

Legiones Astartes 30k Space Marine Army List Version 0.4

Legiones Astartes armies have a strategy rating of 5. All formations have an initiative rating of 1+.

LEGIONES ASTARTES LINE DETACHMENTS			
FORMATION	UNITS	UPGRADES	COST
Legion Tactical	8 Tactical squads OR Despoiler Squads, plus transport	Commander, Dreadnoughts, Heavy Transport, Rapiers, Hunter, Tactical Support, Tank Support	300 points
Assault	8 Assault units	Commander	325 points
Breacher	8 Breacher units	Assault Ram, Commander, Dreadnoughts, Heavy Transport, Hunter, Tank Support	350 points
Jetbike	5 Jetbike units	Commander	250 points
Predator	5 Legion Predator units	Commander	275 points

LEGIONES ASTARTES SUPPORT DETACHMENTS (Up to two may be selected per line detachment)			
FORMATION	UNITS	UPGRADES	COST
0-1 Legion Artillery Battery (per full 2,000 points)	3 Legion Basilisk units OR 4 Whirlwinds OR 4 Legion Medusa	Hunter	Basilisks 275 points Whirlwinds 275 points Medusas 225 points
Terminator	4 Terminator units	Assault Ram OR Dreadnoughts OR Heavy Transport, Commander, Hunter	375 points
Dreadnought	5 Contemptor Dreadnoughts units OR 3 Leviathan Siege Dreadnoughts units	Commander	300 points
Heavy Support	4 Heavy Support units, plus transport	Commander, Dreadnoughts, Heavy Transport, Rapiers, Tank Support	300 points
Land Raider	4 Land Raider units	Commander, Hunter	300 points
Land Speeder	5 Legion Land Speeders units	Commander	200 points
Outrider	5 Outrider Bike units	Commander	225 points
Recon	4 Recon units, plus transport	Commander	200 points
Sicaran	4 Sicaran units	Commander, Hunter	300 points
0-1 Spacecraft	1 Strike Cruiser OR 1 Battle Barge		Strike Cruiser 200 points Battle Barge 350 points
Vindicator	5 Vindicator units	Commander, Hunter	250 points

LEGIONES ASTARTES UPGRADES (Each upgrade may be taken once per detachment)			
Assault Ram	Add one of the following (must take enough to fully transport the whole formation):	2 Caestus Assault Rams 4 Caestus Assault Rams	+150 points + 200 points
Commander	Add any one of the following characters to any unit in the formations: (may not be added to units added as upgrades)	Centurion, Chaplain, Librarian 0-1 Praetor	+50 points +100 points
Dreadnoughts	Add 1-2 of the following units (in any combination):	Contemptor Dreadnoughts Deredeo Dreadnoughts Leviathan Siege Dreadnoughts	+50 points each +75 points each +100 points each
Heavy Transport	Add one of the following options: (must take as many as needed to fully transport the formation including other upgrades)	Land Raiders Spartans Mastodons	+50 points each +100 points each +200 points each
Hunter	Add 1 Hunter unit		75 points
Rapier Battery	Add 3 Rapiers. OR If attached formation chooses to lose it's free 'plus transport' Rhinos or Drop Pods		+75 points +50 points
Tactical Support	Add 2 of the following units (both of the same type):	2 Tactical Support units 2 Heavy Support units	+75 points +100 points
Tank Support	Add 2 of the following units (both of the same type):	Legion Predators Sicarans Vindicators	+75 points +125 points +75 points

