT COMPANY

A LEGION ASSAULT COMPANY consists of seven Squads: One Centurion Command Squad with one base, and six Legion Assault Squads with two bases each.

If you wish, you can add up to three Legion Assault Squads with two bases each at a cost of 30 points per Squad.

If you wish you can add up to 2 bases to each Legion Assault Squad at a cost of 15 points each.

If you wish, on any Company Asset card you can exchange any Rhino for a Storm Eagle as Dedicated Transport in each Squad if it doesn't consist of more than 4 bases at a cost of 15 points.

Each base in the Company must be one of the below and is armed with one weapon accordingly for their type:

CENTURION COMMAND SQUAD and LEGION ASSAULT SQUAD

- BOLT PISTOLS & CHAINWORDS

Any Squad can also be fitted with the following:

- POWER WEAPON 5 points

- MELTA BOMBS 5 points

Legion Breacher Siege Company Front Side

LEGION BREACHER SIEGE COMPANY											T	ORDER		
<b>TRAITS</b> Centurion and Breacher Siege Squads: Boarding Shields, Hardened Armour				SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS				BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND
				7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit				<b>3+</b>		<b>3+</b>		<b>4"</b>		<b>4+</b>
CENTURION: While the Centurion Command Squad is part of the Company, add 2 to the result of any Command checks for it.			NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.			LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.								
<b>BOLTERS</b>		<b>VOLKITE CHARGER</b>		<b>FLAMER</b>		<b>MELTAGUN</b>		<b>GRAVITON GUN</b>		<b>LASCUTTER</b>				
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc			
Short 3"	+1	Short 2"	+1	Short 2"	-	Short 1"	-	Short 2"	+1	Short 0"	-			
Long 6"	-	Long 4"	-	Long -	-	Long 3"	-1	Long 5"	-	Long -	-			
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength			
3	2	1	3	1	2	1	8/4	1	2	1	5			
Traits: Small Arms		Traits: Deflagrate, Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Quake, Small Arms		Traits: Close Combat, Heavy				
POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.														
METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a Strength 8 hit with the Anti-Tank trait.														
<b>COMPANY ASSETS</b> (All)						<b>COMPANY ASSETS</b> (Elite, Fast Attack, Heavy Support)								

Legion Breacher Siege Company Rear Side

# LEGION BREACHER SIEGE COMPANY

A LEGION LINE COMPANY consists of seven Squads: One Centurion Command Squad of one base, and six Legion Breacher Siege Squads of two bases each.

If you wish, you can add up to two Legion Breacher Siege Squads of two bases each at a cost of 30 points per Squad.

If you wish you can add up to 2 bases to each Legion Breacher Siege Squad at a cost of 15 points each.

If you wish you can add one Land Raider Proteus at a cost of 30 points or Land Raider Phobos for 35 points to each Squad as Dedicated Transport if it doesn't consist of more than 2 bases.

If you wish you can add a Rhino for free or a Land Raider Proteus for 30 points as Dedicated Transport to the Centurion Command Squad.

Each base in the Company is armed with one weapon accordingly for their type:

CENTURION COMMAND SQUAD and LEGION BREACHER SIEGE SQUAD  
- BOLTERS

Each base in a Breacher Siege Squad can be armed with a weapon from the following list:

- VOLKITE CHARGER                      5 points
- FLAMER                                      5 points
- MELTAGUN                                  5 points
- GRAVITON GUN                            5 points
- LASCUTTER                                5 points

Any Squad can also be fitted with the following:

- POWER WEAPON                          5 points
- MELTA BOMBS                            5 points

Legion Veteran Company Front Side

<b>LEGION VETERAN COMPANY</b>														<b>T</b>	<b>ORDER</b>		
						SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS				BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
						7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit				<b>3+</b>		<b>3+</b>		<b>4"</b>		<b>4+</b>	
CENTURION: While the Centurion Command Squad is part of the Company, add 2 to the result of any Command checks for it.				NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.				LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.				VETERANS: Veteran Tactical Squads may re-roll to Hit rolls of 1.					
BOLTERS		VOLKITE CHARGER		HEAVY FLAMER		MELTAGUN		PLASMA GUN		VOLKITE SERPENTAS & CHAIN SWORDS		SUSPENDED HEAVY BOLTER		SUSPENDED MISSILE LAUNCHER			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc		
Short 3"	+1	Short 2"	+1	Short 2"	-	Short 1"	-	Short 3"	+1	Short 1"	+1	Short 4"	+1	Short 6"	-		
Long 6"	-	Long 4"	-	Long -	-	Long 3"	-1	Long 6"	-	Long 3"	+2	Long 9"	-	Long 12"	-		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength		
3	2	1	3	1	3	1	8/4	1	4	3	2	1	3	1	4		
Traits: Small Arms		Traits: Deflagrate, Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Overload		Traits: Deflagrate, Small Arms		Traits: Small Arms		Traits: Anti-Aircraft			
POWER WEAPONS: When a Company is activated in the Combat phase, each Base with a Power Weapons upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.																	
METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a Strength 8 hit with the Anti-Tank trait.																	
<b>COMPANY ASSETS</b> (All)								<b>COMPANY ASSETS</b> (Elite, Fast Attack, Heavy Support)									

# LEGION VETERAN COMPANY

A LEGION VETERAN COMPANY consists of seven Squads: One Centurion Command Squad of one base, and six Legion Veteran Tactical Squads of two bases each.

If you wish, you can add up to two Legion Veteran Tactical Squads of two bases each at a cost of 30 points per Squad.

If you wish you can Upgrade any Squad to a Legion Terminator Squad at a cost of 10 points per Squad.

If you wish you can exchange any Legion Veteran Squad for a Legion Terminator Squad of one base for free.

If you wish you can add one Rhino to each Legion Veteran Tactical Squad.

If you wish you can add one Land Raider Phobos for 35 points to each Legion Terminator Squad as Dedicated Transport if it doesn't consist of more than 1 base or one Spartan Assault Tank as Dedicated Transport for 40 points each if it doesn't consist of more than 2 bases.

If you wish you can add a Rhino for free or a Land Raider Proteus or Land Raider Phobos for 30 points as Dedicated Transport to the Centurion Command Squad.

Each base in the Company is armed with one weapon accordingly for their type:

CENTURION COMMAND SQUAD and LEGION VETERAN TACTICAL SQUAD  
 - BOLTERS  
 & VOLKITE SERPENTAS & CHAIN SWORDS

Each base in a Veteran Squad can be armed with a weapon from the following list:

- VOLKITE CHARGER 5 points
- MELTAGUN 5 points
- PLASMA GUN 5 points
- HEAVY FLAMER 5 points
- SUSPENDED HEAVY BOLTER 5 points
- SUSPENDED MISSILE LAUNCHER 5 points

Any Veteran Squad can also be fitted with the following:

- POWER WEAPON 5 points
- MELTA BOMBS 5 points

Legion Destroyer Company Front Side

LEGION DESTROYER COMPANY										T	ORDER
TRAITS Centurion and Destroyer Squads: Hardened Armour, (optional: Jump Packs)					SCALE: 0 (MINIMUS) 200 POINTS + WEAPONS			BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
					7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit			3+	3+	4"	4+
CENTURION: While the Centurion Command Squad is part of the Company, add 2 to the result of any Command checks for it.			NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.		LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.						
TWIN BOLT PISTOLS		RAD MISSILE LAUNCHER		PHOSPHEX BOMBS							
Range	Acc	Range	Acc	Range	Acc						
Short 1"	+2	Short 6"	-	Short 1"	-						
Long 3"	+1	Long 12"	-	Long -	-						
Dice	Strength	Dice	Strength	Dice	Strength						
6	2	1	4	1	3						
Traits: Small Arms		Traits: Small Arms		Traits: Small Arms, Limited (1), Phosphex							
POWER WEAPONS: When a Company is activated in the Combat phase, each Base with a Power Weapons upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.											
METLA BOMBS: When a Company is activated in the Combat phase, each Squad with a Melta Bombs upgrade can target an enemy unit in base contact. That unit suffers a Strength 8 hit with the Anti-Tank trait.											
<h2>COMPANY ASSETS</h2> <p>(All)</p>						<h2>COMPANY ASSETS</h2> <p>(Elite, Fast Attack, Heavy Support)</p>					

## LEGION DESTROYER COMPANY

A LEGION DESTROYER COMPANY consists of seven Squads: One Centurion Command Squad of one base, and six Legion Destroyer Squads of two bases each.

If you wish, you can add up to two Legion Destroyer Squads of two bases each cost of 30 points per Squad.

If you wish, you can add the Jump Packs trait to every Centurion Command Squad and Legion Destroyer Squad for 5 points per base which also increases their Speed to 10".

If you don't add Jump Packs you can add a Rhino for free or a Land Raider Proteus for 30 points each as Dedicated Transport to each Squad.

Each base in the Company is armed with one weapon accordingly for their type:

CENTURION COMMAND SQUAD and LEGION DESTROYER SQUAD  
- TWIN BOLT PISTOLS  
& RAD MISSILE LAUNCHER

Any Veteran Squad can also be fitted with the following:

- POWER WEAPON 5 points
- MELTA BOMBS 5 points
- PHOSPHEX BOMBS 5 points

Legion Recon Company Front Side

<b>LEGION RECON COMPANY</b>					<b>T</b>	<b>ORDER</b>																													
<b>TRAITS</b> Reconnaissance Squads: Infiltrators Centurion Command Squad: Infiltrators		SCALE: 0 (MINIMUS) 120 POINTS + WEAPONS		BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND																												
		7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit		<b>3+</b>	<b>3+</b>	<b>4"</b>	<b>4+</b>																												
CENTURION: While the Centurion Command Squad is part of the Company, add 2 to the result of any Command checks for it.		NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.		LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.		FORWARD SCOUTS: Any attack against this Company suffers a -1 penalty to its to Hit roll during the 1 <sup>st</sup> Turn if every Squad remains stationary.																													
		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">BOLT PISTOLS &amp; CHAINWORDS</th> </tr> <tr> <th style="text-align: center;">Range</th> <th style="text-align: center;">Acc</th> </tr> </thead> <tbody> <tr> <td>Short 1"</td> <td style="text-align: center;">+2</td> </tr> <tr> <td>Long 3"</td> <td style="text-align: center;">+1</td> </tr> <tr> <td>Dice</td> <td style="text-align: center;">Strength</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">2</td> </tr> <tr> <td colspan="2" style="text-align: center;">Traits: Small Arms</td> </tr> </tbody> </table>			BOLT PISTOLS & CHAINWORDS		Range	Acc	Short 1"	+2	Long 3"	+1	Dice	Strength	3	2	Traits: Small Arms		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">SNIPER RIFLE</th> </tr> <tr> <th style="text-align: center;">Range</th> <th style="text-align: center;">Acc</th> </tr> </thead> <tbody> <tr> <td>Short 4"</td> <td style="text-align: center;">+2</td> </tr> <tr> <td>Long 8"</td> <td style="text-align: center;">+1</td> </tr> <tr> <td>Dice</td> <td style="text-align: center;">Strength</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">4</td> </tr> <tr> <td colspan="2" style="text-align: center;">Traits: Heavy, Sniper, Small Arms</td> </tr> </tbody> </table>			SNIPER RIFLE		Range	Acc	Short 4"	+2	Long 8"	+1	Dice	Strength	1	4	Traits: Heavy, Sniper, Small Arms	
BOLT PISTOLS & CHAINWORDS																																			
Range	Acc																																		
Short 1"	+2																																		
Long 3"	+1																																		
Dice	Strength																																		
3	2																																		
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Dice	Strength																																		
1	4																																		
Traits: Heavy, Sniper, Small Arms																																			
POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.																																			
<b>COMPANY ASSETS</b> (HQ, Troops, Fast Attack)				<b>COMPANY ASSETS</b> (Elite, Fast Attack)																															

Legion Recon Company Rear Side

## LEGION RECON COMPANY

A LEGION LINE COMPANY consists of seven Squads: One Centurion Command Squad of one base, and four Legion Reconnaissance Squads of one base each.

