IMPERIUS DOMINATUS

SUPPORT CARDS

SPACE MARINE GENRAL RULES
(FACTION VALUE 400)

Army To Hit Value: 5+

Tenacity – Space Marine Legionnaires (infantry), may reroll a failed morale check if the formation is occupying an objective.

Librarius – Before the Heresy certain Primarchs would not permit the use of the Librarius within their Legions. Those are listed in the Legions traits. However once the Heresy was in full swing these restrictions were ignored. Battles occurring in the backdrop of events after the rebellion could be permitted to use the Librarius is players agree beforehand.

LEGION APOTHECARY

The Legion Apothecary consists of 1 Apothecary Stand

Point Value 50

LEGION APOTHCARY

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

Morale Value 5+: Apothecaries 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	Ranged	AD	TSM	Notes
Apothecary	10	4+	2/-2	Boltgun	25	2	0	[HQ1], [Apo]

Apothecary – each element of this formation must be assigned must be assigned to one non-command infantry formation.

Jump Packs – If attached to a Jet pack Formation the Apothecary gains +5 base Move and the Jump Pack ability [15J].

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

LEGION ASSAULT JUMP PACK DETACHMENT

The Legion Assault Jump Pack Detachment consists of 1 Decurion (Jump Pack) stand, 4 Assault (Jump Pack) stands and 1 Support (Jump Pack) stand.

Point Value 150

LEGION ASSAULT JUMP PACK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Assault (Jump Pack) or the Assault Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Jump Pack Marines 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	15[J]	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Assault	15[J]	5+	2/-2	CC Weapons	-	-	-	
Support	15[J]	5+	1/-1	Support Weapons	25	2	-2	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION ASSAULT DETACHMENT

The Legion Assault Detachment consists of 1 Decurion stand, 4 Assault stands and 1 Support stand.

Point Value 150

LEGION ASSAULT DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Assault or the Assault Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Assault Marines 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	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Assault	10	5+	2/-2	CC Weapons	-	-	-	[MB]
Support	10	5+	1/-1	Support Weapons	25	2	-2	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION BREACHER DETACHMENT

The Legion Breacher Detachment consists of 1 Decurion stand, 4 Breacher stands and 1 Support stand.

Point Value 250

LEGION BREACHER DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Breacher or the Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Breacher Marines 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	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Breacher	10	4[6]+	1/-1	Boltgun	25	2	0	
Breacher Support	10	5[7]+	1/-1	Support Weapons	25	2	-2	

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

LEGION DESTROYER DETACHMENT

The Legion Destroyer Detachment consists of 1 Decurion stand, 5 Destroyer stands.

Point Value 250

LEGION DESTROYER DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Destroyer stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	Sv	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Destroyer	10	5+	2/-2	CC Weapons	-	-	-	[MB], [CA], *Special

*Opposing infantry elements do not gain their armor save in close combat (invulnerable saves only). The Close combat TSM indicated for this element applies to non-infantry opponents.

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION DESTROYER JUMP PACK DETACHMENT

The Legion Destroyer Detachment consists of 1 Decurion stand, 5 Destroyer (Jump Pack) stands.

Point Value 250

LEGION DESTROYER JUMP PACK DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Destroyer stands. Once the Detachment is broken it must take a Morale check.

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

Type	Move	Sv	CAF	Weapons	Range	AD	TSM	Notes
Decurion	15[J]	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Destroyer	15[J]	5+	2/-2	CC Weapons	-	-	-	[CA], *Special

*Opposing infantry elements do not gain their armor save in close combat (invulnerable saves only). The Close combat TSM indicated for this element applies to non-infantry opponents.

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

LEGION TECHMARINE

The Legion Techmarine consists of 1 Techmarine Stand

Point Value 50

LEGION TECHMARINE

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

Morale Value 5+: Techmarines 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
Techmarine	10	4+	3/-3	Heavy Support Weapons	25	2	-2	[HQ1], [MK], Special

Techmarine - Each element of this formation must be assigned to one non-infantry formation. May re-roll failures on the mechanicus ability once.

Jump Packs – If attached to a Jet pack Formation the Techmarine gains +5 base Move and the Jump Pack ability [15J].

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

LEGION TACTICAL DETACHMENT

The Legion Tactical Detachment consists of 1 Decurion stand, 4 Tactical stands and 1 Support stand.

Point Value 200

LEGION TACTICAL DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion, Tactical or the Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Tactical Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
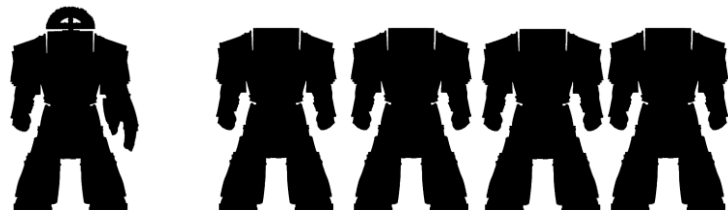
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Bolter	25	2	0	
Support	10	5+	1/-1	Support Weapons	25	2	-2	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION TERMINATOR DETACHMENT

The Legion Terminator Detachment consists of 1 Decurion stand, 4 Terminator stands.

Point Value 300

LEGION TERMINATOR DETACHMENT

Break Point 3: The Detachment is broken if it has lost 3 stands either the Decurion, or Terminator Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Terminators 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	10[T]	3[5]+	3/-4	Combi-Bolter	25	2	-1	[HQ1], [V]
Terminator	10[T]	3[5]+	2/-3	Combi-Bolter	25	2	-1	

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION HEAVY SUPPORT DETACHMENT

The Legion Heavy Support Detachment consists of 1 Decurion stand, 5 Heavy Support stands.

Point Value 300

LEGION HEAVY SUPPORT DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion or the Heavy Support Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Heavy Support	10	5+	1/-1	Heavy weapons	25/50	3	-3	

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

LEGION RECONAISSANCE DETACHMENT

The Legion Reconnaissance Detachment consists of 1 Decurion stand and 5 Reconnaissance stands.

Point Value 200

LEGION RECONAISSANCE DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion or Reconnaissance Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Recon	10	7+	1/-1	Bolter	25	2	0	[R], [SH], [IF], [AG], [MB], Shroud Bombs*

*Shroud Bombs: grant stealth of 20cm radius and cannot be spotted by recon or sniper ability.

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION RECONAISSANCE (SNIPER) DETACHMENT

The Legion Reconnaissance Detachment consists of 1 Decurion (Sniper) stand and 5 Reconnaissance (Sniper) stands.

Point Value 200

LEGION RECONAISSANCE (SNIPER) DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion or Reconnaissance Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Recon	10	7+	1/-1	Sniper Rifle	35	1	-1	[SN], [R], [SH], [IF], [AG], Shroud Bombs*

*Shroud Bombs: grant stealth of 20cm radius and cannot be spotted by recon or sniper ability.

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION SEEKER DETACHMENT

The Legion Seeker Detachment consists of 1 Decurion stand and 5 Seeker stands.

Point Value 250

LEGION SEEKER DETACHMENT

Break Point 4: The Detachment is broken if it has lost 4 stands either the Decurion or Seeker Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Seekers 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	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Seeker	10	5+	1/-1	Combi-Weapon	25	2	-1	[SN], [SU], Special *

Seekers receive a +2 bonus to the leader hit table

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION ATTACK BIKE SQUADRON

The Legion Attack Bike Squadron consists of 1 Command Attack Bike and 4 Attack Bikes.

Point Value 150

LEGION ATTACK BIKE SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Attack Bikes 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
Command Bike	25	5[7]+	1/-1	Multimelta	25	1	-3	[HQ1]
				Anti-personnel	25	1	-1	
Attack Bike	25	5+	1/-1	Multimelta	25	1	-3	
				Anti-personnel	25	1	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION JAVELIN ATTACK SPEEDER SQUADRON (HEAVY)

The Legion Javelin Attack Squadron consists of 1 Command Legion Javelin Attack Speeders (Heavy) stand and 4 Legion Javelin Attack Speeders (Heavy)

Point Value 200

LEGION JAVELIN ATTACK SPEEDER SQUADRON (HEAVY)

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
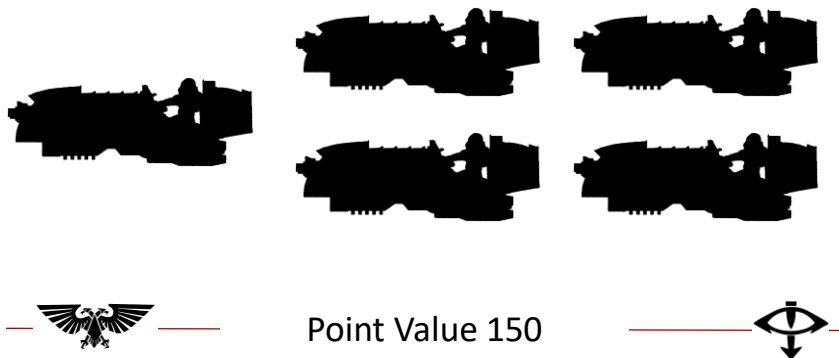
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Javelin	25[TK]	5[7]+	1/-1	Lascannons	25/50	2TL1	-3	[HQ1]
				Anti-personnel	25	1	-1	
Javelin (Heavy)	25[TK]	5+	1/-1	Lascannons	25/50	2TL1	-3	
				Anti-personnel	25	1	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION JAVELIN ATTACK SPEEDER SQUADRON (RECON)

