IMPERIUS DOMINATUS

SPECIAL FORMATIONS

SPECIAL FORMATION

LEGION LIBRARIAN IN ARTICIFER ARMOUR (LEVEL 1)

The Legion Librarian consists of 1 Level 1 Librarian Stand.

Point Value 50

LEGION LIBRARIAN IN ARTICIFER ARMOUR (LEVEL 1)

Break Point +1: The Librarian adds +1 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian (Lvl 1)	10	4[8]+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P1], [MB], [V]

Victory Points +1
Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN IN ARTICIFER ARMOUR (LEVEL 2)

The Legion Librarian consists of 1 Level 2 Librarian Stand.

Point Value 100

LEGION LIBRARIAN IN ARTICIFER ARMOUR (LEVEL 2)

Break Point +1: The Librarian adds +1 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian (Lvl 2)	10	4[8]+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P2], [MB], [V]
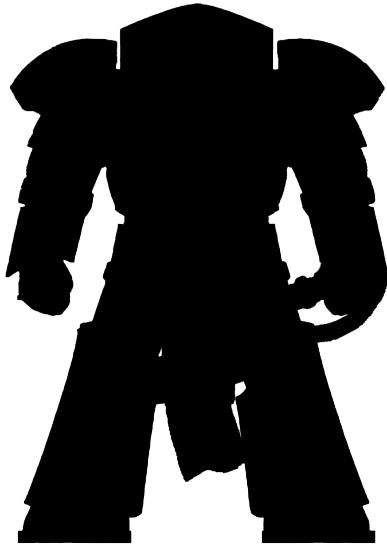
## Victory Points +1

Your opponent gains +1 VP when attached formation is broken

LEGION LIBRARIAN IN TERMINATOR ARMOUR (LEVEL 1)

The Legion Librarian consists of 1 Level 1 Librarian Stand.

Point Value 100

LEGION LIBRARIAN IN TERMINATOR ARMOUR (LEVEL 1)

Break Point +1: The Librarian adds +1 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian (Lvl 1)	10	3[6]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P1], [V]

Victory Points +1
Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIAN IN TERMINATOR ARMOUR (LEVEL 2)

The Legion Librarian consists of 1 Level 2 Librarian Stand.

Point Value 150

LEGION LIBRARIAN IN TERMINATOR ARMOUR (LEVEL 2)

Break Point +1: The Librarian adds +1 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian (Lvl 2)	10	3[6]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P2], [V]
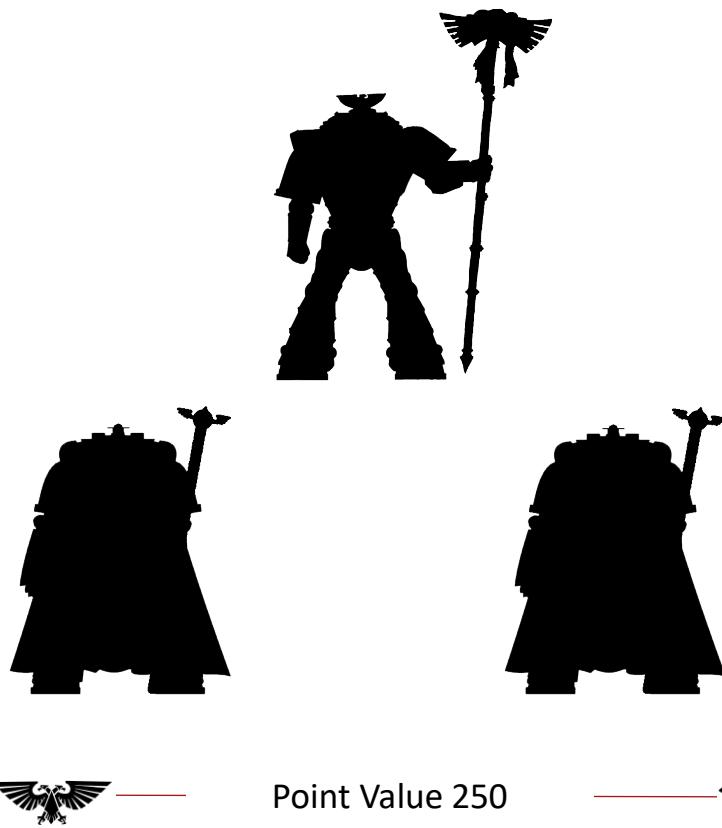
Victory Points +2
Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIUS IN ARTIFICER ARMOUR

The Legion Librarius consists of 1 Level 2 Librarian Stand and 2 Level 1 Librarian Stands.