If you wish, you can add up to two Legion Reconnaissance Squads of one base at a cost of 10 points per base.

If you wish you can add one base to each Legion Reconnaissance Squad at a cost of 10 points each.

If you wish you can add a Rhino as Dedicated Transport to each Squad.

If you wish you can add a Storm Eagle as Dedicated Transport to each Squad for 15 points each.

If you wish you can add a Rhino for free or a Land Raider Proteus for 30 points as Dedicated Transport to the Centurion Command Squad.

Each base in the Company is armed with one weapon accordingly for their type:

CENTURION COMMAND SQUAD  
- BOLT PISTOLS & CHAINWORDS

RECONNAISSANCE SQUAD                      5 points  
- SNIPER RIFLE

Any Squad can also be fitted with the following:  
- POWER WEAPON                                      5 points

Legion Sky Hunter Phalanx Company Front Side

<b>LEGION SKY HUNTER PHALANX COMPANY</b>													<b>T</b>	<b>ORDER</b>					
<b>TRAITS</b> Sky Hunters: Infiltrators, Turbo-boost, Jetbikes Javelin Attack Speeder: Outrider, Skimmer						SCALE: 0 (MINIMUS) 105 POINTS + WEAPONS						BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
						7-9: Direct Hit 10-12: Devastating Hit 13+: Critical Hit						<b>3+</b>		<b>3+</b>		<b>18"</b>		<b>4+</b>	
CENTURION: While the Centurion Command Squadron is part of the Company, add 2 to the result of any Command checks for it.				NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.				LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.											
<b>HEAVY BOLTER</b>		<b>MULTI-MELTA</b>		<b>VOLKITE CULVERIN</b>		<b>PLASMA CANNON</b>		<b>HEAVY FLAMER</b>		<b>CYCLONE MISSILE LAUNCHER</b>		<b>TWIN LASCANNON</b>							
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc						
Short 4"	+1	Short 3"	-	Short 6"	-	Short 4"	-	Short 2"	-	Short 6"	-	Short 6"	-						
Long 9"	-	Long 6"	-1	Long 12"	-	Long 9"	-	Long -	-	Long 12"	-	Long 12"	-						
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength						
1	3	1	8/4	1	3	1	4	1	3	2	4	2	6						
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Deflagrate, Small Arms		Traits: Overload		Traits: Flame, Small Arms		Traits: -		Traits: -							
POWER WEAPON: When a Company is activated in the Combat phase, each Squad with a Power Weapon upgrade can target an enemy unit in base contact. That unit suffers a Strength 5 hit.																			
<b>COMPANY ASSETS</b> (All)							<b>COMPANY ASSETS</b> (Elite, Fast Attack, Heavy Support)												

# LEGION SKY HUNTER PHALANX COMPANY

A SKY HUNTER PHALANX COMPANY consists of seven Squadrons: One Centurion Command Squadron of one base, and four Sky Hunter Squadrons of one base each and two Legion Javelin Attack Speeder Squadrons of 1 Land Speeder each.

If you wish, you can add up to two Legion Sky Hunter Squadrons of one base each at a cost of 15 points each and one Javelin Attack Speeder Squadron of 1 Javelin Attack Speeders at a cost of 15 points each.

If you wish you can add up to 2 bases to each Legion Sky Hunter Squadron at a cost of 15 points each.

If you wish you can add up to 2 Javelin Attack Speeders to each Legion Javelin Attack Speeder Squadron at a cost of 15 points each.

Each base in the Company must be one of the below and is armed with one weapon accordingly for their type

## CENTURION COMMAND SQUADRON and LEGION SKY HUNTER SQUADRON

- 3 x HEAVY BOLTER 5 points
- 2 x HEAVY BOLTER 10 points
- & MULTI-MELTA
- 2 x HEAVY BOLTER 10 points
- & VOLKITE CULVERIN
- 2 x HEAVY BOLTER 10 points
- & PLASMA CANNON

Each Javelin Attack Speeder in the Company is armed with one of the following weapons:

- HEAVY BOLTER free
- MULTI-MELTA 5 points
- HEAVY FLAMER 5 points

Each Javelin Attack Speeder in the Company is also fitted with one of the following:

- CYCLONE MISSILE LAUNCHER 5 points
- TWIN LASCANNON 10 points

Legion Land Raider Battle Company Front Side

LEGION LAND RAIDER BATTLE COMPANY										T	ORDER
<b>TRAITS</b> Assault Vehicle (Phobos only) Independent Transport (2), (Proteus&Phobos), Independent Transport (1) (Achilles) Heavy (all Land Raiders)				SCALE: 1 (MEDIANUS) 225 POINTS + WEAPONS		BALLISTIC SKILL	WEAPON SKILL	SPEED		COMMAND	
				9-12: Direct Hit 13-15: Devastating Hit 16+: Critical Hit		3+	5+	8"		4+	
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.		NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.		LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.		STRUCTURE POINTS OO					
<b>TWIN HEAVY BOLTER</b>			<b>TWIN LASCANNON</b>			<b>QUAD MORTAR</b>		<b>TWIN MULTI-MELTA</b>			
Range   Acc Short 4"   +1 Long 9"   - Dice   Strength 2   3 Traits: Small Arms			Range   Acc Short 6"   - Long 12"   - Dice   Strength 2   6 Traits: Anti-Tank			Range   Acc Short 6"   - Long 15"   +1 Dice   Strength 4   4 Traits: Barrage		Range   Acc Short 3"   - Long 6"   -1 Dice   Strength 2   8/4 Traits: Melta, Anti-Tank			
<b>COMPANY ASSETS</b> (Elite, Fast Attack, Heavy Support)					<b>COMPANY ASSET</b> (Elite, Fast Attack, Heavy Support)						

## LEGION LAND RAIDER BATTLE COMPANY

A LEGION LAND RAIDER BATTLE COMPANY consists of three Squadrons:  
One Command Tank Squadron with one Land Raider and two Land Raider Battle Squadrons with three Land Raiders each.

If you wish, you can add one more Land Raider Battle Squadron with three Land Raiders for 75 points.

In each Squadron only one Land Raider may be a Land Raider Achilles.

If you wish, on any Company Asset card you may exchange any Rhino for one Land Raider Proteus at a cost of 30 points each or Land Raider Phobos for 35 points each.

Each Land Raider in the Company must be of one of the types listed below and is armed accordingly to their type:

LAND RAIDER PROTEUS                      5 points  
- 2 x TWIN LASCANNON

LAND RAIDER PHOBOS                      10 points  
- TWIN HEAVY BOLTER  
& 2 x TWIN LASCANNON

LAND RAIDER ACHILLES                    10 points  
- QUAD MORTAR  
& 2 x TWIN MULTI-MELTA

Legion Predator Strike Company Front Side

LEGION PREDATOR STRIKE COMPANY													T	ORDER					
						SCALE: 1 (MEDIANUS) 70 POINTS + WEAPONS						BALLISTIC SKILL		WEAPON SKILL		SPEED		COMMAND	
						8-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit						3+		5+		12"		4+	
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.				NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.				LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.											
PREDATOR CANNON		FLAMESTORM CANNON		EXECUTIONER PLASMA DESTROYER		HEAVY CONVERSION BEAMER		MAGNA-MELTA CANNON		HEAVY BOLTER		HEAVY FLAMER		LASCANNON					
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc				
Short 6"	+1	Short 3"	-	Short 4"	+1	Short 6"	-	Short 2"	-	Short 4"	+1	Short 2"	-	Short 6"	-				
Long 12"	-	Long -	-	Long 9"	-	Long* 12"	-	Long 5"	-1	Long 9"	-	Long -	-	Long 12"	-				
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength				
2	4	2	5	3	4	1	6	2	8/4	1	3	1	3	1	6				
Traits:		Traits: Flame, Small Arms		Traits: Overload		Traits: Heavy, *Blast (3")		Traits: Melta		Traits: Small Arms		Traits: Flame, Small Arms		Traits: Anti-Tank					
<h3>COMPANY ASSETS</h3> <p>(Elite, Fast Attack, Heavy Support)</p>										<h3>COMPANY ASSET</h3> <p>(Elite, Fast Attack, Heavy Support)</p>									

Legion Predator Strike Company Rear Side

## LEGION PREDATOR STRIKE COMPANY

A LEGION PREDATOR STRIKE COMPANY consists of three Squadrons: One Command Tank Squadron with one Predator and two Predator Strike Squadrons with three Predators each.

If you wish, you can add one more Predator Strike Squadron with three Predators for 30 points.

If you wish, on any Company Asset card you can exchange any Rhino for one Land Raider Proteus at a cost of 25 points each or Land Raider Phobos for 30 points each.