The Legion Javelin Attack Squadron consists of 1 Command Legion Javelin Attack Speeders (Recon) stand and 4 Legion Attack Speeders (Recon)

Point Value 250

LEGION JAVELIN ATTACK SPEEDER SQUADRON (RECON)

Break Point 3: The Detachment is broken if it has lost 3 stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
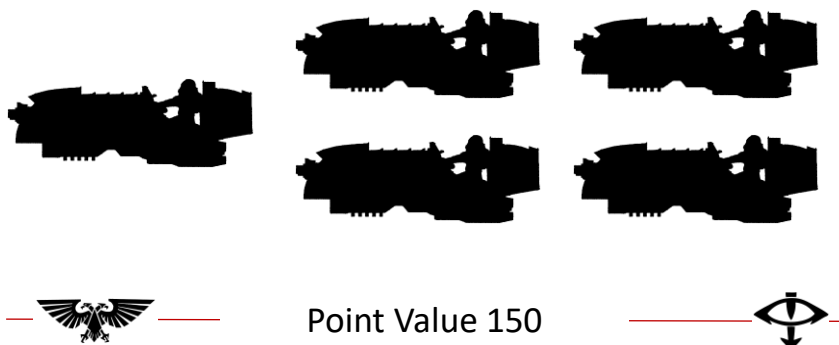
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Javelin	35[TK]	5[7]+	1/-1	Cyclone Missile Launcher	25/50	2TL1	-2	[HQ1]
				Anti-personnel	25	1	-1	
Javelin (Recon)	35[TK]	5+	1/-1	Cyclone Missile Launcher	25/50	2TL1	-2	
				Anti-personnel	25	1	-1	

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

LEGION JETBIKE SKY HUNTER SQUADRON (RECON)

Legion Jetbike Skyhunter Squadron consists of 1 Command Legion Jetbike Skyhunter (Recon) and 4 Legion Jetbike Skyhunter (Recon) stands.

Point Value 150

LEGION JETBIKE SKY SLAYER SQUADRON (RECON)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Sky Hunter	35[K]	5[7]+	1/-1	Anti-personnel	25	1	-1	[HQ1], [R]
Sky Hunter (Recon)	35[k]	5+	1/-1	Anti-personnel	25	1	-1	[R]

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION JETBIKE SKY HUNTER SQUADRON (HEAVY)

Legion Jetbike Skyhunter Squadron consists of 1 Command Legion Jetbike Skyhunter (Heavy) and 4 Legion Jetbike Skyhunter (Heavy) stands.

Point Value 150

LEGION JETBIKE SKY SLAYER SQUADRON (HEAVY)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
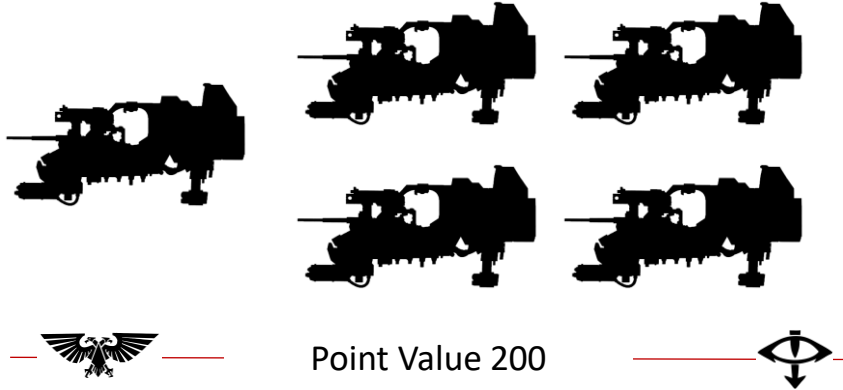
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Sky Hunter	30[K]	5[7]+	1/-1	Plasma Cannon	20/35	1	-2	[HQ1]
				Anti-personnel	25	1	-1	
Sky Hunter (Heavy)	30[K]	5+	1/-1	Plasma Cannon	20/35	1	-2	
				Anti-personnel	25	1	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION LANDSPEEDER SQUADRON

Legion Landspeeder Squadron consists of 1 Command Legion Landspeeder and 4 Legion Landspeeders

Point Value 200

LEGION LANDSPEEDER SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands.. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
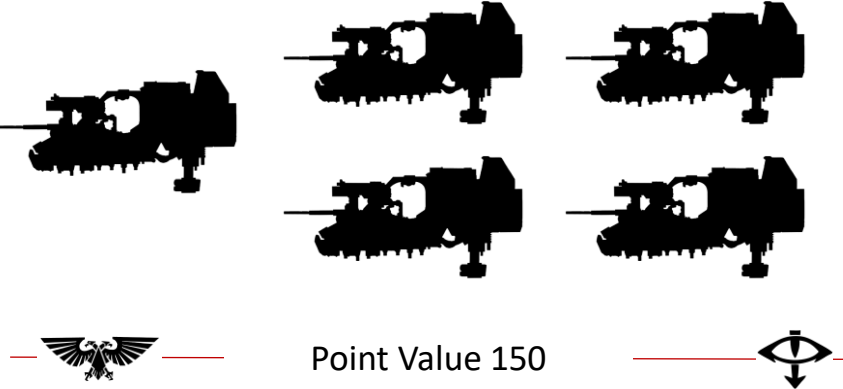
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Landspeeder	30[TK]	6[8]+	1/-1	Havoc Launcher	25/50	1	-1	[HQ1]
				Plasma Cannon	20/35	1	-2	
Landspeeder	30[TK]	6+	1/-1	Havoc Launcher	25/50	1	-1	
				Plasma Cannon	20/35	1	-2	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION LANDSPEEDER SQUADRON (RECON)

Legion Landspeeder Squadron consists of 1 Command Legion Landspeeder (Recon) and 4 Legion Landspeeders (recon)

Point Value 150

LEGION LANDSPEEDER SQUADRON (RECON)

Break Point 3: The Detachment is broken if it has lost 3 stands.. Once the Detachment is broken it must take a Morale check.

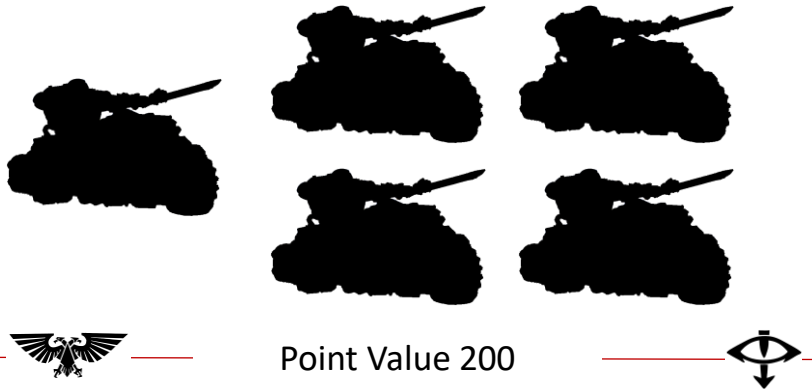**Morale Value 5+:** Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Landspeeder	35[TK]	6[8]+	1/-1	Anti-personnel	25	1	-1	[HQ1], [R]
Command Landspeeder	35[TK]	6[8]+	1/-1	Heavy Flamer [FW]	10	2	-1	[HQ1], [R]
Landspeeder (Recon)	35[TK]	6+	1/-1	Anti-personnel	25	1	-1	[R]
Landspeeder (Recon)	35[TK]	6+	1/-1	Heavy Flamer [FW]	10	2	-1	[R]

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION HUSSAR SQUADRON

Legion Landspeeder Squadron consists of 1 Command Legion Hussar and 4 Legion Hussars

Point Value 200

LEGION HUSSAR SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands.. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
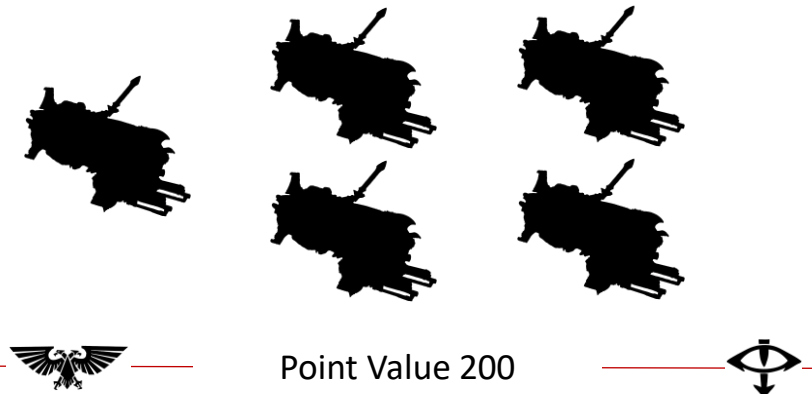
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Hussars	30	5[7]+	2/-2	Anti-personnel	25	2	-1	[HQ1], [HR]
Legion Hussars	30	5+	2/-2	Anti-personnel	25	2	-1	[HR]

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION JETBIKE SKYSEEKER SQUADRON

Legion Landspeeder Squadron consists of 1 Command Jetbike Skyseeker and 4 Legion Jetbike Skyseekers

Point Value 200

LEGION LANDSPEEDER SQUADRON (RECON)

Break Point 3: The Detachment is broken if it has lost 3 stands.. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Jetbike Skyseeker	40TK	6[8]+	1/-1	Heavy rotor cannon	30	4TL2	0	[HQ1], [R], Special
Jetbike Skyseeker	40TK	6+	1/-1	Heavy rotor cannon	30	4TL2	0	[R], Special

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION OUTRIDER SQUADRON

The Legion Outrider Sqaudron consists of 1 Command Legion Outrider and 4 Legion Outriders.

