



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[6]+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P1], [MB], [V]

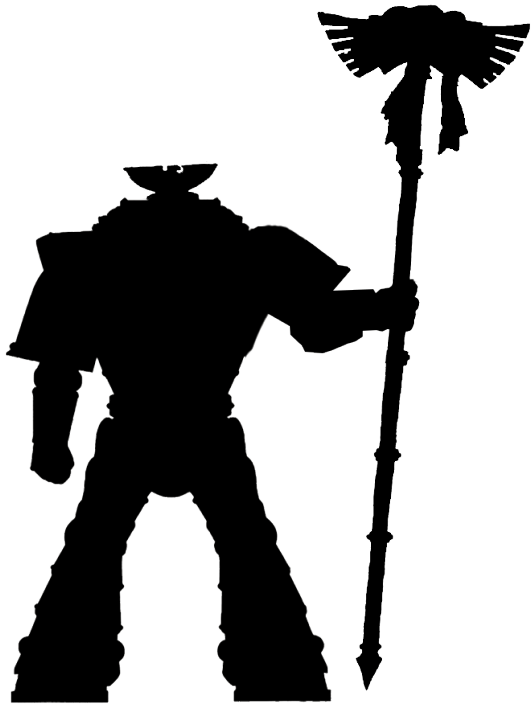
Victory Points +1

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[6]+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P2], [MB], [V]

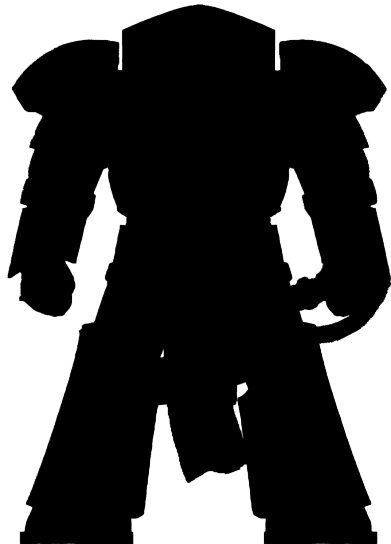
Victory Points +1

Your opponent gains +1 VP when attached formation is broken

SPECIAL FORMATION

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[5]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P1], [V]

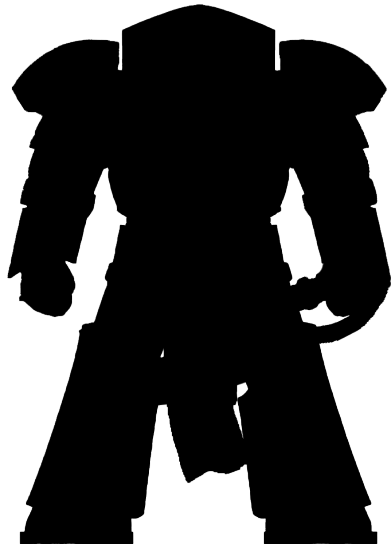
Victory Points +1

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[5]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P2], [V]

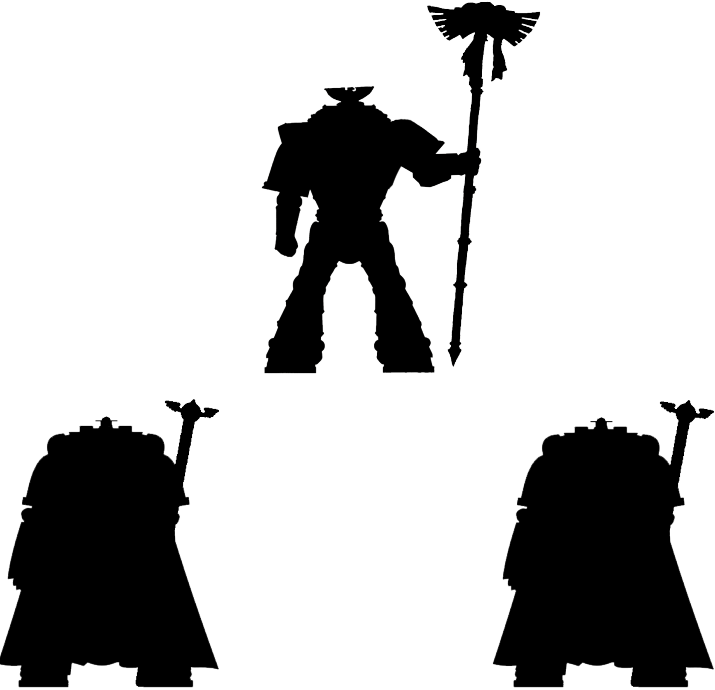
Victory Points +2

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION LIBRARIUS IN ARTIFICER ARMOUR