Each Predator in the Company must be of one of the types listed below and is armed with one weapon accordingly to their type:

PREDATOR DESTRUCTOR

- PREDATOR CANNON 10 points

PREDATOR INFERNUS

- FLAMESTORM CANNON 10 points

- MAGNE-MELTA CANNON 10 points

PREDATOR EXECUTIONER

- EXECUTIONER PLASMA CANNON 10 points

- HEAVY CONVERSION BEAMER 10 points

Any Predator can also be fitted with one of the following:

- 2 x LASCANNON 5 points

- 2 x HEAVY BOLTER 5 points

- 2 x HEAVY FLAMER 5 points

Legion Artillery Support Company Front Side

<b>LEGION ARTILLERY SUPPORT COMPANY</b>											<b>T</b>	<b>ORDER</b>	
Number of Artillery Tanks			Template Size			SCALE: 1 (MEDIANUS) 135 POINTS + WEAPONS				BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
1-2 3-7 8-9			- 3" 5"			8-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit				<b>3+</b>	<b>5+</b>	<b>12"</b>	<b>4+</b>
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.			NIMBLE: Infantry is not affected by Difficult terrain and may enter buildings.			LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.				ARTILLERY: If they don't move all Artillery Tanks of the same type may combine their attacks with the Barrage trait for a single attack of the same strength but with the Blast trait. The size of the template depends on the number of participating Artillery Tanks.			
EARTHSHAKER CANNON		MEDUSA SIEGE GUN		PHOSPHEX MEDUSA SIEGE GUN		WHIRLWIND LAUNCHER		HYPERIOS MISSILE LAUNCHER		HEAVY BOLTER		COMBI BOLTER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 15"	-	Short 5"	-	Short 5"	-	Short 6"	-	Short 6"	-	Short 4"	+1	Short 3"	-
Long 30"	+1	Long 9"	+1	Long 9"	+1	Long 12"	-	Long 12"	-	Long 9"	-	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	5	1	7	1	3	1	2	1	5	1	3	2	2
Traits: Barrage, Ordnance		Traits: Barrage, Ordnance		Traits: Barrage, Phosphex, Small Arms		Traits: Barrage, Flame		Traits: Anti-Aircraft		Traits: Small Arms		Traits: Small Arms	
<b>COMPANY ASSETS</b> (Elite, Fast Attack, Heavy Support)							<b>COMPANY ASSET</b> (Elite, Fast Attack, Heavy Support)						



Legion Heavy Tank Company Front Side

<b>LEGION HEAVY TANK COMPANY</b>							<b>T</b>	<b>ORDER</b>																																
<b>TRAITS</b> Cerberus: Super-heavy Typhon: Super-heavy			SCALE: 2 (BOMBASTUS) 25 POINTS + WEAPONS		BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND																																
ROLLING BUNKER: An attack never gets a bonus on its Armour roll for attacks from the Side or Rear against a Cerberus or Typhon.			10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit		<b>3+</b>	<b>6+</b>	<b>4"</b>	4+																																
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.			LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.			STRUCTURE POINTS O O O O																																		
<b>TWIN NEUTRON LASER BATTERY</b>		<b>DREADHAMMER SIEGE CANNON</b>		<b>LASCANNON</b>		<b>HEAVY BOLTER</b>																																		
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Range	Acc																																							
Short 6"	+1																																							
Long 12"	-																																							
Dice	Strength																																							
Range	Acc																																							
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Long 6"/12"*	-																																							
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Range	Acc																																							
Short 4"	+1																																							
Long 9"	-																																							
Dice	Strength																																							
Arc: Front		Arc: Front																																						
2D3   5 Traits: Shieldbane (Consuming), Overload		1   7 Traits: Ordnance, Blast (3"), Heavy*		1   6 Traits: Anti-Tank		1   3 Traits: Small Arms																																		

# LEGION HEAVY TANK COMPANY

A LEGION HEAVY TANK COMPANY consists of one Heavy Command Tank.  
If you wish, you can add up to two more Heavy Tanks at a cost of 25 points each.

Each Heavy Tank in the Heavy Tank Company must be of one of the types listed below and is armed accordingly to their type:

CERBERUS 10 points  
- TWIN NEUTRON LASER BATTERY

TYPHON 10 points  
- DREADHAMMER SIEGE CANNON

Any Heavy Tank can also be fitted with one of the following:

- 2 x LASCANNON 5 points  
- 2 x HEAVYBOLTER 5 points

Legion Super-heavy Tank Company Front Side

LEGION SUPER-HEAVY TANK COMPANY										T	ORDER		
<b>TRAITS</b> Fellblade: Super-heavy Falchion: Super-heavy Glaive: Super-heavy				SCALE: 2 (BOMBASTUS) 50 POINTS + WEAPONS				BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND		
				10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit				<b>3+</b>	<b>5+</b> <b>(Falchion 6+)</b>	<b>4"</b>	4+		
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.				LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.				STRUCTURE POINTS					
								O O O O O					
<b>TWIN VOLCANO CANNON</b> Range   Acc Short 15"   +1 Long 30"   - Arc: Dice   Strength 2   10 Traits: Consuming			<b>TWIN FELLBLADE ACCELERATOR CANNON</b> Range   Acc Short 9"   - Long 18"   - Arc: Dice   Strength 2   6 Traits: Ordnance, Blast (3")			<b>VOLKITE CARRONADE</b> Range   Acc Short 6"   +1 Long 12"   - Arc: Dice   Strength 1   5 Traits: Deflagrate, Heavy Beam		<b>DEMOLISHER SIEGE CANNON</b> Range   Acc Short 3"   -1 Long 6"   - Arc: Dice   Strength 1   7 Traits: Ordnance		<b>QUAD LASCANNON</b> Range   Acc Short 6"   - Long 12"   - Arc: Dice   Strength 4   6 Traits: Anti-Tank		<b>TWIN HEAVY BOLTER</b> Range   Acc Short 4"   +1 Long 9"   - Arc: Dice   Strength 2   3 Traits: Small Arms	

# LEGION SUPER-HEAVY TANK COMPANY

A LEGION SUPER-HEAVY TANK COMPANY consists of one Super-Heavy Command Tank.  
If you wish, you can add up to two more Super-heavy Tanks at a cost of 50 points each.

Each Super-heavy Tank in the Super-heavy Company must be of one of the types listed below and is armed accordingly to their type:

FALCHION 20 points  
- TWIN VOLCANO CANNON  
& 2 x QUAD LASCANNON

FELLBLADE 20 points  
- TWIN FELLBLADE ACCELERATOR CANNON  
& 2 x QUAD LASCANNON  
& TWIN HEAVY BOLTER  
& DEMOLISHER SIEGE CANNON

GLAIVE 20 points  
- VOLKITE CARRONADE  
& 2 x QUAD LASCANNON  
& TWIN HEAVY BOLTER

Legion Heavy Assault Transport Company Front Side

LEGION HEAVY ASSAULT TRANSPORT COMPANY							T	ORDER
TRAITS			SCALE: 2 (BOMBASTUS)		BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND
Assault Vehicle, Heavy Transport (Dreadnoughts, 2, 2), Independent Transport (8), Super-heavy			100 POINTS					
			10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit		3+	5+	4"	4+
COMMAND TANK: While the Command Tank is part of the Company, add 2 to the result of any Command checks for it.			LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.			STRUCTURE POINTS		
						O O O O O O O		
REINFORCED SHELL: If destroyed transported bases and Vehicles are unharmed.			COMMAND VOX RELAY (optional): As Geo-locator Beacon trait			VOID SHIELDS		
						3+ O 4+ O 4+ O x O		
SIEGE MELTA ARRAY		HEAVY FLAMER		LASCANNON		SKYREAPER BATTERY		
Range   Acc		Range   Acc		Range   Acc		Range   Acc		
Short 1"   -		Short 2"   -		Short 6"   -		Short 6"   -		
Long 3"   -1		Long   -		Long 12"   -		Long 12"   -		
Dice   Strength		Dice   Strength		Dice   Strength		Dice   Strength		
2   8/4		1   3		1   4		5   4		
Traits: Melta		Traits: Flame, Small Arms		Traits: Anti-Tank		Traits: Anti-Aircraft		

Legion Heavy Assault Transport Company Rear Side

## LEGION HEAVY ASSAULT TRANSPORT COMPANY

A LEGION HEAVY ASSAULT TRANSPORT COMPANY consists of one Mastodon Command Tank.  
If you wish, you can add up to two more Mastodons at a cost of 80 points each.

Each Mastodon in the Heavy Assault Company is armed with the following weapons:

- SIEGE MELTA ARRAY
- 2 x HEAVY FLAMER
- 2 x LASCANNON
- SKYREAPER BATTERY or COMMAND VOX RELAY

Legion Primaris-Lightning Strike Squadron Front Side

LEGION PRIMARIS-LIGHTNING STRIKE SQUADRON										T	ORDER			
TRAITS				SCALE: 1 (MEDIANUS)				BALLISTIC SKILL		WEAPON SKILL		SPEED	COMMAND	
Primaris-Lightning: Aircraft (Fighter), Interceptor				10 POINTS										
				8-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit				3+		5+		n/a	4+	
COMMAND AIRCRAFT: While the Command Aircraft is part of the Company, add 2 to the result of any Command checks for it.				AGILE: Roll a D6 for every attack which hits this Squadron. On a 5+ the Hit is negated.										
TWIN LASCANNON			TWIN AUTOCANNON			SUNFURY HEAVY MISSILES			KRAKEN PENETRATOR HEAVY MISSILES		PHOSPHEX BOMB CLUSTER		ELECTROMAGNETIC STORM CHARGE	
Range	Acc		Range	Acc		Range	Acc		Range	Acc		Range	Acc	
Short	6" -		Short	6" -		Short	4" -		Short	4" -		Short	0" -	
Long	12" -		Long	12" -		Long	9" -		Long	9" -		Long	0" -	
Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength		Dice	Strength	
2	6		2	4		1	3		1	5		1	3	
Traits: Anti-Tank			Traits: -			Traits: Blast (3"), Limited (1), Small Arms			Traits: Limited (1)		Traits: Limited (1), Phospex, Small-Arms		Traits: Anti-Tank, Bomb, Concussive, Limited (1)	

# LEGION PRIMARIS-LIGHTNING STRIKE SQUADRON

A LEGION PRIMARIS-LIGHTNING STRIKE SQUADRON consists of one Primaris-Lightning Command Aircraft.  
If you wish, you can add up to two more Primaris Lightning at a cost of 10 points each.