Point Value 150

LEGION OUTRIDER SQUADRON

Break Point 3: The Detachment is broken if it has lost 3 stands.. Once the Detachment is broken it must take a Morale check.

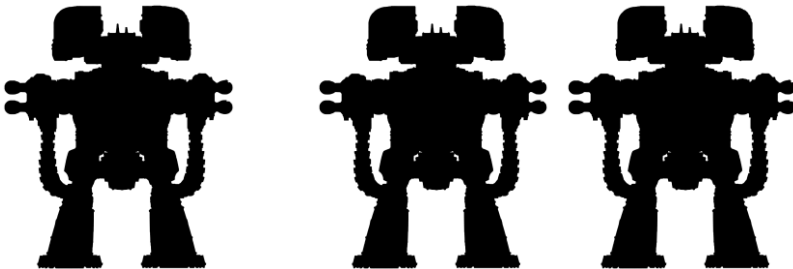**Morale Value 5+:** Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Bike	30	5[7]+	2/-2	Anti-personnel	25	1	-1	[HQ1], [R]
Outriders	30	5+	2/-2	Anti-personnel	25	1	-1	[R]

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE (1)

The Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught (Type 1) and 2 Deredeo Dreadnaught (Type 1).

Point Value 200

LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE (1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Dreadnoughts have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
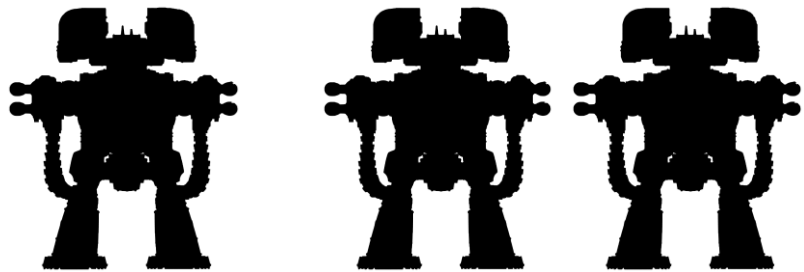
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Deredeo	10	3+	2/-2	Anv. Autocannon	25/50	4TL2	-3	[HQ1]
				Aiolos ML	30/60	1	-1	
				Anti-personnel OR	25	2	-1	
				Flamer Weapon [FW]	10	2	-1	
Deredeo (Type 1)	10	3+	2/-2	Anv. Autocannon	25/50	4TL2	-3	Special
				Aiolos ML	30/60	1	-1	
				Anti-personnel OR	25	2	-1	
				Flamer Weapon [FW]	10	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE (2)

The Deredeo Heavy Support Dreadnaught Talon consists of 1 Command Deredeo Dreadnaught (Type 2) and 2 Deredeo Dreadnaught (Type 2).

Point Value 200

LEGION DEREDEO HEAVY SUPPORT DREADNOUGHT TALON TYPE (2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Dreadnoughts have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
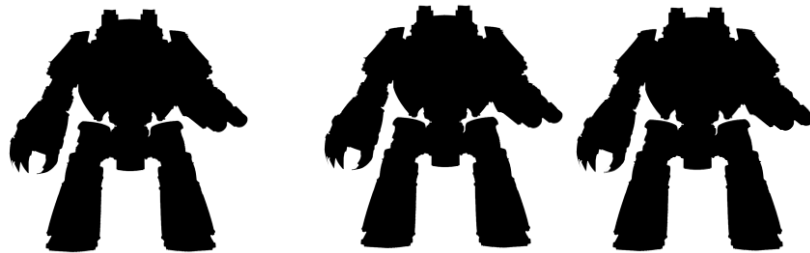
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Deredeo	10	3+	2/-2	2x Heavy Lascannon	25/50	2	-4	[HQ1]
				Aiolos ML	30/60	1	-1	
				Anti-personnel OR	25	2	-1	
				Flamer Weapon [FW]	10	2	-1	
Deredeo (Type 1)	10	3+	2/-2	2x Heavy Lascannon	25/50	2	-4	Special
				Aiolos ML	30/60	1	-1	
				Anti-personnel OR	25	2	-1	
				Flamer Weapon [FW]	10	2	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE (1)

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 1) and 2 Contemptor Dreadnaughts (Type 1)

Point Value 150

LEGION CONTEMPTOR TALON TYPE (1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

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

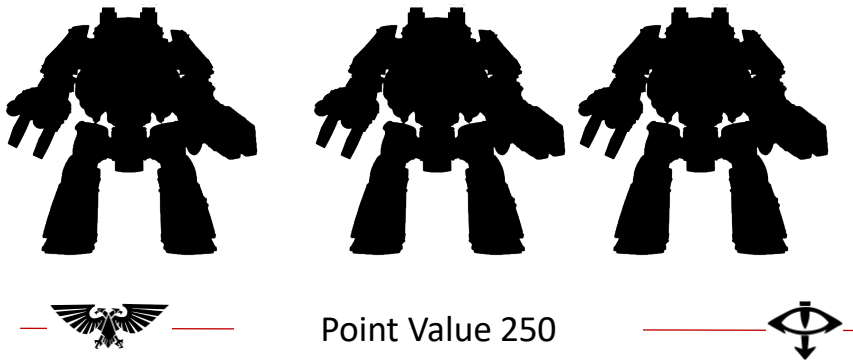| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Contemptor	15	3+	3/-3	Multi-melta	25	1	-3	[HQ1]
				Anti-personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
Contemptor (Type 1)	15	3+	3/-3	Multi-melta	25	1	-3	Special
				Anti-personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE (2)

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 2) and 2 Contemptor Dreadnaughts (Type 2)

Point Value 250

LEGION CONTEMPTOR TALON TYPE (2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

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

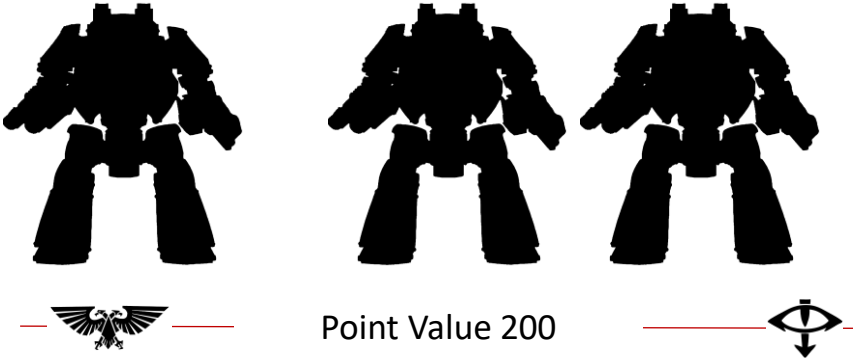| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Contemptor	15	3+	2/-2	TL Autocannon	25/50	4TL2	-2	[HQ1]
				TL Volkite Culverin [VK]	25/50	4TL2	-1	
Contemptor (Type 2)	15	3+	2/-2	TL Autocannon	25/50	4TL2	-2	Special
				TL Volkite Culverin [VK]	25/50	4TL2	-1	

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE (3)

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 3) and 2 Contemptor Dreadnaughts (Type 3)

Point Value 200

LEGION CONTEMPTOR TALON TYPE (3)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