LORDS OF WAR, AIRCRAFT AND ALLIES (Up to a third of the points available may be spent on these formations)		
Cerberus Heavy Tank Destroyers	3 Cerberus units	375 points
Typhon Heavy Siege Tank	3 Typhon units	375 points
Falchion Super Heavy Tank Destroyer	1 Falchion unit	350 points
Fellblade Super Heavy Tank	1 Fellblade unit	300 points
Glaive Super Heavy Special Weapon Tank	1 Glaive unit	275 points
Xiphon Interceptors	2 Xiphon Interceptor units	250 points
Fire Raptor Gunships	2 Fire Raptor Gunships	300 points
Storm Eagle Gunships	2 Storm Eagle Gunships	200 points
Stormbird	1 Stormbird unit	400 points
Thunderhawk Gunship	1 Thunderhawk Gunship	225 points
Thunderhawk Transporters	2 Thunderhawk Transporters	275 points
Warhound Pack	2 Warhound Titan units	500 points
Reaver Titan	1 Reaver Titan unit	650 points
Warlord Titan	1 Warlord Titan unit	800 points

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Centurion	n/a	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA (+1), MW	<i>Invulnerable Save, Commander</i>
Chaplain	n/a	n/a	n/a	n/a	n/a	Crozius Arcanum	(bc)	Assault Weapons, EA (+1), MW	<i>Inspiring, Invulnerable Save, Leader</i>
Librarian	n/a	n/a	n/a	n/a	n/a	Force Weapon Smite	(bc) (15cm)	Assault Weapons, EA (+1), MW Small Arms, EA (+1), MW	<i>Invulnerable Save, Leader</i>
Praetor	n/a	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA (+1), MW	<i>Invulnerable Save, Supreme Commander</i>
Assault Squad	INF	30cm	4+	3+	5+	Chainswords and Bolt Pistols	(15cm)	Small Arms	<i>Jump Packs</i>
Breacher Squad	INF	15cm	5+	4+	4+	Bolters	(15cm)	Small Arms	<i>Reinforced Armour.</i>
Despoiler Squad	INF	15cm	4+	3+	5+	Chainswords and Bolt Pistols	(15cm)	Small Arms	
Heavy Support Squad	INF	15cm	4+	5+	3+	Multiple Heavy Bolters Missile Launcher	30cm 45cm	2 x AP4+ AP5+/AP6+	
Outrider Squad	INF	35cm	4+	3+	4+	Chainswords and twin Bolters	(15cm)	Small Arms	<i>Mounted, Scout</i>
Rapier	INF	10cm	5+	6+	5+	Laser Destroyer	45cm	AP6+/AT4+	
Recon Squad	INF	15cm	4+	4+	5+	Sniper Rifles	30cm	AP5+, Sniper	<i>Infiltrator, Scout, Sniper</i>
Legiones Tactical	INF	15cm	4+	4+	4+	Bolters	(15cm)	Small Arms	
Legiones Terminators	INF	15cm	4+	3+	3+	Power Fists Reaper Autocannon	(bc) 30cm	Assault Weapons, EA (+1), MW 2 x AP4+/AT6+	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
Scimitar Jetbikes	INF	35cm	4+	4+	4+	Triple Heavy Bolters	30cm	AP3+	<i>Mounted, Skimmer</i>
Tactical Support	INF	15cm	4+	5+	3+	Flamers	15cm (15cm)	AP3+, IC Small Arms, IC	
Legion Land Speeder	LV	35cm	4+	6+	5+	Heavy Bolter Plasma Cannon	30cm 30cm	AP5+ AP5+/AT5+	<i>Scout, Skimmer</i>
Contemptor Dreadnought	AV	15cm	3+	4+	4+	Assault Cannon Power Fist	30cm (bc)	AP5+/AT5+ Assault Weapons, EA (+1), MW	<i>Invulnerable Save, Walker</i>
Deredeo Dreadnought	AV	15cm	3+	5+	3+	Anvilus Autocannon Battery Twin Heavy Bolters Aiolos Missile Launcher	45cm 30cm 30cm	2 x AP4+/AT5+ AP4+ AA5+	<i>Invulnerable Save, Walker</i>
Leviathan Siege Dreadnought	AV	15cm	4+	4+	4+	Siege Claw Twin Heavy Flamer Cyclonic Melta Lance	(bc) 15cm (15cm)	Assault Weapons, EA (+1), MW AP3+ Small Arms, IC MW4+ Small Arms, EA (+1), MW	<i>Invulnerable Save, Reinforced Armour, Walker</i>
Caestus Assault Ram	AV	35cm	5+	6+	4+	Magna Melta Twin Missile Launchers	15cm (15cm) 45cm	MW3+ Small Arms, MW AP4+/AT6+	<i>Planetfall, Reinforced Armour, Skimmer, Transport. May transport two Breacher OR two Terminator units</i>
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2 x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP5+	<i>Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.</i>
Legion Basilisk	AV	20cm	5+	6+	5+	Earthshaker Heavy Bolter	120cm 120cm 30cm	AP4+/AT4+ 1BP, Indirect AP5+	
Legion Medusa	AV	20cm	5+	6+	5+	Medusa Siege Gun Heavy Bolter	30cm 30cm	MW4+, IC AP5+	
Legion Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2 x Heavy Bolter	45cm 30cm	AT4+ AP5+	
Rhino	AV	30cm	5+	6+	6+	Combi Bolters	(15cm)	Small Arms	<i>Transport. May transport two Tactical units</i>
Sicaran	AV	35cm	5+	6+	3+	Accelerator Cannon Heavy Bolter 2 x Lascannon	45cm 30cm 45cm	2 x AP4+/AT5+ AP5+ AT5+	<i>Reinforced Armour</i>
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, IC	<i>Walker</i>
Cerberus Tank Destroyer	WE	25cm	4+	6+	5+	Neutron Laser Battery 2 x Lascannon	60cm 45cm	2 x AT3+, D, FxF AT5+	<i>DC2, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Destroyed</i>