Point Value 250

LEGION LIBRARIUS IN ARTIFICER ARMOUR

Break Point +2: The Librarius adds +2 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian (Lvl 1)	10	4[8]+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P1], [MB], [V]
Librarian (Lvl 2)	10	4[8]+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P2], [MB], [V]
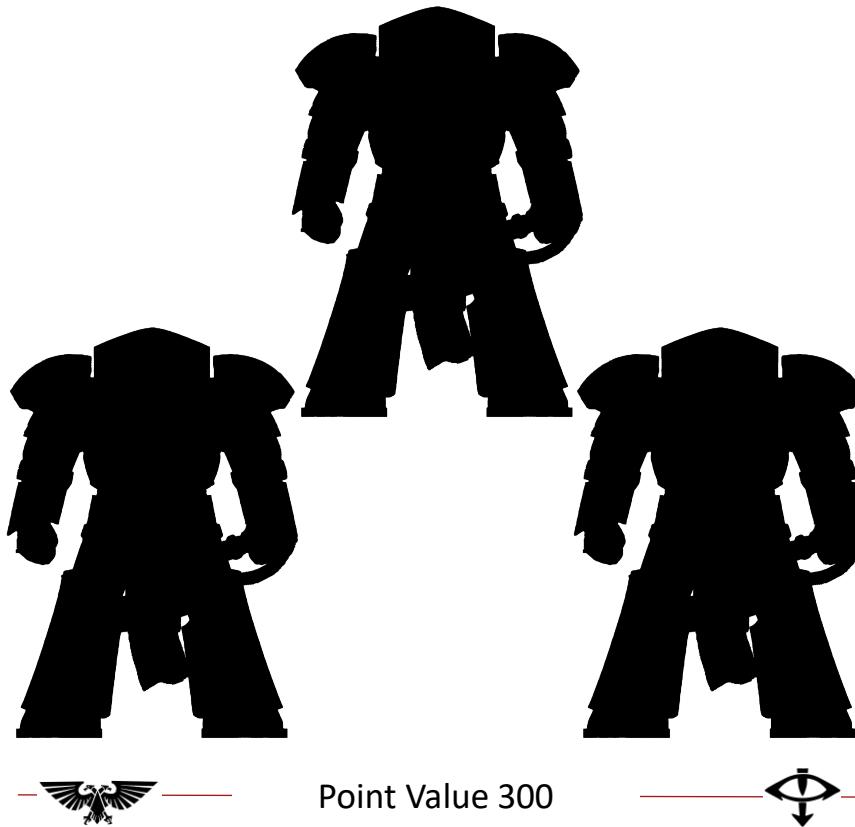
Victory Points +3
Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIUS IN TERMINATOR ARMOUR

The Legion Librarius consists of 1 Level 2 Librarian Stand and 2 Level 1 Librarian Stands.

Point Value 300

LEGION LIBRARIUS IN TERMINATOR ARMOUR

Break Point +2: The Librarius adds +2 to the break point of the formation it is added to.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Librarian (Lvl 1)	10	3[6]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P1], [V]
Librarian (Lvl 2)	10	3[6]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P2], [V]
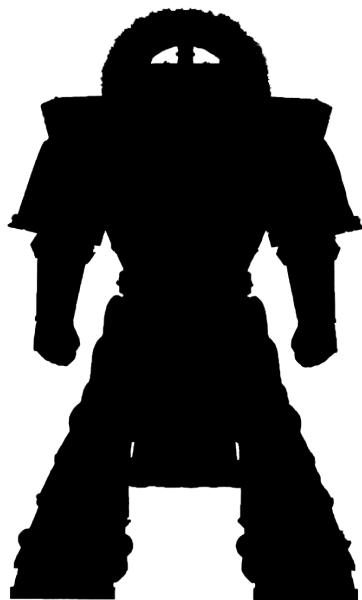
Victory Points +3
Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION PRAETOR

The Legion Praetor consists of 1 Praetor Stand.