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

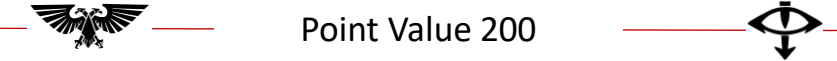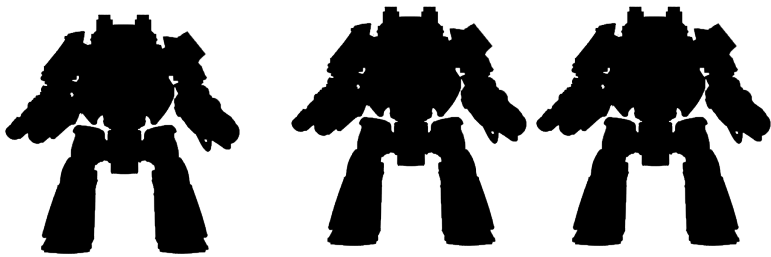| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Contemptor	15	3+	2/-2	TL Lascannon	25/50	2TL1	-3	[HQ1]
				Assault Cannon [A]	25	3	-1	
Contemptor (Type 3)	15	3+	2/-2	TL Lascannon	25/50	2TL1	-3	Special
				Assault Cannon [A]	25	3	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION CONTEMPTOR TALON TYPE (4)

The Legion Contemptor Talon consists of 1 Command Contemptor Dreadnaught (Type 4) and 2 Contemptor Dreadnaughts (Type 4)

Point Value 200

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Dreadnoughts 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
Command Contemptor	15	]+	2/-2	H. Conversion Beamer	35/70	1	-2/-4	[HQ1]
				Lascannon	25/50	2TL	-3	
Contemptor (Type 4)	15	3+	2/-2	H. Conversion Beamer	35/70	1	-2/-4	Special
				Lascannon	25/50	2TL	-3	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION MORTIS TALON TYPE (1)

The Legion Mortis Talon consists of 1 Command Mortis Dreadnaught (Type 1) and 2 Mortis Dreadnaughts (Type 1)

Point Value 150

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Dreadnoughts 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
Command Mortis	15	4+	3/-3	Multi-melta	25	1	-3	[HQ1]
				Anti-personnel	25	2	-1	
Mortis (Type 1)	15	4+	3/-3	Multi-melta	25	1	-3	
				Anti-personnel	25	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION MORTIS TALON TYPE (2)

The Legion Mortis Talon consists of 1 Command Mortis Dreadnaught (Type 2) and 2 Mortis Dreadnaughts (Type 2)

Point Value 200

LEGION MORTIS TALON TYPE (2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.
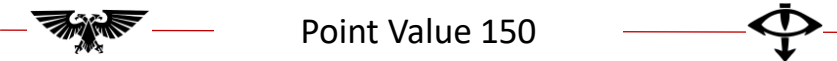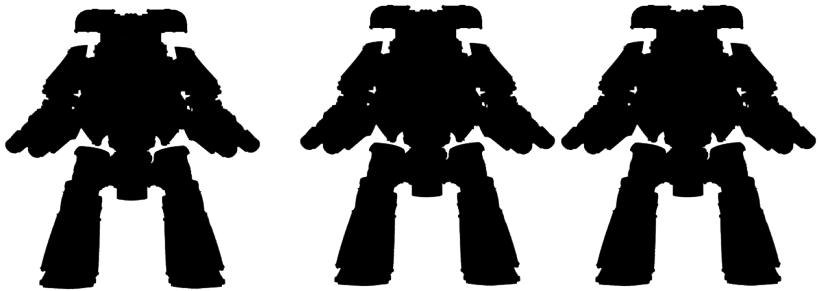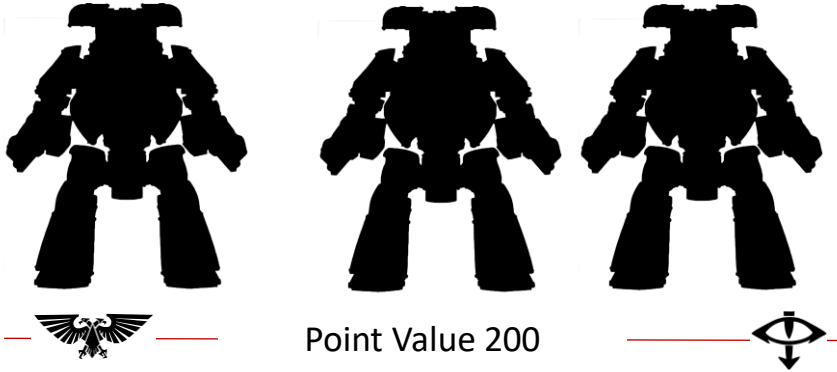
Morale Value 5+: Dreadnoughts have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Mortis	15	4+	2/-2	TL Autocannon	25/50	4TL2	-2	[HQ1]
				TL Missile Launchers	25/50	2TL1 B0	-2	
				TL Lascannons	25/50	2TL1	-3	
Mortis (Type 2)	15	4+	2/-2	TL Autocannon	25/50	4TL2	-2	
				TL Missile Launchers	25/50	2TL1 B0	-2	
				TL Lascannons	25/50	2TL1	-3	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION MORTIS TALON TYPE (3)

The Legion Mortis Talon consists of 1 Command Mortis Dreadnaught (Type 3) and 2 Mortis Dreadnaughts (Type 3)

Point Value 200

LEGION MORTIS TALON TYPE (3)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Dreadnoughts have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
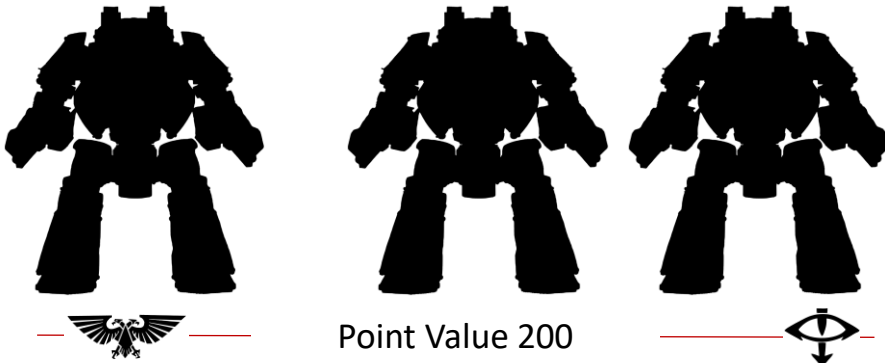
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command	15	4+	2/-2	TL Autocannon	25/50	4TL2	-2	[HQ1]
				TL Lascannon	25/50	2TL1	-3	
Mortis (Type 3)	15	4+	2/-2	TL Autocannon	25/50	4TL2	-2	
				TL Lascannon	25/50	2TL1	-3	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION LEVIATHAN TALON TYPE (1)

The Legion Leviathan Talon consists of 1 Command Leviathan Dreadnaught (Type 1) and 2 I Leviathan Dreadnaughts (Type 1)

Point Value 300

LEGION LEVIATHAN TALON TYPE (1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Dreadnoughts have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
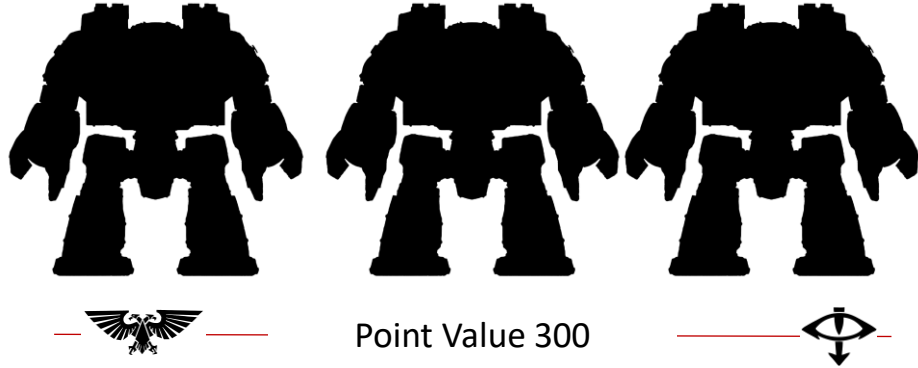
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Leviathan	10	3+	5/-4	Meltagun	15	2	-3	[HQ1], [DR2]
				2x Heavy Flamers [FW]	10	4	-1	
				Siege claw [Str+3]	-	-	-	
Leviathan (Type 1)	10	3+	5/-4	Meltagun	15	2	-3	[DR2], Special
				2x Heavy Flamers [FW]	10	4	-1	
				Siege claw [Str+3]	-	-	-	

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION LEVIATHAN TALON TYPE (2)

The Legion Leviathan Talon consists of 1 Command Leviathan Dreadnaught (Type 2) and 2 I Leviathan Dreadnaughts (Type 2)