Each Primaris-Lightning in the Squadron is armed with the following weapons:

- TWIN LASCANNON

Each Primaris-Lightning may be armed with three the following weapons:

- TWIN AUTOCANNON 5 points
- TWIN LASCANNON 5 points
- SUNFURY HEAVY MISSILES 5 points
- KRAKEN PENETRATOR HEAVY MISSILES 5 points
- PHOSPHEX BOMB CLUSTER 5 points
- ELECTROMAGNETIC STORM CHARGE 5 points

Legion Xiphon Interceptor Squadron Front Side

LEGION XIPHON INTERCEPTOR SQUADRON				T	ORDER																				
TRAITS		SCALE: 1 (MEDIANUS)	BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND																			
Xiphon Interceptor: Aircraft (Fighter), Interceptor		20 POINTS																							
		8-10: Direct Hit 11-13: Devastating Hit 14+: Critical Hit	<b>3+</b>	<b>5+</b>	<b>n/a</b>	<b>4+</b>																			
COMMAND AIRCRAFT: While the Command Aircraft is part of the Company, add 2 to the result of any Command checks for it.		AGILE: Roll a D6 for every attack which hits this Squadron. On a 5+ the Hit is negated.																							
<p>TWIN LASCANNON</p> <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 6"</td> <td>-</td> </tr> <tr> <td>Long 12"</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>2</td> <td>6</td> </tr> </tbody> </table> <p>Traits: Anti-Tank</p>		Range	Acc	Short 6"	-	Long 12"	-	Dice	Strength	2	6	<p>XIPHON ROITARY MISSILE LAUNCHER</p> <table border="1"> <thead> <tr> <th>Range</th> <th>Acc</th> </tr> </thead> <tbody> <tr> <td>Short 6"</td> <td>-</td> </tr> <tr> <td>Long 12"</td> <td>-</td> </tr> <tr> <th>Dice</th> <th>Strength</th> </tr> <tr> <td>1</td> <td>5</td> </tr> </tbody> </table> <p>Traits: Anti-Aircraft</p>				Range	Acc	Short 6"	-	Long 12"	-	Dice	Strength	1	5
Range	Acc																								
Short 6"	-																								
Long 12"	-																								
Dice	Strength																								
2	6																								
Range	Acc																								
Short 6"	-																								
Long 12"	-																								
Dice	Strength																								
1	5																								

## LEGION XIPHON INTERCEPTOR SQUADRON

A LEGION XIPHON INTERCEPTOR SQUADRON consists of one Xiphon Interceptor Command Aircraft.  
If you wish, you can add up to two more Xiphon Interceptors at a cost of 20 points each.

Each Xiphon Interceptor in the Squadron is armed with the following weapons:

- 2 x TWIN LASCANNON  
& XIPHON ROTARY MISSILE LAUNCHER

Legion Thunderhawk Squadron Front Side

LEGION THUNDERHAWK SQUADRON										T	ORDER	
<b>TRAITS</b> Thunderhawk Gunship: Aircraft (Bomber), Assault Vehicle, Heavy, Hover, Heavy Transport (Dreadnought 3/2, Outrider 3/2), Independent Transport (6) Thunderhawk Transporter: Aircraft (Bomber), Heavy, Heavy Transport (2 x Rhino-Chassis or 1 x Land Raider-Chassis), Hover				SCALE: 2 (BOMBASTUS) 80 POINTS + WEAPONS				BALLISTIC SKILL	WEAPON SKILL	SPEED	COMMAND	
				10-14: Direct Hit 15-16: Devastating Hit 17+: Critical Hit				<b>3+</b>	<b>5+</b>	<b>18"</b>	<b>4+</b>	
COMMAND AIRCRAFT: While the Command Aircraft is part of the Company, add 2 to the result of any Command checks for it.				LEGIONES ASTARTES: A Company only can become Shaken if it has lost half its starting models. An Armour roll of 1 can only inflict a Direct Hit on Infantry if the Strength of the attack is at least 7.				STRUCTURE POINTS				
								○ ○ ○ ○ ○ ○ ○ ○				
<b>THUNDERHAWK CANNON</b>		<b>TWIN HEAVY BOLTER</b>		<b>HEAVY BOMB CLUSTER</b>		<b>HELLFIRE MISSILE CLUSTER</b>		<b>LASCANNON</b>		<b>TURBO-LASER DESTRUCTOR</b>		
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	
Short 12"	-	Short 4"	+1	Short 0"	+1	Short 12"	-	Short 6"	-	Short 12"	-	
Long 24"	-	Long 9"	-	Long 0"	-	Long 24"	-	Long 12"	-	Long 32"	-	
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	
1	5	2	3	3	4	3	5	1	6	1	8	
Traits: Blast (3"), Ordnance		Traits: Small Arms, Sponson		Traits: Blast (3"), Limited (1), Bomb		Traits: Limited (1)		Traits: Anti-Tank		Traits: -		

# LEGION THUNDERHAWK SQUADRON

A LEGION THUNDERHAWK SQUADRON consists of one Thunderhawk Command Aircraft.  
 If you wish, you can add up to two more Thunderhawks at a cost of 80 points each.

Each Thunderhawk in the Thunderhawk Squadron must be of one of the types listed below and is armed accordingly to their type:

THUNDERHAWK GUNSHIP 20 points  
 - THUNDERHAWK HEAVY CANNON  
 & 2 x LASCANNON  
 & 4 x TWIN HEAVY BOLTER  
 & HEAVY BOMB CLUSTER

THUNDERHAWK TRANSPORTER 5 points  
 - 4 x TWIN HEAVY BOLTER

Any Thunderhawk Gunship can exchange its Heavy Bomb Cluster for one of the following:

- HELLSTRIKE MISSILE CLUSTER free

Any Thunderhawk Gunship can exchange its Thunderhawk Heavy Cannon for one of the following:

- TURBO-LASER DESTRUCTOR 15 points



# LEGION STORMBIRD SQUADRON

A LEGION STORMBIRD SQUADRON consists of one Stormbird Command Aircraft.

If you wish, you can add up to two more Stormbirds at a cost of 100 points each.

Each Stormbird in the Stormbird Squadron must be of one of the types listed below and is armed accordingly to their type:

SOKAR STORMBIRD 20 points  
- 4 x TWIN LASCANNON  
& 3 x TWIN HEAVY BOLTER  
& DREADSTRIKE MISSILES

Any Sokar Stormbird can exchange its Dreadstrike Missiles for one of the following:

- MACRO BOMB CLUSTER 5 points

Any Sokar Stormbird can exchange any Twin Lascannon for one of the following:

- TWIN HEAVY BOLTER free



# LEGION ORBITAL ASSAULT SQUADRON

A LEGION ORBITAL ASSAULT SQUADRON consists of as many Drop Pods and Dreadnought Drop Pods as are required to transport the whole Company it is attached to.

If you wish, you exchange half of the Drop Pods for Dreadclaw Drop Pods at a cost of 5 points each or Kharybdis Assault Claws at a cost of 10 points each.

If you wish you may add up to three Deathstorm Drop Pods at a cost of 10 points each.

Each Drop Pod in the Orbital Assault Squadron must be of one of the types listed below and is armed accordingly to their type:

DROP POD free  
 - COMBI BOLTER

DREADCLAW DROP POD free  
 - HEAT BLAST

KHARYBDIS ASSAULT CLAW 10 points  
 - HEAT BLAST  
 & 5 x KHARYBDIS STORM LAUNCHER

DEATHSTORM DRFOP POD free  
 - DEATHSTORM LAUNCHER SYSTEM

### Company Asset Cards

HQ*	10 POINTS		
<b>LEGION DAMOCLES COMMAND RHINO</b>			
<b>SCALE: 1 (MEDIANUS)</b>	BALLISTIK SKILL	WEAPON SKILL	SPEED
	<b>6+</b>	<b>6+</b>	<b>12"</b>
7-9: 10-12: 13+:	Direct Hit Devastating Hit Critical Hit	The Damocles Rhino is armed with the following weapons: - COMBI BOLTER	
The Damocles Command Rhino may only transport a Centurion Command Squad		COMBI BOLTER	
		Range	Range
		Short 3"   - Long 6"   -	Dice   Dice
		1   2	Traits: Small Arms
Traits: Dedicated Transport (1), Confined, Geo-locator Beacon			

UPGRADE	X POINTS per base		
<b>LEGION TERMINATOR SQUAD</b>			
<b>SCALE: 0 (MINIMUS)</b>	BALLISTIK SKILL	WEAPON SKILL	SPEED
	<b>3+</b>	<b>3+</b>	<b>4"</b>
8-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit	Terminator bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS Each base may be armed with one of the following weapons: - REAPER AUTOCANNON - HEAVY FLAMER - PLASMA BLASTER	
CATAPHRACTII: An Armour roll of 1 can only inflict a Direct Hit on Terminators if the Strength of the attack is at least 8.			
COMBI BOLTERS	POWER WEAPONS	REAPER AUTOCANNON	HEAVY FLAMER
Range   Acc	Range   Acc	Range   Acc	Range   Acc
Short 3"   +1 Long 6"   - Dice   Strength	Short 0"   +2 Long -   - Dice   Strength	Short 4"   +1 Long 9"   - Dice   Strength	Short 2"   - Long -"   - Dice   Strength
6   2	2   5	2   4	1   3
Traits: Small Arms	Traits: Close Combat	Traits: -	Traits: Flame, Small Arms
		PLASMA BLASTER	
		Range   Acc	
		Short 2"   - Long 4"   - Dice   Strength	
		1   4	
		Traits: Overload	

ELITE		25 POINTS per base									
LEGION TERMINATOR SQUAD											
SCALE: 0 (MINIMUS)				BALLISTIK SKILL		WEAPON SKILL		SPEED			
				<b>3+</b>		<b>3+</b>		<b>4"</b>			
8-10:		Direct Hit		Terminator bases are armed with the following weapons: - COMBI BOLTERS & POWER WEAPONS Each base may be armed with one of the following weapons: - REAPER AUTOCANNON - HEAVY FLAMER - PLASMA BLASTER							
11-13:		Devastating Hit									
14+:		Critical Hit									
A LEGION TERMINATOR SQUAD consists of one to two Terminator bases. CATAPHRACTII: An Armour roll of 1 can only inflict a Direct Hit on Terminators if the Strength of the attack is at least 8.											
COMBI BOLTERS		POWER WEAPONS		REAPER AUTOCANNON		HEAVY FLAMER		PLASMA BLASTER			
Range   Acc		Range   Acc		Range   Acc		Range   Acc		Range   Acc		Range   Acc	
Short	3"   +1	Short	0"   +2	Short	4"   +1	Short	2"   -	Short	2"   -	Long	4"   -
Long	6"   -	Long	-   -	Long	9"   -	Long	-"   -	Long	4"   -		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
6	2	2	5	2	4	1	3	1	4		
Traits: Small Arms		Traits: Close Combat		Traits: -		Traits: Flame, Small Arms		Traits: Overload			