Spartan	WE	25cm	4+	6+	5+	2 x Quad Lascannon Twin Heavy Bolter	45cm 30cm	2 x AT4+ AP4+	DC2, Reinforced Armour, Thick Rear Armour. Transport. May transport five infantry units without mounted or jump packs OR three Terminator units. Critical Hit Effect: Destroyed
Typhon Siege Tank	WE	25cm	4+	6+	5+	Dreadhammer Siege Cannon 2 x Heavy Bolter	30cm 30cm	3BP, IC, FxF AP5+	DC2, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Destroyed
Falchion Super Heavy Tank Destroyer	WE	20cm	4+	6+	6+	Twin Volcano Cannon Quad Lascannons Quad Lascannons	90cm 45cm 45cm	MW2+, FxF, TK (D3+1) 2 x AT4+, Left 2 x AT4+, Right	DC4, Reinforced Armour. Critical Hit Effect: Destroyed and any units within 5cm of the model suffer a hit on a D6 roll of a 6.
Fellblade Super Heavy Tank	WE	20cm	4+	6+	4+	Fellblade Cannon Demolisher Cannon Quad Lascannons Quad Lascannons Twin Heavy Bolter	75cm 30cm 45cm 45cm 30cm	2 x MW3+ AP3+/AT4+,IC 2 x AT4+, Left 2 x AT4+, Right AP4+, FxF	DC4, Reinforced Armour. Critical Hit Effect: Destroyed and any units within 5cm of the model suffer a hit on a D6 roll of a 6.
Glaive Super Heavy Tank	WE	20cm	4+	6+	5+	Volkite Carronade and Quad Lascannons Quad Lascannons Twin Heavy Bolters	45cm (15cm) 45cm 45cm 30cm	4 x AP3+/AT5+, D, IC Small Arms (EA+1), D, IC 2 x AT4+, Left 2 x AT4+, Right AP4+, FxF	DC4, Reinforced Armour. Critical Hit Effect: Destroyed and any units within 5cm of the model suffer a hit on a D6 roll of a 6.
Mastodon Heavy Assault Transport	WE	20cm	4+	5+	4+	Siege Melta Array and Lascannon Lascannon Heavy Flamer Heavy Flamer and Skyreaper Battery	15cm (15cm) 45cm 45cm 15cm 15cm (15cm) 30cm	MW3+ Small Arms (EA+2), MW AT5+, Left AT5+, Right AP4+, Left AP4+, Right Small Arms, IC 2 x AP4+/AT5+/AA5+	DC4, Reinforced Armour, Transport, 2 Void Shields. May transport eight infantry units without mounted or jump packs. Terminator units or Contemptor Dreadnoughts count as two units each. Critical Hit Effect: Destroyed and any units within 5cm of the model suffer a hit on a D6 roll of a 6
Xiphon Interceptor	AC	Fighter	5+	n/a	n/a	2 x Twin Lascanon Xiphon Missile Battery	30cm 45cm	AT4+/AA5+, FxF AP5+/AT5+, FxF	
Fire Raptor Gunship	AC	Bomber	4+	n/a	n/a	Twin Avenger Bolt Cannon 2 x Hellstrike Launcher Quad Heavy Bolter Quad Heavy Bolter	15cm 30cm 15cm 15cm	2 x AP2+/AT5+FxF AT4, FwA AP4+/AA5+, Left AP4+/AA5+, Right	DC1, Reinforced Armour.
Storm Eagle Gunship	AC	Bomber	4+	6+	3+	Twin Heavy Bolter 2 x Twin Lascannon Vengeance Launcher	15cm 30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, FxF 2BP, FxF	DC1, Planetfall, Reinforced Armour, Transport. May transport four infantry units. Terminator units or units with mounted or jump packs count as two units each.
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Thunderhawk Cannon 2 x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	DC2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units. Terminator units or units with mounted or jump packs count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.
Legion Thunderhawk Transporter	AC/WE	Bomber	4+	6+	5+	2 x Twin Heavy Bolters 2 x Twin Heavy Bolters	15cm 15cm	AP4+/AA5+, Left AP4+/AA5+, Right	DC2, Planetfall, Reinforced Armour, Transport. May transport two armoured vehicles (except Dreadnoughts) plus the units they can carry; Cerberus, Land Raider, Sicaran, Spartan and Typhon units count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.