Point Value 300

LEGION LEVIATHAN TALON TYPE (2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Dreadnoughts have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
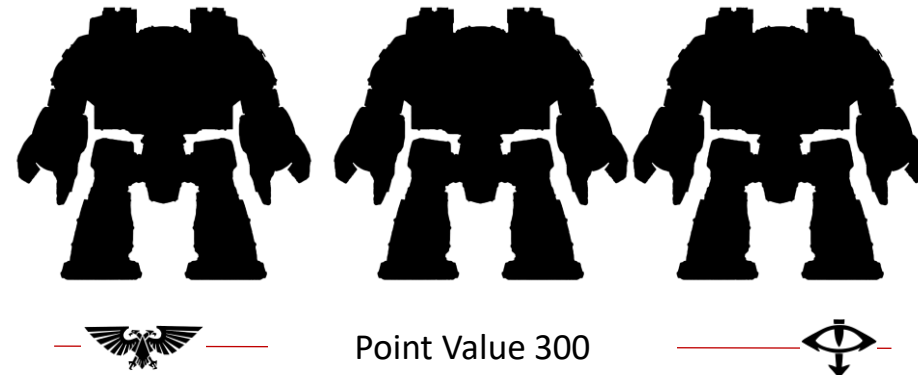
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Leviathan	10	3+	3/-3	Melta Lance	20	1	-4	[HQ1], [DR2]
				Storm Cannon	25	2	-3	
				G. flux Bombard	20	-	-	
				TL Volkite Caliver [VK]	15/30	4TL2	-1	
Leviathan (Type 2)	10	3+	3/-3	Melta Lance	20	1	-4	[DR2], Special
				Storm Cannon	25	2	-3	
				G. flux Bombard	20	-	-	
				TL Volkite Caliver [VK]	15/30	4TL2	-1	

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

LEGION CEREBUS HEAVY TANK DESTROYER SQUADRON TYPE (1)

The Legion Cerebus Heavy Tank Destroyer Squadron consists of 1 Command Cerebus heavy tank (Type 1) and 2 Legion Cerebus heavy tanks (Type 1)

Point Value 300

LEGION CEREBUS HEAVY TANK DESTROYER SQUADRON TYPE (1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

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

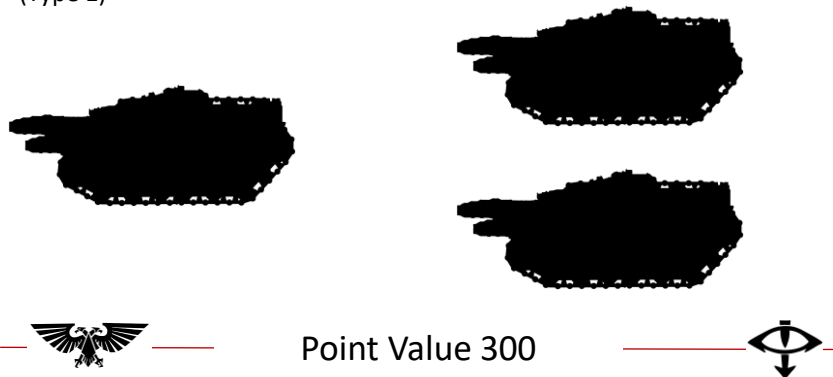| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Cerebus	15	2+	3/-3	Neutron Laser [M]	35/70	3TL1	-4	[HQ1], [DR2]
				Anti-personnel	25	6	-1	
Cerebus (Type 1)	15	2+	3/-3	Neutron Laser [M]	35/70	3TL1	-4	[DR2]
				Anti-personnel	25	6	-1	

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION CEREBUS HEAVY TANK DESTROYER SQUADRON TYPE (2)

The Legion Cerebus Heavy Tank Destroyer Squadron consists of 1 Command Cerebus heavy tank (Type 2) and 2 Legion Cerebus heavy tanks (Type 2)

Point Value 300

LEGION CEREBUS HEAVY TANK DESTROYER SQUADRON TYPE (2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
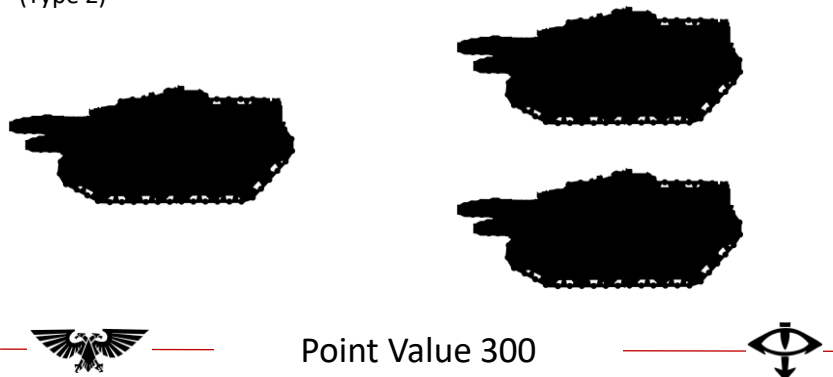
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Cerebus	15	2+	3/-3	Neutron Laser [M]	35/70	3TL1	-4	[HQ1], [DR2]
				Lascannons	25/50	2	-3	
				Anti-personnel	25	2	-1	
Cerebus (Type 2)	15	2+	3/-3	Neutron Laser [M]	35/70	3TL1	-4	[DR2]
				Lascannons	25/50	2	-3	
				Anti-personnel	25	2	-1	

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

LEGION PREDATOR WITH CONVERSION BEAMER SQUADRON

The Deimos Predator Conversion Beamer tank 1 Command Deimos Predator Conversion Beamer tank and 2 Deimos Predator Conversion Beamer tanks

Point Value 200

LEGION PREDATOR WITH CONVERSION BEAMER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command	25	3+	2/-2	Conversion Beamer	35/70	1	-4	[HQ1]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	
Predator Conversion	25	3+	2/-2	Conversion Beamer	35/70	1	-4	Special*
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	

* The Conversion beamer TSM is reduced to -2TSM for shot in the short-range band.

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION PREDATOR ANNIHILATOR SQUADRON

The Deimos Predator Annihilator tank 1 Command Deimos Predator Annihilator tank and 2 Deimos Predator Annihilator tanks.

Point Value 200

LEGION PREDATOR ANNIHILATOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command	25	3+	2/-2	TL Lascannons	25/50	2TL1	-3	[HQ1]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	
Predator Annihilator	25	3+	2/-2	TL Lascannons	25/50	2TL1	-3	
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION PREDATOR DESTRUCTOR SQUADRON

The Deimos Predator Destructor tank 1 Command Deimos Predator Destructor tank and 2 Deimos Predator Destructor tanks.

Point Value 200

LEGION PREDATOR DESTRUCTOR SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command	25	3+	2/-2	As per type selected				[HQ1]
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	Pick one type
				Anti Personnel	25	5	-1	
Predator Destructor	25	3+	2/-2	Predator Cannon	25/50	2	-2	Pick one type
				Heavy Flamer [FW]	10	4	-1	
				Anti Personnel	25	1	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION PREDATOR EXECUTIONER SQUADRON

The Deimos Predator Executioner tank 1 Command Deimos Predator Executioner tank and 2 Deimos Predator Executioner tanks.

Point Value 200

LEGION PREDATOR EXECUTIONER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
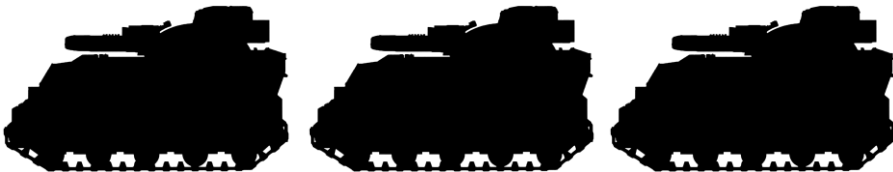
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command	25	3+	2/-2	Plasma Destroyer	20/35	3x B0	-2	[HQ1]
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	
Predator Executioner	25	3+	2/-2	Plasma Destroyer	20/35	3x B0	-2	
				Lascannons	25/50	2	-3	
				Anti Personnel	25	1	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION PREDATOR INFERNUS SQUADRON

The Deimos Predator Destructor tank 1 Command Deimos Predator Destructor tank and 2 Deimos Predator Destructor tanks.

Point Value 200

LEGION PREDATOR INFERNUS SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command	25	3+	2/-2	As per type selected				[HQ1]
Predator Infernus	25	3+	2/-2	Flame Storm [FW]	25	B2	-1	Pick one type
				Anti Personnel	25	5	-1	
Predator Infernus	25	3+	2/-2	Flame Storm [FW]	25	B2	-1	Pick one type
				Heavy Flamer [FW]	10	4	-1	
				Anti Personnel	25	1	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION PREDATOR MELTA SQUADRON

The Deimos Predator Destructor tank 1 Command Deimos Predator Melta tank and 2 Deimos Predator Melta tanks.