ELITE		20 POINTS per base									
LEGION DESTROYER SQUAD											
SCALE: 0 (MINIMUS)				BALLISTIK SKILL		WEAPON SKILL		SPEED			
				<b>3+</b>		<b>3+</b>		<b>4"</b>			
7-9:		Direct Hit		Destroyer bases are armed with the following weapons: - TWIN BOLT PISTOLS & RAD MISSILE LAUNCHER							
10-12:		Devastating Hit									
13+:		Critical Hit									
A LEGION DESTROYER SQUAD consists of one to two Destroyer bases.											
TWIN BOLT PISTOLS		RAD MISSILE LAUNCHER									
Range   Acc		Range   Acc									
Short	1"   +2	Short	6"   -								
Long	3"   +3	Long	12"   -								
Dice	Strength	Dice	Strength								
6	2	1	4								
Traits: Small Arms		Traits: Small Arms		Traits: Hardened Armour							

ELITE		20 POINTS per base		
LEGION VETERAN TACTICAL SQUAD				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	<b>3+</b>	<b>3+</b>	<b>4"</b>
10-12:	Devastating Hit			
13+:	Critical Hit			
A LEGION VETERAN TACTICAL SQUAD consists of one to two Veteran Tactical bases.		Veteran Tactical bases are armed with the following weapons:		
VETERANS: Veteran Tactical Squads may re-roll to Hit rolls of 1.		- BOLTERS & VOLKITE SERPENTAS & CHAINWORDS		
BOLTERS		VOLKITE SERPENTAS & CHAINWORDS		
Range	Acc	Range	Acc	
Short 3"	+1	Short 1"	+2	
Long 6"	-	Long 3"	+1	
Dice	Strength	Dice	Strength	
3	2	3	2	
Traits: Small Arms		Traits: Small Arms, Deflagrate		

ELITE		25 POINTS each			
LEGION CONTEMPTOR DREADNOUGH TALON A					
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED	
		<b>3+</b>	<b>3+</b>	<b>4"</b>	
7-9:	Direct Hit	Contemptor Dreadnoughts are armed with one a DREADNOUGHT CC-WEAPON and of the following weapons: - TWIN LACANNON - TWIN HEAVY BOLTER - MULTI-MELTA - TWIN AUTOCANNON			
10-12:	Devastating Hit				
13+:	Critical Hit				
A LEGION CONTEMPTOR DREADNOUGHT TALON consists of one to three Contemptor Dreadnoughts					
TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA	
Range	Acc	Range	Acc	Range	Acc
Short 6"	-	Short 4"	+2	Short 3"	-
Long 12"	-	Long 9"	-	Long 6"	-1
Dice	Strength	Dice	Strength	Dice	Strength
2	6	2	3	1	8/4
Traits: Anti-Tank		Traits: Small Arms		Traits: Melta, SmallArms	
				Traits: Walker, Talon	

ELITE		25 POINTS each									
LEGION CONTEMPTOR DREADNOUGH TALON B											
SCALE: 0 (MINIMUS)				BALLISTIK SKILL			WEAPON SKILL			SPEED	
				<b>3+</b>			<b>3+</b>			<b>4"</b>	
7-9:		Direct Hit			Contemptor Dreadnoughts are armed with one a DREADNOUGHT CC-WEAPON and of the following weapons: - KHERES PATTERN ASSAULT CANNON - PLASMA CANNON - VOLKITE CULVERIN - HEAVY CONVERSION BEAMER						
10-12:		Devastating Hit									
13+:		Critical Hit									
A LEGION CONTEMPTOR DREADNOUGHT TALON consists of one to three Contemptor Dreadnoughts											
PLASMA CANNON		KHERES PATTERN ASSAULT CANNON		VOLKITE CULVERIN		HEAVY CONVERSION BEAMER		DREADNOUGHT CC-WEAPON			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	-	Short 3"	+1	Short 6"	-	Short 6"	-	Short 0"	+2		
Long 9"	-	Long 6"	-	Long 12"	-	Long* 12"	-	Long	-		
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	4	1	3	1	3	1	6	1	6		
Traits: Overload		Traits: Rending		Traits: Deflagrate, Small Arms		Traits: Heavy, *Blast (3")		Traits: Close Combat			
Traits: Walker, Talon											

ELITE		20 POINTS per base									
LEGION RAPIER WEAPONS BATTERY											
SCALE: 0 (MINIMUS)				BALLISTIK SKILL			WEAPON SKILL			SPEED	
				<b>3+</b>			<b>6+</b>			<b>4"</b>	
6-8:		Direct Hit			Rapier bases are armed with one of the following weapons: - QUAD HEAVY BOLTER - LASER DESTROYER ARRAY - QUAD MORTAR - GRAVITON CANNON						
9-11:		Devastating Hit									
12+:		Critical Hit									
A LEGION TRAPER WEAPONS BATTERY consists of one to three Rapier bases.											
QUAD HEAVY BOLTER		LASER DESTROYER ARRAY		QUAD MORTAR		GRAVITON CANNON					
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc		
Short 4"	+1	Short 4"	-	Short 6"	-	Short 4"	-				
Long 9"	-	Long 9"	-	Long 15"	+1	Long 9"	-				
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength		
4	3	2	6	4	4	1	2				
Traits: Small Arms		Traits: Ordnance		Traits: Barrage		Traits: Quake, Small Arms, Blast (3")					
Traits: Extremely Bulky											

ELITE		25 POINTS each									
LEGION MORTIS DREADNOUGH TALON											
SCALE: 0 (MINIMUS)			BALLISTIK SKILL			WEAPON SKILL			SPEED		
			<b>3+</b>			<b>3+</b>			<b>4"</b>		
7-9: 10-12: 13+:			Direct Hit Devastating Hit Critical Hit			Mortis Dreadnoughts are armed with one of the following weapons: - 2 x TWIN LACANNON - 2 x TWIN HEAVY BOLTER - 2 x MULTI-MELTA - 2 x TWIN AUTOCANNON - 2 x TWIN MISSILE LAUNCHER					
A LEGION MORTIS DREADNOUGH TALON consists of one to three Mortis Dreadnoughts											
TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		TWIN MISSILE LAUNCHER			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	-	Short 4"	+1	Short 3"	-	Short 6"	+1	Short 6"	-	Short 6"	-
Long 12"	-	Long 9"	-	Long 6"	-1	Long 12"	-	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	6	2	3	1	8/4	2	4	2	4	2	4
Traits: Anti-Tank		Traits: Small Arms		Traits: Melta, Small Arms		Traits: -		Traits: -		Traits: Heavy, Anti-Aircraft	
Traits: Walker, Talon											

ELITE		25 POINTS each									
LEGION CONTEMPTOR-MORTIS DREADNOUGH TALON											
SCALE: 0 (MINIMUS)			BALLISTIK SKILL			WEAPON SKILL			SPEED		
			<b>3+</b>			<b>3+</b>			<b>4"</b>		
7-9: 10-12: 13+:			Direct Hit Devastating Hit Critical Hit			Contemptor-Mortis Dreadnoughts are armed with one of the following weapons: - 2 x TWIN LACANNON - 2 x TWIN HEAVY BOLTER - 2 x MULTI-MELTA - 2 x TWIN AUTOCANNON - 2 x KHERES PATTERN ASSAULT CANNON					
A LEGION CONTEMPTOR-MORTIS DREADNOUGH TALON consists of one to three Contemptor-Mortis Dreadnoughts											
TWIN LASCANNON		TWIN HEAVY BOLTER		MULTI-MELTA		TWIN AUTOCANNON		KHERES PATTERN ASSAULT CANNON			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	-	Short 4"	+1	Short 3"	-	Short 6"	+1	Short 3"	+1	Short 3"	+1
Long 12"	-	Long 9"	-	Long 6"	-1	Long 12"	-	Long 6"	-	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	6	2	3	1	8/4	2	4	1	3	1	3
Traits: Anti-Tank		Traits: Small Arms		Traits: Melta, Small Arms		Traits: -		Traits: -		Traits: Rending	
Traits: Walker, Talon											

TROOPS		10 POINTS per base		
<b>LEGION TACTICAL SQUAD</b>				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	<b>3+</b>	<b>3+</b>	<b>4"</b>
10-12:	Devastating Hit			
13+:	Critical Hit			
A LEGION TACTICAL SQUAD consists of two to four Tactical bases.		Tactical bases are armed with one of the following weapons:		
FURY OF THE LEGION: Any Tactical Squad which didn't move may double the number of dice if it attacks with BOLTERS or BOLT PISTOLS & CHAINSWORDS.		- BOLTERS - BOLT PISTOLS & CHAINSWORDS		
BOLTERS		BOLT PISTOLS & CHAIN SWORDS		
Range	Acc	Range	Acc	
Short 3"	+1	Short 1"	+2	
Long 6"	-	Long 3"	+1	
Dice	Strength	Dice	Strength	
3	2	3	2	
Traits: Small Arms		Traits: Small Arms		

TROOPS		15 POINTS per base		
<b>LEGION ASSAULT SQUAD</b>				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	<b>3+</b>	<b>3+</b>	<b>10"</b>
10-12:	Devastating Hit			
13+:	Critical Hit			
A LEGION ASSAULT SQUAD consists of two to four Assault bases.		Assault bases are armed with the following weapons:		
		- BOLT PISTOLS & CHAIN SWORDS		
BOLT PISTOLS & CHAIN SWORDS				
Range	Acc			
Short 1"	+2			
Long 3"	+3			
Dice	Strength			
3	2			
Traits: Small Arms		Traits: Jump Packs		

TROOPS		20 POINTS per base		
<b>LEGION BREACHER SIEGE SQUAD</b>				
SCALE: 0 (MINIMUS)		BALLISTIK SKILL	WEAPON SKILL	SPEED
7-9:	Direct Hit	<b>3+</b>	<b>3+</b>	<b>4"</b>
10-12:	Devastating Hit			
13+:	Critical Hit			
A LEGION BREACHER SIEGE SQUAD consists of two to four Breacher Siege bases.		Breachers Siege bases are armed with the following weapons:		
		- BOLTERS		
BOLTERS				
Range	Acc			
Short 3"	+1			
Long 6"	-			
Dice	Strength			
3	2			
Traits: Small Arms		Traits: Hardened Armour, Boarding Shields		