LEGION PRAETOR

Break Point -: The Praetor is broken when the Praetor stand is destroyed.

Morale Value 4+: Legion Praetors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	10	4[6]+	5/-3	Combi-weapon	25	2	-2	[HQ3], [MB], [V]

The player may add jump packs [15J] when leading similar formations.
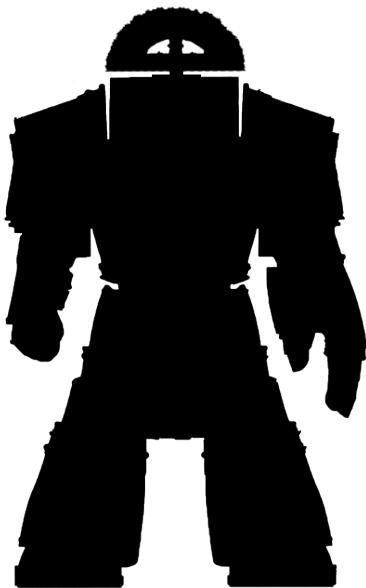
Victory Points +1
Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

LEGION PRAETOR IN TERMINATOR ARMOUR

The Legion Praetor consists of 1 Praetor in Terminator Armour Stand.

LEGION PRAETOR IN TERMINATOR ARMOUR

Break Point -: The Praetor is broken when the Praetor stand is destroyed.

Morale Value 4+: Legion Praetors have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Praetor	10	3[5]+	5/-4	Combi-weapon and Chain Fist	25	2	-2	[HQ3], [V]

Victory Points +2
Your opponent gains +2 VP when attached formation is broken

KNIGHT ERRANT

The Knight Errant consists of 1 Knight Errant Stand.

Point Value 100

KNIGHT ERRANT

Break Point 1: The Knight Errant is broken when the Knight Errant stand is destroyed.

Morale Value 4+: Knight Errant have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Knight Errant	10[T]	4[6]+	5/-5	Paragon Bolter	25	3	-1	[HQ2], [AW], [SU], [SH], [MB], [LW], Special*

* A knight errant may never be the overall army leader or company commander as this limits the true reason they are on the battlefield. They may assume command of one formation per turn and lend their command abilities when pursuing their true goals. Once both players have deployed their forces the knight errant player will determine the secret orders to fulfill its "oath of moment" for that battle. Randomly determine (rolling a d10) among the primary and secondary objectives (if multiple options) for that scenario which specific objectives will be the Knight Errants targets. For each Primary or Secondary objective, they help capture or fulfill the player gains +1 VP per 3000 points played. Note that the knight errant must be directly involved in securing those objectives. Being on the tabletop while other formations fulfill or secure those objectives is not enough to confer the bonus.

Victory Points 1
Your opponent gains 1 VP when this Stand is destroyed

NATHANIEL GARRO

Nathaniel Garro consists of 1 Nathaniel Garro Stand.

Point Value 150

NATHANIEL GARRO

Break Point 1: Nathaniel Garro is broken when the Nathaniel Garro stand is destroyed.

Morale Value 4+: Nathaniel Garro has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nathaniel Garro	10[T]	3[4]+	6/-5	Paragon Bolter	25	3	-1	[HQ3], [AW], [SU], [SH], [IWD], [ID], [LW], Special*

* A knight errant may never be the overall army leader or company commander as this limits the true reason they are on the battlefield. They may assume command of one formation per turn and lend their command abilities when pursuing their true goals. Once both players have deployed their forces the knight errant player will determine the secret orders to fulfill its "oath of moment" for that battle. Randomly determine (rolling a d10) among the primary and secondary objectives (if multiple options) for that scenario which specific objectives will be the Knight Errants targets. For each Primary or Secondary objective, they help capture or fulfill the player gains +1 VP per 3000 points played. Note that the knight errant must be directly involved in securing those objectives. Being on the tabletop while other formations fulfill or secure those objectives is not enough to confer the bonus.