The Legion Librarian 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 Librarian 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{6}+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P1], [MB], [V]
Librarian (Lvl 2)	10	4{6}+	2/-3	Bolter Force Sword	25	2	0	[HQ1], [P2], [MB], [V]

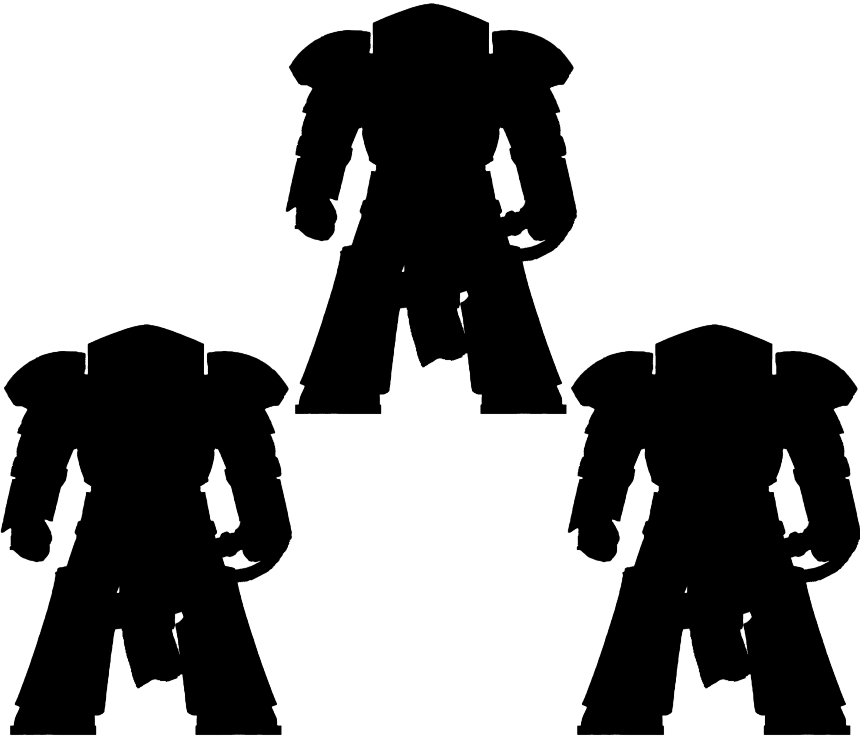
Victory Points +3

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[5]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P1], [V]
Librarian (Lvl 2)	10	3[5]+	3/-4	Combi Weapon, Force Sword	25	2	-1	[HQ1], [P2], [V]

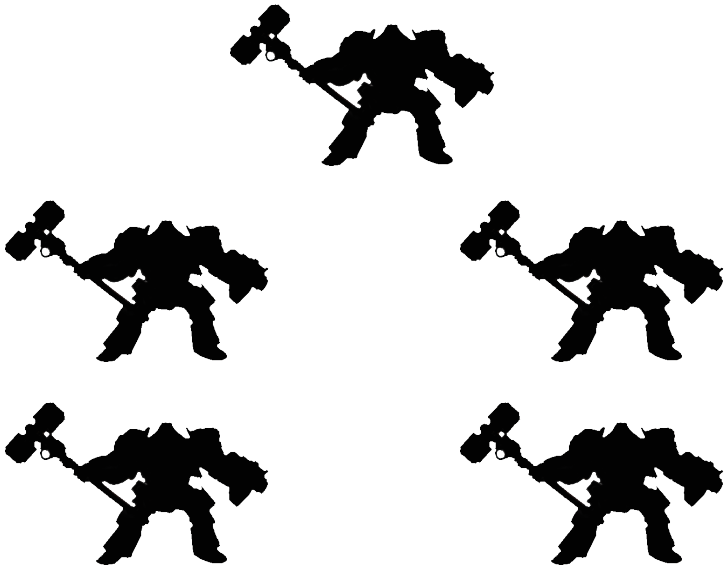
Victory Points +3

Your opponent gains +2 VP when attached formation is broken

SPECIAL FORMATION

LEGION NULLIFICATORS SQUAD

The Legion Nullifiers Squad consists of 1 Nullificator Decurion Stand and 4 Legion Nullificator Stands.