TROOPS		15 POINTS per base									
LEGION TACTICAL SUPPORT SQUAD											
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED					
		<b>3+</b>		<b>3+</b>		<b>4"</b>					
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		Tactical Support bases are armed with one of the following weapons: - FLAMERS - ROTOR CANNONS - VOLKITE CALIVERS - PLASMA GUNS - MELTAGUNS							
A LEGION TACTICAL SUPPORT SQUAD consists of one to two Tactical Support bases.											
FLAMERS		ROTOR CANNONS		VOLKITE CALIVERS		PLASMA GUNS		MELTAGUNS			
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 2"	-	Short 3"	+1	Short 3"	-	Short 3"	+1	Short 1"	-	Short 1"	-
Long -	-	Long 7"	-	Long 7"	-	Long 6"	-	Long 3"	-1	Long 3"	-1
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
5	2	5	2	5	2	3	4	2	8/4	2	8/4
Traits: Flame, Small Arms		Traits: Rapid, Small Arms		Traits: Deflagrate, Small Arms, Heavy		Traits: Overload		Traits: Melta			

TROOPS		15 POINTS per base									
LEGION RECONNAISSANCE SQUAD											
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED					
		<b>3+</b>		<b>3+</b>		<b>4"</b>					
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		Reconnaissance bases are armed with the following weapons: - SNIPER RIFLES							
A LEGION RECONNAISSANCE SQUAD consists of one to two Reconnaissance bases.											
SNIPER RIFLES											
Range	Acc										
Short 4"	+2										
Long 8"	+1										
Dice	Strength										
1	5										
Traits: Sniper		Traits: Infiltrators									

DEDICATED TRANSPORT		X POINTS									
LEGION RHINO ARMoured CARRIER											
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED					
		<b>6+</b>		<b>6+</b>		<b>12"</b>					
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		The Rhino is armed with the following weapons: - COMBI BOLTER							
COMBI BOLTER											
Range		Range									
Short 3"		-									
Long 6"		-									
Dice		Dice									
1		2									
Traits: Small Arms											
Traits: Dedicated Transport (2), Confined											

DEDICATED TRANSPORT		X POINTS			
LEGION LAND RAIDER PROTEUS					
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL		SPEED	
	<b>3+</b>	<b>5+</b>		<b>8"</b>	
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	The Land Raider Proteus is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON			
STRUCTURE POINTS  O O		TWIN HEAVY BOLTER		TWIN LASCANNON	
		Range	Acc	Range	Acc
		Short 4"	+1	Short 6"	-
		Long 9"	-	Long 12"	-
		Dice	Strength	Dice	Strength
		2	3	2	6
		Traits: Small Arms		Traits: Anti-Tank	
Traits: Dedicated Transport (2), Heavy					

DEDICATED TRANSPORT		X POINTS			
LEGION LAND RAIDER PHOBOS					
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL		SPEED	
	<b>3+</b>	<b>5+</b>		<b>8"</b>	
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	The Land Raider Phobos is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON			
STRUCTURE POINTS  O O		TWIN HEAVY BOLTER		TWIN LASCANNON	
		Range	Acc	Range	Acc
		Short 4"	+1	Short 6"	-
		Long 9"	-	Long 12"	-
		Dice	Strength	Dice	Strength
		2	3	2	6
		Traits: Small Arms		Traits: Anti-Tank	
Traits: Assault Vehicle, Dedicated Transport (2), Heavy					

DEDICATED TRANSPORT		X POINTS			
LEGION SPARTAN ASSAULT TANK					
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL		SPEED	
	<b>3+</b>	<b>5+</b>		<b>8"</b>	
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	The Spartan is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x QUAD LASCANNON			
STRUCTURE POINTS  O O O		TWIN HEAVY BOLTER		QUAD LASCANNON	
		Range	Acc	Range	Acc
		Short 4"	+1	Short 6"	-
		Long 9"	-	Long 12"	-
		Dice	Strength	Dice	Strength
		2	3	4	6
		Traits: Small Arms		Traits: Anti-Tank	
Traits: Assault Vehicle, Dedicated Transport (5), Heavy					

DEDICATED TRANSPORT		X POINTS					
LEGION STORM EAGLE ASSAULT GUNSHIP							
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>5+</b>		<b>18"</b>	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		The Storm Eagle is armed with one weapon of the following list: - TWIN HEAVY BOLTER - TWIN MULTI-MELTA - MISSILE LAUNCHER Any Storm Eagle can also be fitted with the following: - 2 x TWIN LASCANNON 10 points			
TWIN HEAVY BOLTERS		TWIN MULTI-MELTA		MISSILE LAUNCHER		TWIN LASCANNON	
Range   Acc		Range   Acc		Range   Acc		Range   Acc	
Short 4"   +1		Short 3"   -		Short 6"   -		Short 6"   -	
Long 9"   -		Long 6"   -1		Long 12"   -		Long 12"   -	
Dice   Strength		Dice   Strength		Dice   Strength		Dice   Strength	
2   3		2   8/4		1   4		2   6	
Traits: Small Arms		Traits: Melta		Traits: -		Traits: Anti-Tank	
Traits: Aircraft (Fighter-Bomber), Hover, Dedicated Transport (4)							

FAST ATTACK		15 POINTS per base					
LEGION SEEKER SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>3+</b>		<b>4"</b>	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		Seeker bases are armed with the following weapons: - SPECIAL BOLTERS			
A LEGION SEEKER SQUAD consists of one to two Seeker bases. MARKED FOR DEATH: Select an enemy unit. Attacks against this unit by Seeker Squads may re roll failed to Hit rolls of 1.							
SPECIAL BOLTERS							
Range   Acc							
Short 3"   +1							
Long 6"   -							
Dice   Strength							
3   3							
Traits: Small Arms							

FAST ATTACK		15 POINTS per base					
LEGION OUTRIDER SQUAD							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>4+</b>		<b>12"</b>	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		Seeker bases are armed with one of the following weapons			
A LEGION OUTRIDER SQUAD consists of one to three Outrider bases.				- COMBI BOLTERS      Free - TWIN FLAMERS      5 points - TWIN MELTAGUN      5 points - TWIN PLASMA GUN      5 points			
COMBI BOLTERS		TWIN FLAMER		TWIN MELTAGUN		TWIN PLASMA GUN	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	+1	Short 2"	-	Short 1"	-	Short 3"	+1
Long 6"	-	Long	-	Long 3"	-1	Long 6"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
4	2	2	2	2	8/4	2	4
Traits: Small Arms		Traits: Flame, Small Arms		Traits: Melta		Traits: Overload	
Traits: Infiltrators, Turbo-boost, Bike							

FAST ATTACK		15 POINTS each					
LEGION ATTACK BIKE SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>5+</b>		<b>12"</b>	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		Attack Bikes are armed with one of the following weapons			
A LEGION ATTACK BIKE SQUADRON consists of one to three Attack Bikes				- HEAVY BOLTER      Free - HEAVY FLAMERS      5 points - MULTI-MELTA      5 points - AUTOCANNON      5 points			
HEAVY BOLTER		HEAVY FLAMER		MULTI-MELTA		AUTOCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 2"	-	Short 3"	-	Short 6"	+1
Long 9"	-	Long	-	Long 6"	-1	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	3	1	3	2	8/4	1	4
Traits: Small Arms		Traits: Flame, Small Arms		Traits: Melta, Anti-Tank		Traits:	
Traits: Turbo-boost							

FAST ATTACK		15 POINTS per base					
LEGION JETBIKE SKY HUNTER SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>4+</b>		<b>12"</b>	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		Sky Hunter bases are armed with one of the following weapons			
A LEGION JETBIKE SKYHUNTER SQUADRON consists of one to three Sky Hunter bases.				- 3 x HEAVY BOLTER		5 points	
				- 2 x HEAVY BOLTER & MULTI-MELTA		10 points	
				- 2 x HEAVY BOLTER & VOLKITE CULVERIN		10 points	
				- 2 x HEAVY BOLTER & PLASMA CANNON		10 points	
HEAVY BOLTER		MULTI-MELTA		VOLKITE CULVERIN		PLASMA CANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 3"	-	Short 6"	-	Short 4"	-
Long 9"	-	Long 6"	-1	Long 12"	-	Long 9"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	3	1	8/4	1	3	1	4
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Deflagrate, Small Arms		Traits: Overload	
Traits: Infiltrators, Turbo-boost, Jetbike							

FAST ATTACK*		15 POINTS each					
1-3 LEGION STORM EAGLE ASSAULT GUNSHIPS							
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>5+</b>		<b>18"</b>	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		The Storm Eagle is armed with one weapon of the following list: - TWIN HEAVY BOLTER - TWIN MULTI-MELTA - MISSILE LAUNCHER Any Storm Eagle can also be fitted with the following: - 2 x TWIN LASCANNON 10 points			
TWIN HEAVY BOLTERS		TWIN MULTI-MELTA		MISSILE LAUNCHER		TWIN LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 3"	-	Short 6"	-	Short 6"	-
Long 9"	-	Long 6"	-1	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	3	2	8/4	1	4	2	6
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: -		Traits: Anti-Tank	
Traits: Aircraft (Fighter-Bomber), Hover, Attached Transport (4)							

FAST ATTACK		15 POINTS each							
LEGION JAVELIN ATTACK SPEEDER SQUADRON									
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED			
		<b>3+</b>		<b>4+</b>		<b>12"</b>			
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		A Javelin Attack Speeder is armed with one of the following weapons:					
A LEGION JAVELIN ATTACK SPEEDER SQUADRON consists of one to three Javelin Attack Speeder				- HEAVY BOLTER		5 points			
				- MULTI-MELTA		5 points			
				- HEAVY FLAMER		5 points			
				A Javelin Attack Speeder is also armed with one of the following weapons:					
				- CYCLONE MISSILE LAUNCHER		5 points			
				- TWIN LASCANNON		10 points			
HEAVY BOLTER		MULTI-MELTA		HEAVY FLAMER		CYCLONE MISSILE LAUNCHER		TWIN LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 3"	-	Short 6"	-	Short 6"	-	Short 6"	-
Long 9"	-	Long 6"	-1	Long 12"	-1	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
1	3	1	8/4	1	3	2	4	2	6
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Flame, Small Arms		Traits: -		Traits: Anti-Tank	
Traits: Skimmer, Outrider									

HEAVY SUPPORT		10 POINTS per base							
LEGION HEAVY SUPPORT SQUAD A									
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED			
		<b>3+</b>		<b>4+</b>		<b>4"</b>			
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		A Heavy Support bases are armed with one of the following weapons. Each base has to be armed with the same weapon:					
A LEGION HEAVY SUPPORT SQUAD consists of one to two Heavy Support bases				- HEAVY BOLTERS		10 points			
				- HEAVY FLAMERS		10 points			
				- AUTOCANNONS		10 points			
				- FLAK MISSILE LAUNCHERS		10 points			
				- MULTI-MELTAS		10 points			
HEAVY BOLTERS		MULTI-MELTAS		HEAVY FLAMERS		AUTOCANNONS		FLAK MISSILE LAUNCHERS	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 3"	-	Short 2"	-	Short 6"	+1	Short 6"	-
Long 9"	-	Long 6"	-1	Long -	-	Long 12"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
5	3	5	8/4	5	3	5	4	5	4
Traits: Small Arms		Traits: Melta, Anti-Tank		Traits: Flame, Small Arms		Traits: -		Traits: Anti-Aircraft	