Point Value 200

LEGION PREDATOR MELTA SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
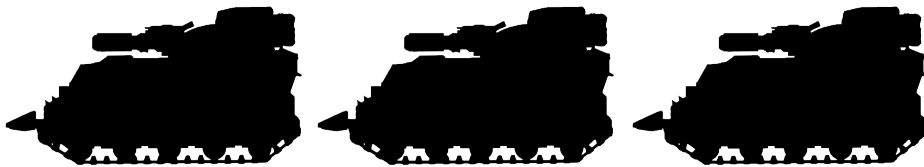
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command	25	3+	2/-2	As per type selectecd				[HQ1]
Predator Melta	25	3+	2/-2	Magna Melta	20	B2	-4	Pick one type
				Anti Personnel	25	5	-1	
Predator Melta	25	3+	2/-2	Magna Melta	20	B2	-4	Pick one type
				Heavy Flamer [FW]	10	4	-1	
				Anti Personnel	25	1	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION SICARAN ARCUS STRIKE TANK SQUADRON

The Arcus Strike Tank Squadron consists of 1 Command Legion Sicaran Arcus Strike tank and 2 Legion Sicaran Arcus Strike tanks.

Point Value 200

LEGION SICARAN ARCUS STRIKE TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Arcus	30	3+	2/-2	Arcus Launcher [IC, AA]	25/50	2	-2	[HQ1]
				Anti-personnel	25	2	-1	
Sicaran Arcus Strike	30	3+	2/-2	Arcus Launcher [IC, AA]	25/50	2	-2	
				Anti-personnel	25	2	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION SICARAN BATTLE TANK SQUADRON

The Sicaran Squadron consists of 1 Command Legion Sicaran tank and 2 Legion Sicaran tanks.

Point Value 150

LEGION SICARAN BATTLE TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Battle Tank	30	3+	2/-2	TL Acc. Autocannon	25/50	2TL1	-3	[HQ1]
				Anti-personnel	25	2	-1	
Sicaran Battle Tank	30	3+	2/-2	TL Acc. Autocannon	25/50	2TL1	-3	
				Anti-personnel	25	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION SICARAN OMEGA TANK DESTROYER SQUADRON

The Legion Sicaran Omega Tank Destroyer Squadron consists of 1 Command Legion Sicaran Omega tank Destroyer and 2 Legion Sicaran Omega tank Destroyers

Point Value 200

LEGION SICARAN OMEGA TANK DESTROYER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Omega	30	3+	2/-2	*Plasma Array Volley	25	3x B1	-2	[HQ1]
				*Plasma Sustained Burn [Dmg+2]	25	2	-3	
				Anti-personnel	25	2	-1	
Sicaran Omega Destroyer	30	3+	2/-2	*Plasma Array Volley	25	3x B1	-2	
				*Plasma Sustained Burn [Dmg+2]	25	2	-3	
				Anti-personnel	25	2	-1	

* Select one firing mode per turn.

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION SICARAN PUNISHER ASSAULT TANK SQUADRON

The Legion Sicaran Punisher Assault Tank Squadron consists of 1 Command Legion Sicaran Punisher and 2 Legion Sicaran Punishers.

Point Value 200

LEGION SICARAN PUNISHER ASSAULT TANK SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Punisher	30	3+	2/-2	Punisher Cannon	20/35	5	-2	[HQ1]
				Anti-personnel	25	2	-1	
Sicaran Punisher	30	3+	2/-2	Punisher Cannon	20/35	5	-2	
				Anti-personnel	25	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION SICARAN VENATOR TANK DESTROYER SQUADRON

The Legion Sicaran Venator Squadron consists of 1 Command Legion Sicaran Venator tank destroyer and 2 Legion Sicaran Venator tank Destroyers

Point Value 150

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Venator	30	3+	2/-2	Neutron Laser [M, Dmg+1]	25/50	1	-5	[HQ1]
				Anti-personnel	25	2	-1	
Sicaran Venator	30	3+	2/-2	Neutron Laser [M, Dmg+1]	25/50	1	-5	
				Anti-personnel	25	2	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION VINDICATOR SIEGE TANK SQUADRON (TYPE 1)

The Legion Vindicator Siege Tank Squadron consists of 1 Command Legion Vindicator siege tank (Type 1) and 2 Legion Vindicator Siege tanks (Type 1)

Point Value 200

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Vindicator	20	2+	2/-2	Demolisher Cannon [M, Str+2]	25/50	B2	-4	[HQ1]
				Anti-personnel	25	2	-1	
Vindicator (Type 1)	20	2+	2/-2	Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Anti-personnel	25	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION ARQUITOR MORBUS HEAVY BOMBARD BATTERY

The Legion Arquitor Morbus Heavy Bombard Battery consists of 1 Command Arquitor Morbus Heavy Bombards tank and 2 Arquitor Morbus Heavy Bombards.

Point Value 200

LEGION ARQUITOR MORBUS HEAVY BOMBARD BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Arquitor Morbus Heavy Bombard battery 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
Command Morbus	30	3+	2/-2	*Morbus HE shell [M, IC]	25	B1	-4	[HQ1]
				*Morbus Carcass Shell [M, IC, VK]		B1	-1	
				2x TL Auto cannon	25/50	4TL2	-2	
				Antipersonnel	25	2	-1	
Legion Arquitor Morbus Heavy Bombard	30	3+	2/-2	*Morbus HE shell [M, IC]	25	B1	-4	
				*Morbus Carcass Shell [M, IC, VK]		B1	-1	
				2x TL Auto cannon	25/50	4TL2	-2	
				Antipersonnel	25	2	-1	

* Select one shell type per turn

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION SABRE STRIKE TANK DETACHMENT (TYPE 1)

The Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank (Type 1) and 2 Sabre Strike Tank (Type 1).

Point Value 200

LEGION SABRE STRIKE TANK DETACHMENT (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Sabre Strike Tanks 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
Command Sabre	30	3+	2/-2	Snub Autocannon [Dmg+1]	25	2TL1	-3	[HQ1]
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Legion Sabre Strike Tank Type 1	30	3+	2/-2	Snub Autocannon [Dmg+1]	25	2TL1	-3	
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION ARQUITOR BOMBARD GRAVITON CHARGE BATTERY

The Legion Arquitor Bombard Graviton Charge Battery consists of 1 Command Arquitor Bombard Graviton Charge tank and 2 Arquitor Bombard Graviton Charge tanks.

Point Value 200

LEGION ARQUITOR BOMBARD GRAVITON CHARGE BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Arquitor Bombards Graviton Charge battery 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
Command Graviton	30	3+	2/-2	Graviton cannon [M, IC, HW, Dmg+1]	25	B1	-2	[HQ1]
				2x TL Autocannon	25/50	4TL2	-2	
				Antipersonnel	25	2	-1	
Legion Arquitor Bombard Graviton Charge	30	3+	2/-2	Graviton cannon [M, IC, HW, Dmg+1]	25	B1	-2	
				2x TL Autocannons	25/50	4TL2	-2	
				Antipersonnel	25	2	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION ARQUITOR BOMBARD SPICULA ROCKET BATTERY

The Legion Arquitor Bombard Spicula Rocket Battery consists of 1 Command Arquitor Bombard Spicula Rocket tank and 2 Arquitor Bombard Spicula Rocket tanks.

Point Value 200

LEGION ARQUITOR BOMBARD SPICULA ROCKET BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Arquitor Bombard Spicula Rocket battery have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
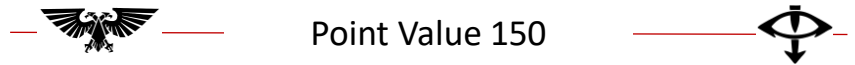
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Spicula	30	3+	2/-2	Spicula Rocket [M, Str+2]	25/50	B1/B2	-3/-2	[HQ1], Special
				2x TL Autocannons	25/50	4T2L	-2	
				Antipersonnel	25	2	-1	
Legion Arquitor Bombard Spicula Rockets	30	3+	2/-2	Spicula Rocket [M, Str+2]	25/50	B1/B2	-3/-2	Special
				2x TL Autocannons	25/50	4T2L	-2	
				Antipersonnel	25	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION SABRE STRIKE TANK DETACHMENT (TYPE 2)

The Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank (Type 2) and 2 Sabre Strike Tank (Type 2).

Point Value 150

LEGION SABRE STRIKE TANK DETACHMENT (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Sabre Strike Tanks have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
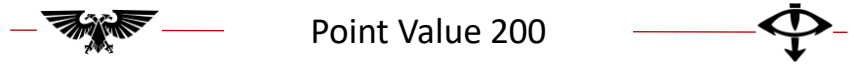
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Sabre				Neutron Blaster [Dmg+1]	25	1	-4	[HQ1], as below
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Legion Sabre Strike Tank Type 2	30	3+	2/-2	Neutron Blaster [Dmg+1]	25	1	-4	Neutron Blaster suppresses as artillery
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION SABRE STRIKE TANK DETACHMENT (TYPE 3)

The Sabre Strike Tank Detachment consists of 1 command Sabre Strike Tank (Type 3) and 2 Sabre Strike Tank (Type 3).

Point Value 200

LEGION SABRE STRIKE TANK DETACHMENT (TYPE 3)

Break Point 2: The Detachment is broken if it has lost 4 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Sabre Strike Tanks 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
Command Sabre	30	3+	2/-2	Volkite Saker [VK]	25	4	-1	[HQ1]
				Anti-personnel	25	2	-1	
Legion Sabre Strike Tank Type 3	30	3+	2/-2	Volkite Saker [VK]	25	4	-1	
				Anti-personnel	25	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION ACHILLES LAND RAIDER SQUADRON

The Legion Achilles Land Raider Squadron consists of 1 Command 1 Legion Achilles Land Raider and 2 Legion Achilles Land Raiders.