Stormbird	AC/WE	Bomber	4+	6+	4+	2 x Twin Lascannon 2 x Twin Lascannon Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	45cm 45cm 15cm 15cm 15cm	AT4+, Left AT4+, Right AP4+, AA5+, Left AP4+, AA5+, Right AP4+, AA5+, Rear	DC4, Planetfall, Reinforced Armour, Transport, 2 Void Shields. May transport twelve infantry units or Dreadnoughts (of any kind). Terminators units, units with mounted or jump packs or Dreadnoughts (of any kind) count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	Planetfall, Transport. May transport one formation of only the following units: Breacher, Contemptor Dreadnought, Deredeo Dreadnought, Leviathan Dreadnought, Heavy Support, Rapier, Recon, Tactical. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Slow and Steady, Transport. May transport 60 infantry units, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships or and enough Drop Pods or Landing Craft to transport any other units being carried.
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport. May transport 20 infantry units, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.

They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

Space Marine Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment often includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the army list. Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as

a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for Planetfall (see 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from. Before each game, after the opposing army is known but before objectives are placed, the Space Marine player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

Warhound Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-Bolter	45cm 45cm	2 x MW2+, FwA, Slw AP3+/AT5+, FwA	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.</i>
Reaver Titan	WE	20cm	4+	3+	3+	2 x Turbo-Laser Destructor Apocalypse Launcher	60cm 60cm	4 x AP5+/AT3+, FwA 3BP, FxF	<i>Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.</i>
Warlord Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatling Blaster 2 x Turbo-Laser Destructor	90cm 60cm 60cm	MW2+, FwA, TK(D3) 4 x AP4+/AT4+, FwA 4 x AP5+/AT3+, FwA	<i>Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>

Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).