HEAVY SUPPORT		10 POINTS per base					
LEGION HEAVY SUPPORT SQUAD B							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		3+		4+		4"	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		A Heavy Support bases are armed with one of the following weapons. Each base has to be armed with the same weapon: - PLASMA CANNONS 10 points - VOLKITE CULVERINS 10 points - LASCANNONS 10 points			
A LEGION HEAVY SUPPORT SQUAD consists of one to two Heavy Support bases							
PLASMA CANNONS		VOLKITE CULVERINS		LASCANNONS			
Range	Acc	Range	Acc	Range	Acc		
Short 4"	-	Short 6"	-	Short 6"	-		
Long 9"	-	Long 12"	-	Long 12"	-		
Dice	Strength	Dice	Strength	Dice	Strength		
5	4	5	3	5	6		
Traits: Overload		Traits: Deflagrate, Small Arms		Traits: Anti-Tank			

HEAVY SUPPORT		15 POINTS each					
LEGION PREDATOR DESTRUCTOR STRIKE ARMOUR SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		3+		4+		12"	
8-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		A Predator Destructor is armed with following weapons: - PREDATOR AUTOCANNON 5 points Any Predator Destructor can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points - 2 x HEAVY FLAMER 10 points			
A LEGION PREDATOR DESTRUCTOR STRIKE ARMOUR SQUADRON consists of one to three Predator Destructors							
PREDATOR AUTOCANNON		HEAVY BOLTER		HEAVY FLAMER		LASCANNON	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 6"	+1	Short 4"	+1	Short 2"	-	Short 6"	-
Long 12"	-	Long 9"	-	Long -	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	4	1	3	1	3	1	6
Traits: -		Traits: Small Arms		Traits: Flame, Small Arms		Traits: Anti-Tank	

HEAVY SUPPORT		15 POINTS each							
LEGION PREDATOR INFERNUS STRIKE ARMOUR SQUADRON									
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED			
		<b>3+</b>		<b>4+</b>		<b>12"</b>			
8-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit	A Predator Infernus is armed with one of the following weapons: - FLAMESTORM CANNON 5 points - MAGNA-MELTA CANNON 5 points Any Predator Infernus can also be fitted with one of the following:							
A LEGION PREDATOR INFERNUS STRIKE ARMOUR SQUADRON consists of one to three Predator Infernus				- 2 x HEAVY BOLTER	10 points				
				- 2 x LASCANNON	10 points				
				- 2 x HEAVY FLAMER	10 points				
FLAMESTORM CANNON		MAGNA-MELTA CANNON		HEAVY BOLTER		LASCANNON		HEAVY FLAMER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 3"	-	Short 2"	-	Short 2"	-	Short 6"	-	Short 2"	-
Long -	-	Long 5"	-1	Long -	-	Long 12"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
2	5	2	8/4	1	3	1	6	1	3
Traits: Flame, Small Arms		Traits: Melta		Traits: Small Arms		Traits: Anti-Tank		Traits: Flame, Small Arms	

HEAVY SUPPORT		15 POINTS each							
LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON									
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED			
		<b>3+</b>		<b>4+</b>		<b>12"</b>			
8-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit	A Predator Infernus is armed with one of the following weapons: - EXECUTIONER PLASMA CANNON 5 points - HEAVY CONVERSION BEAMER 5 points Any Predator Infernus can also be fitted with one of the following:							
A LEGION PREDATOR EXECUTIONER STRIKE ARMOUR SQUADRON consists of one to three Predator Infernus				- 2 x HEAVY BOLTER	10 points				
				- 2 x LASCANNON	10 points				
				- 2 x HEAVY FLAMER	10 points				
EXECUTIONER PLASMA CANNON		HEAVY CONVERSION BEAMER		HEAVY BOLTER		LASCANNON		HEAVY FLAMER	
Range	Acc	Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 6"	-	Short 2"	-	Short 6"	-	Short 2"	-
Long 9"	-	Long* 12"	-	Long -	-	Long 12"	-	Long -	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
3	4	1	6	1	3	1	6	1	3
Traits: Overload		Traits: Heavy, Blast* (3")		Traits: Small Arms		Traits: Anti-Tank		Traits: Flame, Small Arms	

HEAVY SUPPORT	30 POINTS per vehicle		
LEGION LAND RAIDER PROTEUS BATTLE SQUADRON			
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	<b>3+</b>	<b>5+</b>	<b>8"</b>
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	A Land Raider Proteus is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON	
A LEGION LAND RAIDER PROTEUS BATTLE SQUADRON consists of one to three Land Raider Proteus		TWIN HEAVY BOLTER	TWIN LASCANNON
STRUCTURE POINTS OO		Range   Acc	Range   Acc
		Short 4"   +1	Short 6"   -
		Long 9"   -	Long 12"   -
		Dice   Strength	Dice   Strength
		2   3	2   6
		Traits: Small Arms	
		Traits: Anti-Tank	
Traits: Attached Transport (2), Heavy			

HEAVY SUPPORT	3 POINTS per vehicle		
LEGION LAND RAIDER PHOBOS BATTLE SQUADRON			
SCALE: 1 (MEDIANUS)	BALLISTIK SKILL	WEAPON SKILL	SPEED
	<b>3+</b>	<b>5+</b>	<b>8"</b>
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	A Land Raider Proteus is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x TWIN LASCANNON	
A LEGION LAND RAIDER PHOBOS BATTLE SQUADRON consists of one to three Land Raider Proteus		TWIN HEAVY BOLTER	TWIN LASCANNON
STRUCTURE POINTS OO		Range   Acc	Range   Acc
		Short 4"   +1	Short 6"   -
		Long 9"   -	Long 12"   -
		Dice   Strength	Dice   Strength
		2   3	2   6
		Traits: Small Arms	
		Traits: Anti-Tank	
Traits: Assault Vehicle, Attached Transport (2), Heavy			

HEAVY SUPPORT*		15 POINTS each					
1-3 LEGION FIRE RAPTOR GUNSHIPS							
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>5+</b>		<b>18"</b>	
7-9: 10-12: 13+:		Direct Hit Devastating Hit Critical Hit		The Fire Raptor is armed with the following weapons: - TWIN AVENGER BOLT CANNON - 2 x QUAD HEAVY BOLTER - TEMPEST ROCKETS Any Storm Eagle may exchange its Quad Heavy Bolters for the following: - REAPER AUTOCANNON BATTERY			
TWIN AVENGER BOLT CANNON		QUAD HEAVYBOLTER		TEMPEST ROCKETS		REAPER AUTOCANNON BATTERY	
Range	Acc	Range	Acc	Range	Acc	Range	Acc
Short 4"	+1	Short 4"	+1	Short 7"	-	Short 6"	+1
Long 9"	-	Long 9"	-	Long 15"	-	Long 12"	-
Dice	Strength	Dice	Strength	Dice	Strength	Dice	Strength
7	3	4	3	2	4	2	4
Traits: -		Traits: Small Arms, Cupola		Traits: Limited (1)		Traits: Cupola	
Traits: Aircraft (Fighter-Bomber), Hover							

HEAVY SUPPORT*		20 POINTS each					
LEGION BASILISK ARTILLERY TANK SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>6+</b>		<b>10"</b>	
8-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		A Basilisk is armed with the following weapons - EARTHSHAKER CANNON & HEAVY BOLTER			
A LEGION BASILISK ARTILLERY TANK SQUADRON consists of one to three Basilisks							
EARTHSHAKER CANNON		HEAVY BOLTER					
Range	Acc	Range	Acc				
Short 15"	-	Short 4"	+1				
Long 30"	+1	Long 9"	-				
Dice	Strength	Dice	Strength				
1	5	1	3				
Traits: Barrage, Ordnance		Traits: Small Arms					

HEAVY SUPPORT*		20 POINTS each					
LEGION MEDUSA ARTILLERY TANK SQUADRON							
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>6+</b>		<b>10"</b>	
8-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit		A Medusa is armed with the following weapons - MEDUSA SIEGE GUN & HEAVY BOLTER				
A LEGION MEDUSA ARTILLERY TANK SQUADRON consists of one to three Medusas			All Medusas may upgrade to shoot Phospex shells for 10 points each				
MEDUSA SIEGE GUN		HEAVY BOLTER		PHOSPHEX MEDUSA SIEGE GUN			
Range	Acc	Range	Acc	Range	Acc		
Short 5"	-	Short 4"	+1	Short 5"	-		
Long 9"	+1	Long 9"	-	Long 9"	+1		
Dice	Strength	Dice	Strength	Dice	Strength		
1	7	1	3	1	3		
Traits: Barrage, Ordnance		Traits: Small Arms		Traits: Barrage, Small Arms, Phospex			

HEAVY SUPPORT*		20 POINTS each					
LEGION WHIRLWIND ARTILLERY TANK SQUADRON							
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>6+</b>		<b>10"</b>	
8-10: 11-13: 14+:	Direct Hit Devastating Hit Critical Hit		A Whirlwind is armed with the following weapons according to its type: WHIRLWIND - WHIRLWIND LAUNCHER & COMBI BOLTER  WHIRLWIND HYPERIOS - HYPERIOS MISSILE LAUNCHER & COMBI BOLTER				
A LEGION WHIRLWIND ARTILLERY TANK SQUADRON consists of one to three Whirlwinds or Whirlwind Hyperios							
WHIRLWIND LAUNCHER		COMBI BOLTER		HYPERIOS MISSILE LAUNCHER			
Range	Acc	Range	Acc	Range	Acc		
Short 12"	-	Short 3"	-	Short 6"	-		
Long	-	Long 6"	-	Long 12"	-		
Dice	Strength	Dice	Strength	Dice	Strength		
1	2	1	2	1	5		
Traits: Barrage, Flame		Traits: Small Arms		Traits: Anti-Aircraft			