Point Value 350



LEGION NULLIFICATORS SQUAD

Break Point 2: The Nullifiers are broken when 2 stands are destroyed.

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
Decurion	10T	3[5]+	3/-3	Combi-Weapon [PY]	25	2	-1	[HQ1], [AW], Special
Nullifiers	10T	3[5]+	3/-3	Combi-Weapon [PY]	25	2	-1	[AW], Special*

*They gain an invulnerable save of 3+ versus attacks that are psychic in nature



Victory Points 4

Your opponent gains 2 VP when formation is broken

SPECIAL FORMATION

LEGION NULLIFICATORS GRAND SQUAD

The Legion Nullifiers Grand Squad consists of 1 Nullificator Decurion Stand and 8 Legion Nullificator Stands.



Point Value 650



LEGION NULLIFICATORS GRAND SQUAD

Break Point 5: The Nullifiers are broken when 5 stands are destroyed.

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
Decurion	10T	3[5]+	3/-3	Combi-Weapon [PY]	25	2	-1	[HQ1], [AW], Special
Nullifiers	10T	3[5]+	3/-3	Combi-Weapon [PY]	25	2	-1	[AW], Special*

*They gain an invulnerable save of 3+ versus attacks that are psychic in nature



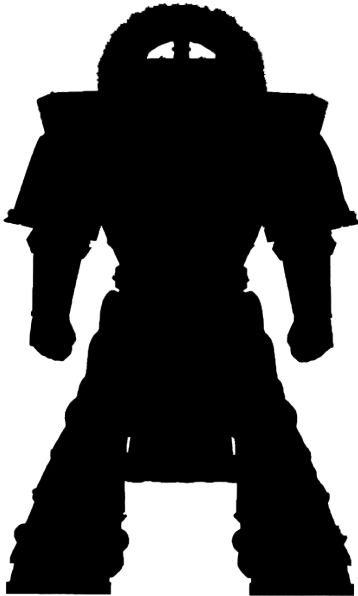
Victory Points 7

Your opponent gains 4 VP when formation is broken

SPECIAL FORMATION

LEGION PRAETOR

The Legion Praetor consists of 1 Praetor Stand.



Point Value Free
(ONE PER ARMY)



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.

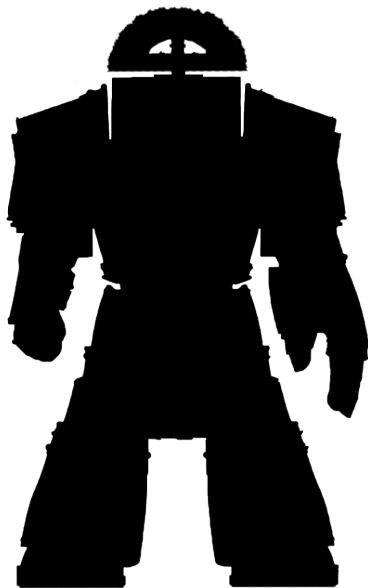
Victory Points +1

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.



Point Value Free
(ONE PER ARMY)



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

SPECIAL FORMATION

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

SPECIAL FORMATION

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.