Point Value 300

LEGION ACHILLES LAND RAIDER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Achilles	20	2+	3/-3	2x TL Multi-meltas	25	4TL2	-3	[HQ1], [DR2],[TR1] Special*
				Quad Launcher	10-60	B0	-1	
				Anti-personnel	25	2	-1	
Achillies Land Raider	20	2+	3/-3	2x TL Multi-meltas	25	4TL2	-3	[DR2], [TR1], Special*
				Quad Launcher	10-60	B0	-1	
				Anti-personnel	25	2	-1	

* -1 to damage table rolls against it

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION ACHILLES ALPHA LAND RAIDER SQUADRON

The Legion Achilles Alpha Land Raider Squadron consists of 1 Command 1 Legion Achilles Alpha Land Raider and 2 Legion Achilles Alpha Land Raiders.

Point Value 350

LEGION ACHILLES ALPHA LAND RAIDER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Achilles Alpha	20	2+	3/-3	Volkite Culverins [VK]	25	8TL4	-1	[HQ1], [TR1], [DR2], Special*
				Quad Launcher	10-60	B0	-1	
				Anti-personnel	25	2	-1	
Achillies Alpha Land Raider	20	2+	3/-3	Volkite Culverins [VK]	25	8TL4	-1	[DR2], [TR1], Special*
				Quad Launcher	10-60	B 0	-1	
				Anti-personnel	25	2	-1	

* -1 to damage table rolls against it

Victory Points 4 VP
Your opponent gains 2 VPs when this Detachment is broken

LEGION PHOBOS LAND RAIDER SQUADRON

The Legion Phobos Land Raider Squadron consists of 1 Command 1 Legion Phobos Land Raider and 2 Legion Phobos Land Raiders.
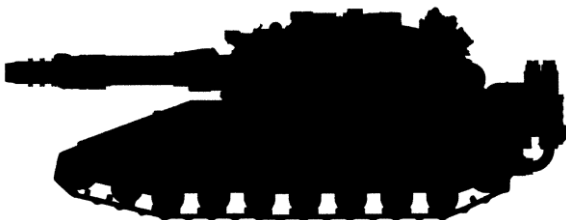

Point Value 300

LEGION PHOBOS LAND RAIDER SQUADRON

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Phobos	20	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[HQ1], [DR2], [TR2]
				Anti-personnel	25	4	-1	
Phobos Land Raider	20	2+	3/-3	2x TL Lascannons	25/50	4TL2	-3	[DR2], [TR2]
				Anti-personnel	25	4	-1	

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION FALCHION SUPER HEAVY TANK DESTROYER

The Legion Falchion Super Heavy Tank consists of 1 Legion Falchion Super Heavy Tank.

Point Value 200

LEGION FALCHION SUPER HEAVY TANK DESTROYER

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
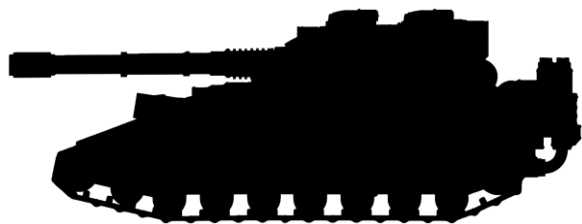
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Falchion Destroyer	15	2+	5/-4	Volcano Cannon [M, Dmg+2]	60/120	2TL1	-5	[HQ1], [DR4]
				Quad Lascannons	25/50	8TL4	-3	
				Anti-personnel	25	8	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION FELLBLADE SUPER HEAVY TANK

The Legion Fellblade Super Heavy Tank consists of 1 Legion Fellblade Super Heavy Tank.

Point Value 250

LEGION FELLBLADE SUPER HEAVY TANK

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
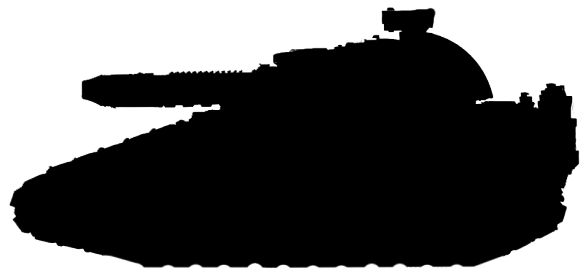
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fellblade super-heavy tank	15	2+	5/-4	Twin linked Accelerator Cannon	*Select one below			[HQ1], [DR4]
				*HE Shell [Dmg+1]	50/100	2x B3	-2	
				*AP Shell [Dmg+1]	50/100	B0	-4	
				Quad Lascannon	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
				Demolisher Siege Cannon [Dmg+1, Str+2]	25/50	B2	-4	

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION GLAIVE SUPER HEAVY SPECIAL WEAPONS TANK

The Legion Glaive Super Heavy Tank consists of 1 Legion Glaive Super Heavy Tank.

Point Value 200

LEGION GLAIVE SUPER HEAVY SPECIAL WEAPONS TANK

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Marines 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
Glaive Super Heavy Special Weapons Tank	15	2+	5/-4	Volkite carronade [IC, VK]	25/50	2	-2	[HQ1], [DR4], Special*
				2x Quad Lascannons	25/50	8TL	-3	
				Anti Personnel	25	8	-1	

*Glaive Super heavy Special Weapons Tank Volkite Carronade: The Volkite Carronade fires a constant heavy beam that strikes all targets along its firing path. Each target in the path are assigned 2 attack dice, roll to hit and armor saves as per core rules.
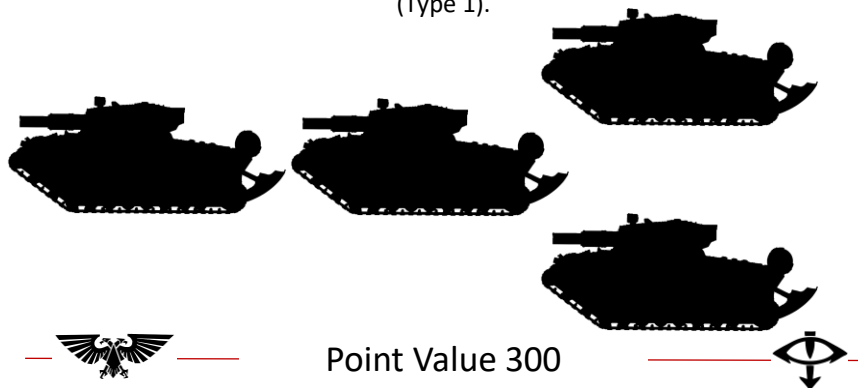
Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION MALCADOR ASSAULT TANK SQUADRON (TYPE 1)

The Legion Malcador Assault Tank Squadron consists of 1 Command Legion Malcador assault tank (Type 1) and 3 Legion Malcador assault tank (Type 1).

Point Value 300

LEGION MALCADOR ASSAULT TANK SQUADRON (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.
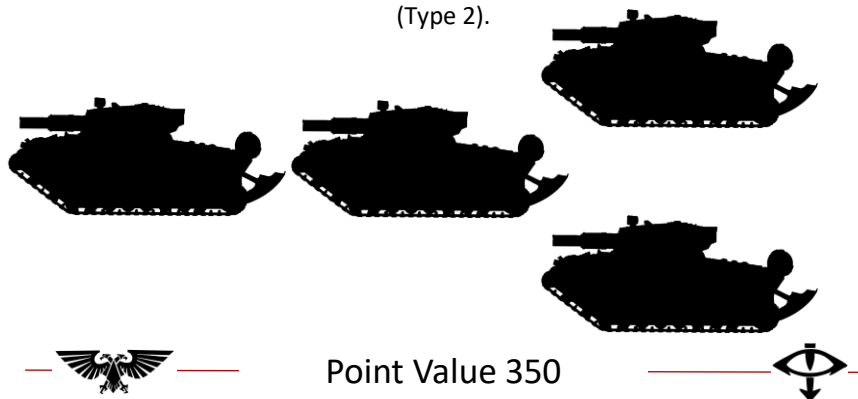
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Malcador	15	2+	3/-3	Battle Cannon	35/70	B1	-2	[HQ1], [DR2]
				Anti Personnel	25	4	-1	
Malcador Assault tank (Type 1)	15	2+	3/-3	Battle Cannon	35/70	B1	-2	DR 2
				Anti Personnel	25	4	-1	

Victory Points 3
Your opponent gains 2 VPs when this Detachment is broken

LEGION MALCADOR ASSAULT TANK SQUADRON (TYPE 2)

The Legion Malcador Assault Tank Squadron consists of 1 Command Legion Malcador assault tank (Type 2) and 3 Legion Malcador assault tank (Type 2).