HEAVY SUPPORT		20 POINTS each			
LEGION VINDICATOR SIEGE TANK SQUADRON					
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL	SPEED
		<b>3+</b>		<b>6+</b>	<b>10"</b>
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	Each Vindicator is armed with one of the following weapons: - DEMOLISHER SIEGE CANNON - LASER DESTROYER ARRAY			
A LEGION VINDICATOR SQUADRON consists of one to three Vindicators					
VINDICATOR SIEGE CANNON		LASER DESTROYER ARRAY			
Range	Acc	Range	Acc		
Short 3"	-1	Short 4"	-		
Long 6"	-	Long 9"	-		
Dice	Strength	Dice	Strength		
1	7	2	6		
Traits: Ordnance		Traits: Ordnance			

HEAVY SUPPORT*		40 POINTS each			
1-3 LEGION SPARTAN ASSAULT TANKS					
SCALE: 1 (MEDIANUS)		BALLISTIK SKILL		WEAPON SKILL	SPEED
		<b>3+</b>		<b>5+</b>	<b>8"</b>
9-12: 13-15: 16+:	Direct Hit Devastating Hit Critical Hit	The Spartan is armed with the following weapons: - TWIN HEAVY BOLTER & 2 x QUAD LASCANNON			
STRUCTURE POINTS 000		TWIN HEAVY BOLTER		QUAD LASCANNON	
		Range	Acc	Range	Acc
		Short 4"	+1	Short 6"	-
		Long 9"	-	Long 12"	-
		Dice	Strength	Dice	Strength
2	3	4	6		
		Traits: Small Arms		Traits: Anti-Tank	
Traits: Assault Vehicle, Attached Transport (5), Heavy					

HEAVY SUPPORT*		20 POINTS each					
LEGION SICARAN VENATOR TANK DESTROYER SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>6+</b>		<b>12"</b>	
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit		A Sicaran Venator is armed with the following weapons: - NEUTRON BEAM LASER & HEAVY BOLTER 10 points Any Sicaran can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points				
A LEGION SICARAN VENATOR TANK DESTROYER SQUADRON consists of one to three Sicaran Venators							
NEUTRON BEAM LASER		HEAVY BOLTER		LASCANNON			
Range	Acc	Range	Acc	Range	Acc		
Short 4" -		Short 4" +1		Short 6" -			
Long 9" -		Long 9" -		Long 12" -			
Dice	Strength	Dice	Strength	Dice	Strength		
2	5	1	3	1	6		
Traits: Concussive		Traits: Small Arms		Traits: Anti-Tank			

HEAVY SUPPORT*		20 POINTS each					
LEGION SICARAN BATTLE TANK SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>4+</b>		<b>12"</b>	
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit		A Sicaran is armed with the following weapons: - TWIN ACCELERATOR AUTO CANNON & HEAVY BOLTER 5 points Any Sicaran can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points				
A LEGION SICARAN BATTLE TANK SQUADRON consists of one to three Sicarans							
TWIN ACCELERATOR AUTO CANNON		HEAVY BOLTER		LASCANNON			
Range	Acc	Range	Acc	Range	Acc		
Short 6" -		Short 4" +1		Short 6" -			
Long 12" -		Long 9" -		Long 12" -			
Dice	Strength	Dice	Strength	Dice	Strength		
6	4	1	3	1	6		
Traits: Rending		Traits: Small Arms		Traits: Anti-Tank			

HEAVY SUPPORT*		20 POINTS each					
LEGION SICARAN OMEGA TANK DESTROYER SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>6+</b>		<b>12"</b>	
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit		A Sicaran Omega is armed with the following weapons: - OMEGA PLASMA ARRAY & HEAVY BOLTER 10 points Any Sicaran can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points				
A LEGION SICARAN OMEGA TANK DESTROYER SQUADRON consists of one to three Sicaran Omegas							
OMEGA PLASMA ARRAY		HEAVY BOLTER		LASCANNON			
Range	Acc	Range	Acc	Range	Acc		
Short 3"	-	Short 4"	+1	Short 6"	-		
Long 6"	-	Long 9"	-	Long 12"	-		
Dice	Strength	Dice	Strength	Dice	Strength		
2*/6	5	1	3	1	6		
Traits: Overload*		Traits: Small Arms		Traits: Anti-Tank			

HEAVY SUPPORT*		20 POINTS each					
LEGION SICARAN PUNISHER ASSAULT TANK SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>6+</b>		<b>12"</b>	
8-11: 12-14: 15+:	Direct Hit Devastating Hit Critical Hit		A Sicaran Punisher is armed with the following weapons: - PUNISHER ROTARY CANNON & HEAVY BOLTER 10 points Any Sicaran can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points				
A LEGION SICARAN OMEGA ASSAULT TANK SQUADRON consists of one to three Sicaran Punishers							
PUNISHER ROTARY CANNON		HEAVY BOLTER		LASCANNON			
Range	Acc	Range	Acc	Range	Acc		
Short 4"	-	Short 4"	+1	Short 6"	-		
Long 9"	-	Long 9"	-	Long 12"	-		
Dice	Strength	Dice	Strength	Dice	Strength		
5	3	1	3	1	6		
Traits: Small Arms, Rending (Consuming)		Traits: Small Arms		Traits: Anti-Tank			

HEAVY SUPPORT*		20 POINTS each					
LEGION SICARAN ARCUS STRIKE TANK SQUADRON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>6+</b>		<b>12"</b>	
8-11: 12-14: 15+:		Direct Hit Devastating Hit Critical Hit		A Sicaran Arcus is armed with the following weapons: - TWIN ARCUS LAUNCHER & HEAVY BOLTER 10 points Any Sicaran can also be fitted with one of the following: - 2 x HEAVY BOLTER 10 points - 2 x LASCANNON 10 points			
A LEGION SICARAN ARCUS STRIKE TANK SQUADRON consists of one to three Sicaran Punishers							
TWIN ARCUS LAUNCHER		HEAVY BOLTER		LASCANNON			
Range   Acc		Range   Acc		Range   Acc			
Short 4"   -		Short 4"   +1		Short 6"   -			
Long 9"   -		Long 9"   -		Long 12"   -			
Dice   Strength		Dice   Strength		Dice   Strength			
2/4*   4		1   3		1   6			
Traits: Consuming*, Anti-Aircraft		Traits: Small Arms		Traits: Anti-Tank			

ELITE		35 POINTS each					
LEGION LEVIATHAN SIEGE DREADNOUGH TALON							
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED	
		<b>3+</b>		<b>3+</b>		<b>4"</b>	
9-12: 13-15: 16+:		Direct Hit Devastating Hit Critical Hit		Leviathan Siege Dreadnoughts are armed with two LEVIATHAN SIEGE CLAW each may be switched for one of the following weapons: - LEVIATHAN STORM CANNON - CYCLONIC MELTA LANCE - GRAV-FLUX BOMBARD It is also armed with two HEAVY FLAMER			
A LEGION LEVIATHAN SIEGE DREADNOUGHT TALON consists of one to three Leviathan Siege Dreadnoughts							
LEVIATHAN STORM CANNON		CYCLONIC MELTA LANCE		GRAV-FLUX BOMBARD		HEAVY FLAMER	
Range   Acc		Range   Acc		Range   Acc		Range   Acc	
Short 3"   -		Short 2"   -		Short 2"   -		Short 2"   -	
Long 6"   -		Long 4"   -		Long 4"   -		Long .   -	
Dice   Strength		Dice   Strength		Dice   Strength		Dice   Strength	
3   3		1   8/4		1   5		1   3	
Traits: -		Traits: Melta		Traits: Blast (3"), Quake		Traits: Flame, Small Arms	
						LEVAITHAN SIEGE CLAW	
						Range   Acc	
						Short 0"   +2	
						Long   -	
						Dice   Strength	
						1   7	
						Traits: Close Combat	
Traits: Walker, Talon							

ELITE*		25 POINTS each							
LEGION DEREDEO DREADNOUGH TALON									
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED			
		3+		3+		4"			
8-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		Deredeo Dreadnoughts are armed with one of the following weapons: - TWIN ANVILUS AUTOCANNON BATTERY - TWIN HELLFIRE PLASMA CANNONADE - ARACHNUS HEAVY LASCANNON BATTERY It is also armed with two HEAVY BOLTER and may be equipped with an AIOLOS MISSILE LAUNCHER for 5 points					
A LEGION DEREDEO DREADNOUGH TALON consists of one to three Deredeo Dreadnoughts									
TWIN ANVILUS AUTOCANNON BATTERY		TWIN HELLFIRE PLASMA CANNONADE		ARACHNUS HEAVY LASCANNON BATTERY		HEAVY BOLTER		AIOLOS MISSILE LAUNCHER	
Range   Acc		Range   Acc		Range   Acc		Range   Acc		Range   Acc	
Short 6" -		Short 4" -		Short 6" -		Short 4" +1		Short 7" -	
Long 12" -		Long 9" -		Long 12" -		Long 9" -		Long 15" -	
Dice   Strength		Dice   Strength		Dice   Strength		Dice   Strength		Dice   Strength	
4   4		2   8		1   8		1   3		1   3	
Traits: -		Traits: Overload		Traits: Anti-Tank		Traits: Small Arms		Traits: -	
Traits: Walker, Talon, Anti-Aircraft (gains Heavy if used)									

HEAVY SUPPORT*		15 POINTS each							
LEGION WHIRLWIND SCORPIUS SQUADRON									
SCALE: 0 (MINIMUS)		BALLISTIK SKILL		WEAPON SKILL		SPEED			
		3+		6+		12"			
8-10: 11-13: 14+:		Direct Hit Devastating Hit Critical Hit		A Whirlwind Scorpius is armed with the following weapons: - SCORPIUS MULTI-LAUNCHER & COMBI BOLTER 5 points					
A LEGION WHIRLWIND SCORPIUS SQUADRON consists of one to three Whirlwind Scorpius									
SCORPIUS MULTI-LAUNCHER		COMBI BOLTER							
Range   Acc		Range   Acc							
Short 6" -		Short 3" -							
Long 12" +1		Long 6" -							
Dice   Strength		Dice   Strength							
2   5		1   2							
Traits: Barrage, Heavy		Traits: Small Arms							

### Designer's Notes

Well the rules are currently at V3.5 at the moment I write this designer's notes. I'm working for quite some time on these rules to make it a possibility to field infantry, vehicles, super-heavy tanks and aircraft in Adeptus Titanicus – The Horus Heresy.

I think this will give a more epic (or Epic?) feel to the game if you have tiny infantrymen and tiny tanks slogging it out at the feet of your mighty Titans.

The downside is of course that it may move away the focus from the Titans.

A possibility is to have two players on each side. One player controls the Titan Maniple and the other the Legiones Astartes. Both can select their own Objectives. At the end of the game Victory Points of both forces are added together. If it happens that Titans and Space Marines select the same Objective and it is fulfilled it would be effectively score double.