Victory Points 2
Your opponent gains 2 VP when this Stand is Destroyed

SPECIAL FORMATION

TYLOS RUBIO

Tylos Rubio consists of 1 Tylos Rubio Stand.

Point Value 150

TYLOS RUBIO

Break Point 1: Tylos Rubio is broken when the Tylos Rubio stand is destroyed.

Morale Value 4+: Tylos Rubio has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tylos Rubio	10[T]	4[6]+	5/-5	Paragon Bolter	25	3	-1	[HQ2], [P2], [SH], [SU], [AW], [LW], Special

* A knight errant may never be the overall army leader or company commander as this limits the true reason they are on the battlefield. They may assume command of one formation per turn and lend their command abilities when pursuing their true goals. Once both players have deployed their forces the knight errant player will determine the secret orders to fulfill its "oath of moment" for that battle. Randomly determine (rolling a d10) among the primary and secondary objectives (if multiple options) for that scenario which specific objectives will be the Knight Errants targets. For each Primary or Secondary objective, they help capture or fulfill the player gains +1 VP per 3000 points played. Note that the knight errant must be directly involved in securing those objectives. Being on the tabletop while other formations fulfill or secure those objectives is not enough to confer the bonus.

Victory Points 2
Your opponent gains 2 VP when this Stand is destroyed

SPECIAL FORMATION

LEGION FIRE RAPTOR SQUADRON

The Legion Fire Raptor Squadron consists of 3 Fire Raptors.

Point Value 250

LEGION FIRE RAPTOR SQUADRON

Break Point 2: The Fire Raptor Squadron is broken when it has lost 2 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fire Raptor	[F]	4+	2/-2	Tempest Rockets [Dmg+1]	30/60	1	-1	[DR2]
				Avenger Bolt Cannon	35	2	-1	
				Reaper Autocannon	35	2	-2	
				Air Defence	25	4	-1	

Victory Points 3
Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

LEGION FIRE RAPTOR WING

The Legion Fire Raptor Wing consists of 2 Squadrons of 3 Fire Raptors.

| Fire Raptor Squadron | Fire Raptor Squadron |

Point Value 550

LEGION FIRE RAPTOR WING

Break Point 4: The Fire Raptor Wing is broken when it has lost 4 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fire Raptor	[F]	4+	2/-2	Tempest Rockets [Dmg+1]	30/60	1	-1	[DR2]
				Avenger Bolt Cannon	35	2	-1	
				Reaper Autocannon	35	2	-2	
				Air Defence	25	4	-1	
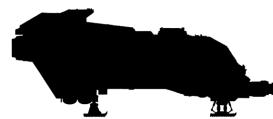
Victory Points 6
Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

LEGION FIRE RAPTOR AIR FORCE

The Legion Fire Raptor Air Force consists 3 Squadrons of 3 Fire Raptors.

| Fire Raptor Squadron | Fire Raptor Squadron | Fire Raptor Squadron |

Point Value 800

LEGION FIRE RAPTOR SQUDRON

Break Point 5: The Fire Raptor Air Force is broken when it has lost 5 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fire Raptor	[F]	4+	2/-2	Tempest Rockets [Dmg+1]	30/60	1	-1	[DR2]
				Avenger Bolt Cannon	35	2	-1	
				Reaper Autocannon	35	2	-2	
				Air Defence	25	4	-1	
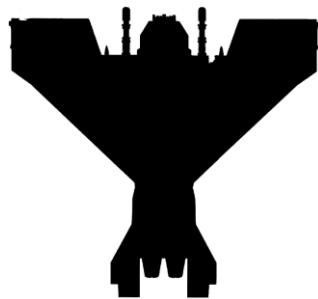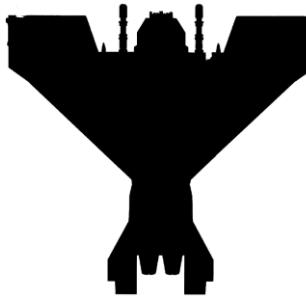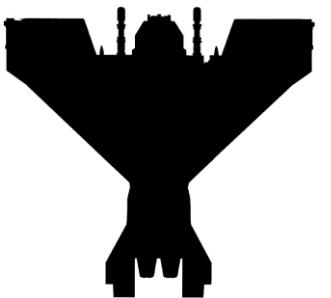
Victory Points 8
Your opponent gains 4 VP when this Air Force is broken