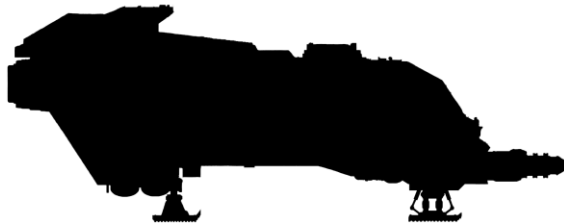
Victory Points 2

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

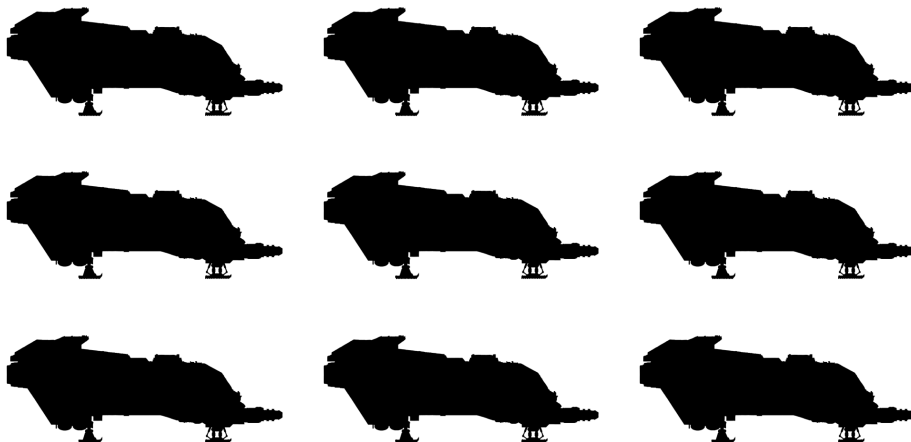
LEGION FIRE RAPTOR AIR FORCE

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	

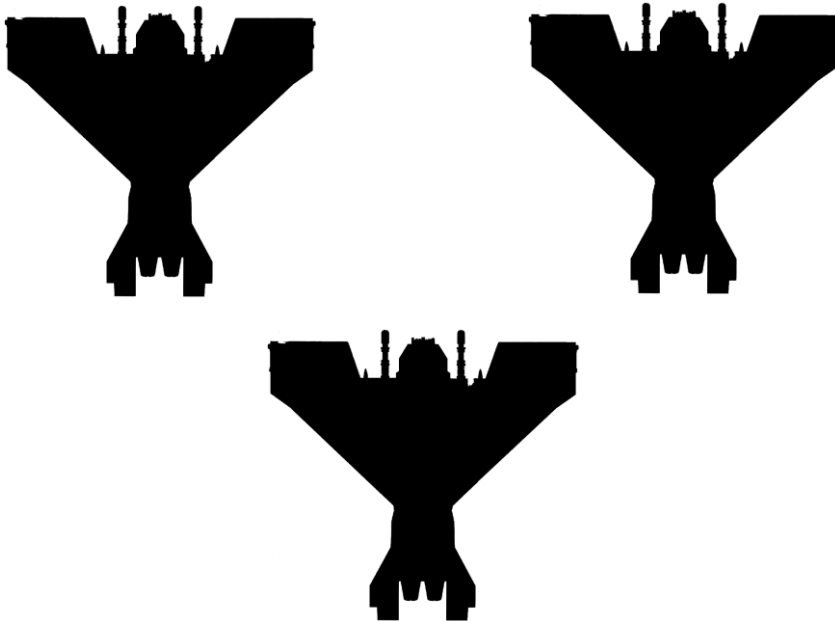
Victory Points 8

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 Lightning Strike Fighters



Point Value 200



PRIMARIS LIGHTENING STRIKE FIGHTER SQUADRON

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+	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. Can re-roll failed armor saves (second result stands).