SPECIAL FORMATION

PRIMARIS LIGHTENING STRIKE FIGHTER SQUADRON

The Primaris Lightening Strike Fighter Squadron consists of 3 Lightening Strike Fighters

Point Value 200

Break Point 2: The Primaris Squadron is broken when it has lost 2 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.
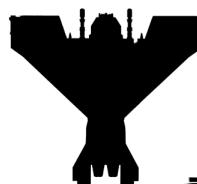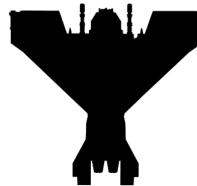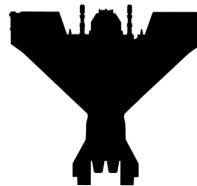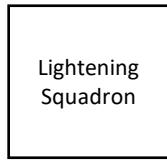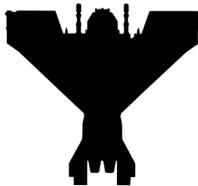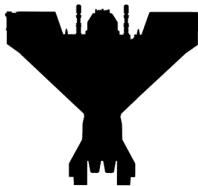
Victory Points 2
Your opponent gains 1 VP when this Squadron is broken

SPECIAL FORMATION

PRIMARIS LIGHTENING STRIKE FIGHTER WING

The Primaris Lightening Strike Fighter Wing consists of 2 Squadrons of 3 Lightening Strike Fighters.

| Lightening Squadron | Lightening Squadron |

Point Value 400

PRIMARIS LIGHTENING STRIKE FIGHTER WING

Break Point 4: The Primaris Wing is broken when it has lost 4 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.
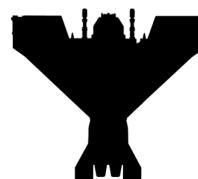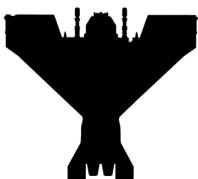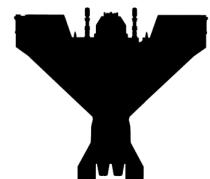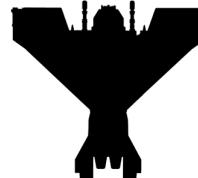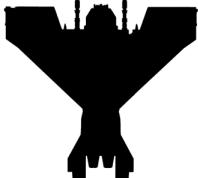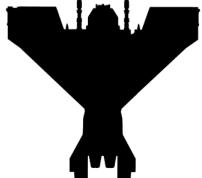
Victory Points 4
Your opponent gains 2 VP when this Wing is broken

SPECIAL FORMATION

PRIMARIS LIGHTENING STRIKE FIGHTER AIR FORCE

The Primaris Lightening Strike Fighter Air Force consists 3 Squadrons of 3 Lightening Strike Fighters.

| Lightening Squadron | Lightening Squadron | Lightening Squadron |

Point Value 550

Break Point 5: The Primaris Air Force is broken when it has lost 5 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lightning Strike Fighter	[F]	5[8]+	3/-2	TL Lascannons	25/50	2TL1	-3	Special*
				Air Defence	25	2	-1	

*Attacks against ground targets, gain improved -1 to save modifier. May be equipped with special missile support cards.

Victory Points 6
Your opponent gains 3 VP when this Air Force is broken

SPECIAL FORMATION

XIPHON PATTERN INTERCEPTOR SQUADRON

The Xiphon Pattern Interceptor Squadron consists of 3 Xiphon pattern Interceptors.