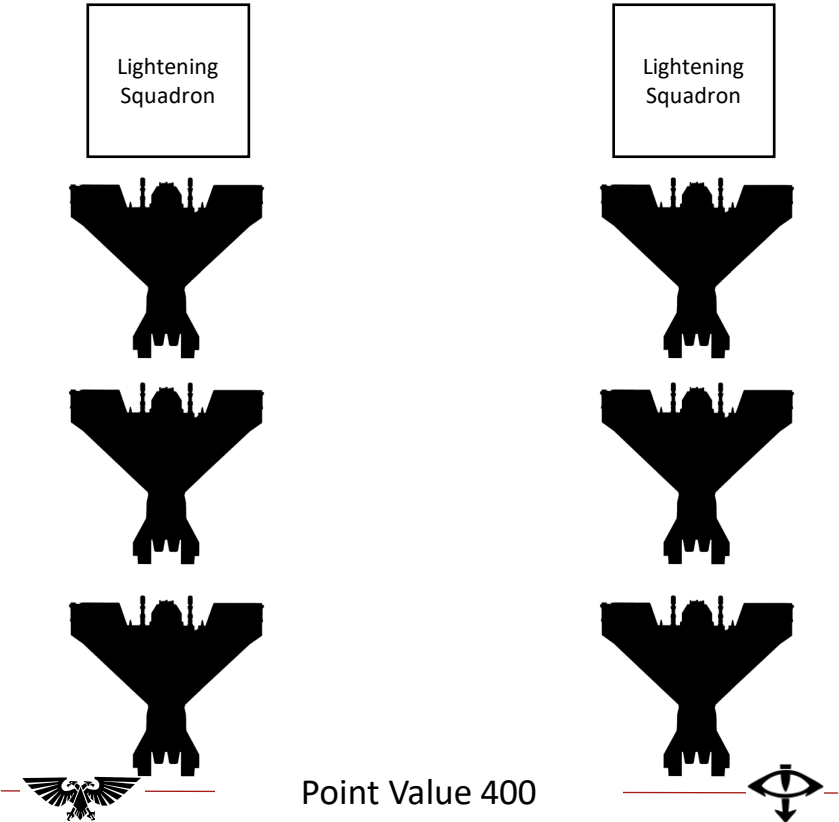
Victory Points 2

Your opponent gains 1 VP when this Squadron is broken

SPECIAL FORMATION

PRIMARIS LIGHTENING STRIKE FIGHTER WING

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



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+	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. Can re-roll failed armor saves (second result stands).

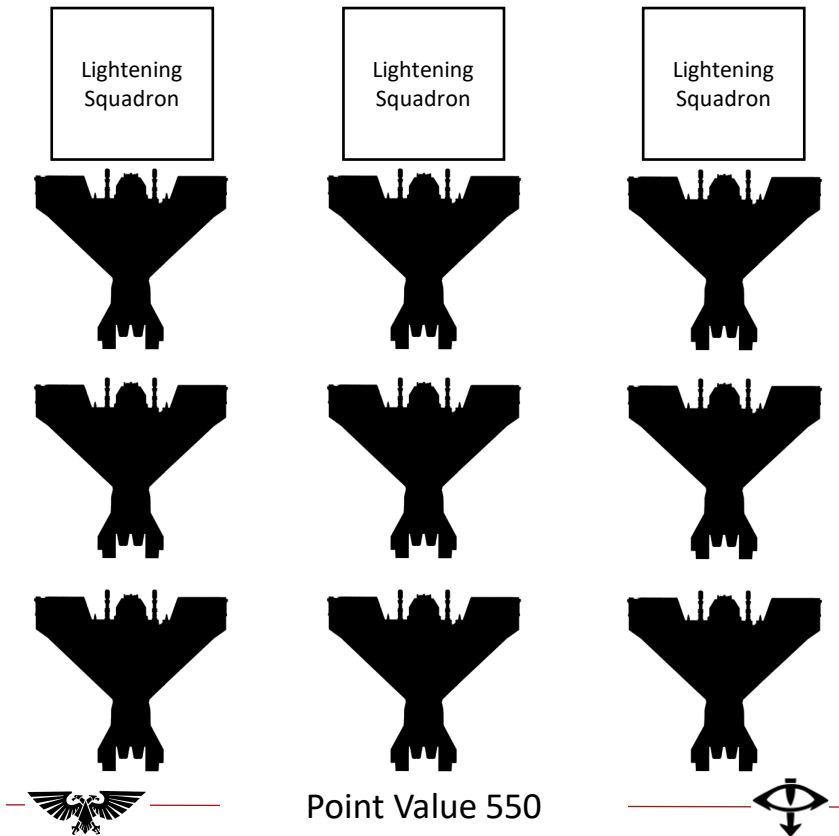
Victory Points 4

Your opponent gains 2 VP when this Wing is broken

SPECIAL FORMATION

PRIMARIS LIGHTENING STRIKE FIGHTER AIR FORCE

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



PRIMARIS LIGHTENING STRIKE FIGHTER AIR FORCE

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+	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. Can re-roll failed armor saves (second result stands).

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+	3/-2	2x TL Lascannons	25/50	4TL2	-3	
				Xyphon Rotatory Launcher	30/60	1	-2	
				Air Defence	25	2	-1	

* Can re-roll failed armor saves (second result stands).

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



Point Value 500

Xiphon Squadron



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+	3/-2	2x TL Lascannons	25/50	4TL2	-3	
				Xyphon Rotatory Launcher	30/60	1	-2	
				Air Defence	25	2	-1	

* Can re-roll failed armor saves (second result stands).

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+	3/-2	2x TL Lascannons	25/50	4TL2	-3	
				Xyphon Rotatory Launcher	30/60	1	-2	
				Air Defence	25	2	-1	

* Can re-roll failed armor saves (second result stands).

Victory Points 8

Your opponent gains 4 VP when this Air Force is broken