Point Value 250

XIPHON PATTERN INTERCEPTOR SQUADRON

Break Point 2: The Xiphon Interceptor Squadron is broken when it has lost 2 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Xiphon	[F]	5[8]+	3/-2	2x TL Lascannons	25/50	4TL2	-3	
				Xyphon Rotatory Launcher	30/60	1	-2	
				Air Defence	25	2	-1	

Victory Points 3
Your opponent gains 2 VP when this Squadron is broken

SPECIAL FORMATION

XIPHON PATTERN INTERCEPTOR WING

The Xiphon Pattern Interceptor Wing consists of 2 Squadrons of 3 Xiphon pattern Interceptors.

Xiphon Squadron

Xiphon Squadron

Point Value 500

XIPHON PATTERN INTERCEPTOR WING

Break Point 4: The Xiphon Interceptor Wing is broken when it has lost 4 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Xiphon	[F]	5[8]+	3/-2	2x TL Lascannons	25/50	4TL2	-3	
				Xyphon Rotatory Launcher	30/60	1	-2	
				Air Defence	25	2	-1	
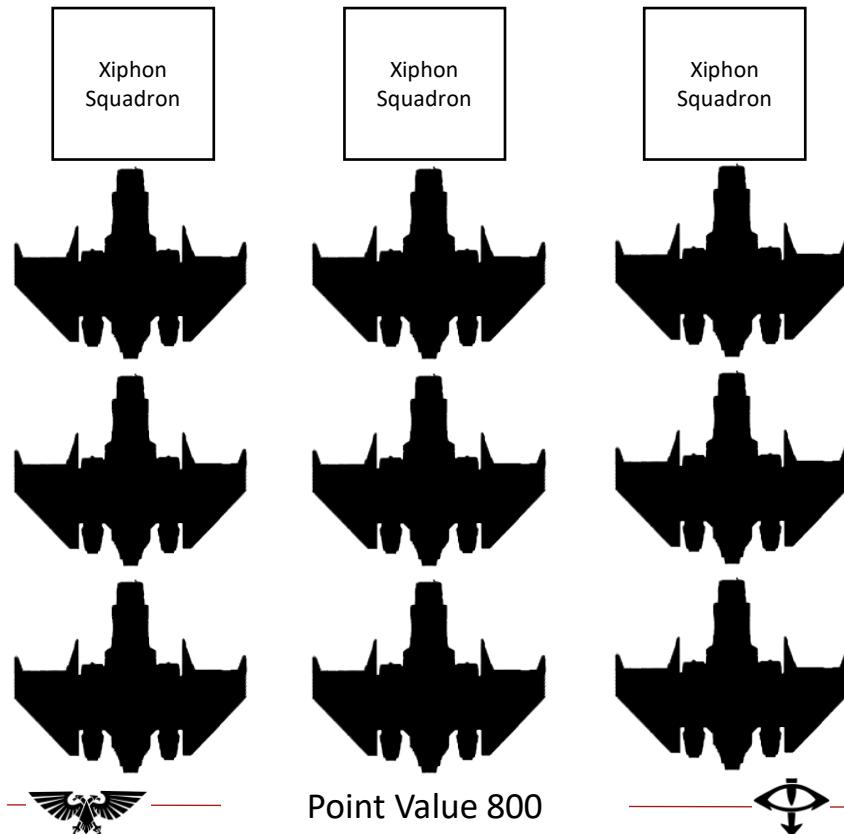
Victory Points 5
Your opponent gains 3 VP when this Wing is broken

SPECIAL FORMATION

XIPHON PATTERN INTERCEPTOR AIR FORCE

The Xiphon Pattern Interceptor Squadron consists of 3 Squadrons of 3 Xyphon pattern Interceptors.

Xiphon Squadron	Xiphon Squadron	Xiphon Squadron

Point Value 800

XIPHON PATTERN INTERCEPTOR AIR FORCE

Break Point 5: The Xiphon Interceptor Air Force is broken when it has lost 5 models.

Morale Value 5+: Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Xiphon	[F]	5[8]+	3/-2	2x TL Lascannons	25/50	4TL2	-3	
				Xyphon Rotary Launcher	30/60	1	-2	
				Air Defence	25	2	-1	

Victory Points 8
Your opponent gains 4 VP when this Air Force is broken