Point Value 350

LEGION MALCADOR ASSAULT TANK SQUADRON (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
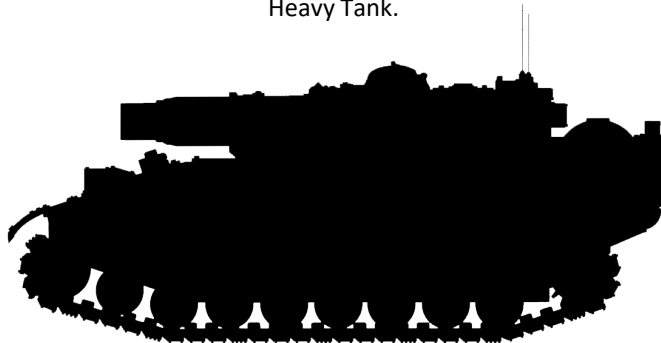
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Malcador	15	2+	3/-3	Battle Cannon	35/70	B1	-2	[HQ1], [DR2]
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	4	-1	
Malcador Assault Tank (Type 2)	15	2+	3/-3	Battle Cannon	35/70	B1	-2	DR 2
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	4	-1	

Victory Points 4 VP
Your opponent gains 2 VPs when this Detachment is broken

LEGION STORMBLADE SUPER HEAVY TANK

The Legion Stormblade Detachment consists of 1 Stormblade Super Heavy Tank.

Point Value 100

LEGION STORMBLADE SUPER HEAVY TANK

Break Point 1: The Detachment is broken if it has lost 1 models.

Morale Value 5+: Marines 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
Stormblade Super-Heavy Tank	15	2+	4/-4	Plasma Blastgun	*Select one below			[HQ1], [DR4]
				*Rapid	35/70	2	-2	
				*Overload	50/100	1	-4	
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	6	-1	

Victory Points 1
Your opponent gains 1 VPs when this Detachment is broken

LEGION TYPHON HEAVY SIEGE TANK SQUADRON (TYPE 1)

The Typhon Heavy Siege Tank Squadron consists of 1 Command Typhon heavy siege tank (Type 1) and 3 Typhon heavy siege tank (Type 1).

Point Value 400

LEGION TYPHON HEAVY SIEGE TANK SQUADRON (TYPE 1)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Typhon	15	2+	3/-3	Dread Hammer [M, IC, Str+3]	25/50	B4	-4	[HQ1], [DR2]
				Anti Personnel	25	6	-1	
Typhon Heavy Siege Tank (Type 1)	15	2+	3/-3	Dread Hammer [M, IC, Str+3]	25/50	B4	-4	[DR2]
				Anti Personnel	25	6	-1	

Victory Points 4 VP
Your opponent gains 2 VPs when this Detachment is broken

LEGION VINDICATOR SIEGE TANK SQUADRON (TYPE 2)

The Legion Vindicator Siege Tank Squadron consists of 1 Command Legion Vindicator siege tank (Type 2) and 2 Legion Vindicator Siege tanks (Type 2)

Point Value 150

LEGION VINDICATOR SIEGE TANK SQUADRON (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Vindicator	25	3+	2/-2	Laser Destroyer Array [Dmg+1]	35	2	-4	[HQ1], Special
Vindicator (Type 2)	25	3+	2/-2	Laser Destroyer Array [Dmg+1]	35	2	-4	*Special

*Vindicator Laser Destroyer Array: The Laser Destroyer Arrays when on first fire orders the weapon becomes a twin linked weapon and total attack dice increase to 4 (4TL2).

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION TYPHON HEAVY SIEGE TANK SQUADRON (TYPE 2)

The Typhon Heavy Siege Tank Squadron consists of 1 Command Typhon heavy siege tank (Type 2) and 3 Typhon heavy siege tank (Type 2).

Point Value 400

LEGION TYPHON HEAVY SIEGE TANK SQUADRON (TYPE 2)

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
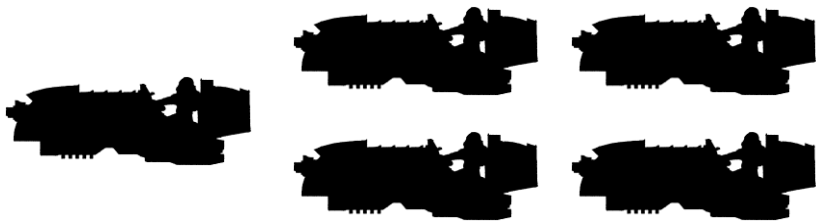
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Typhon				Dread Hammer [M, IC, Str+3]	25/50	B4	-4	[HQ1], [DR2]
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	4	-1	
Typhon Heavy Siege Tank (Type 2)	15	2+	3/-3	Dread Hammer [M, IC, Str+3]	25/50	B4	-4	[DR2]
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	4	-1	

Victory Points 4 VP
Your opponent gains 2 VPs when this Detachment is broken

LEGION JETBIKE SKY SLAYER SQUADRON (SUPPORT)

Legion Jetbike Sky Slayer Support Squadron consists of 1 Command Legion Jetbike Sky Slayer (Support), 4 Legion Jetbike Sky Slayer (Support) stands.

Point Value 150

LEGION JETBIKE SKY SLAYER SQUADRON (SUPPORT)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Sky Slayer	30[TK]	5[7]+	1/-1	Multi-melta	25	1	-3	
Sky Slayer	30[TK]	5+	1/-1	Multi-melta	25	1	-3	

Victory Points 2 VP

Your opponent gains 1 VPs when this Detachment is broken

LEGION WHIRLWIND HYPERIOS BATTERY

The Legion Whirlwind Hyperios Battery consists of 1 Command Whirlwind Hyperios and 2 Whirlwind Hyperios'

Point Value 150

LEGION WHIRLWIND HYPERIOS BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
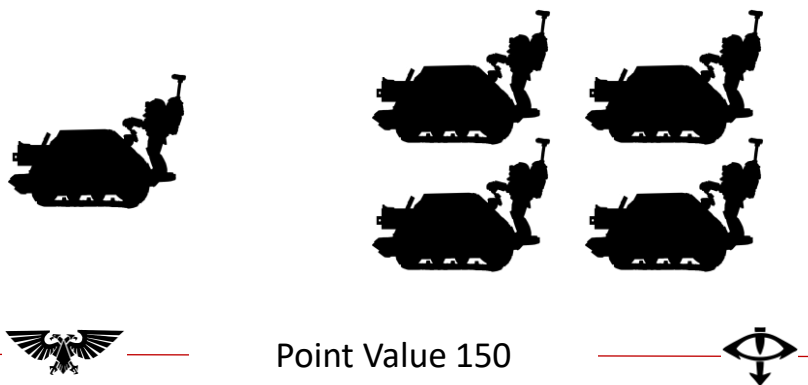
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Hyperios	25	3+	2/-2	Hyperios MIssiles [AA]	25/50	1	-2	[HQ1]
				Anti Personnel	25	2	-1	
Hyperios	25	3+	2/-2	Hyperios Missiles [AA]	25/50	1	-2	
				Anti Personnel	25	2	-1	

Victory Points 2

Your opponent gains 1 VPs when this Detachment is broken

LEGION RAPIER WEAPONS BATTERY (TYPE 1)

Legion Rapier Weapons Battery consists of 1 Command Legion Rapier weapon (Type 1) and 4 Legion Rapier weapon (Type 1)

Point Value 150

LEGION RAPIER WEAPONS BATTERY (TYPE 1)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
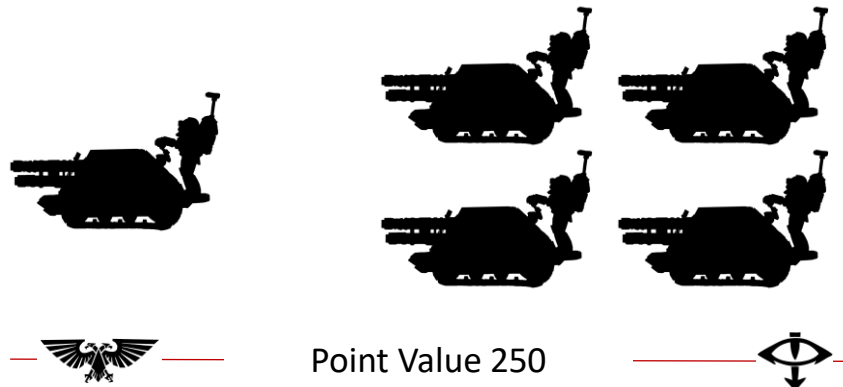
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Antipersonnel	35cm	4	-1	[HQ1]
Rapier (Type 1)	5	5+	1/0	Antipersonnel	35cm	4	-1	Cannot charge move

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Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION RAPIER WEAPONS BATTERY (TYPE 2)

Legion Rapier Weapons Battery consists of 1 Command Legion Rapier weapon (Type 2) and 4 Legion Rapier weapon (Type 2)

Point Value 250

LEGION RAPIER WEAPONS BATTERY (TYPE 2)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
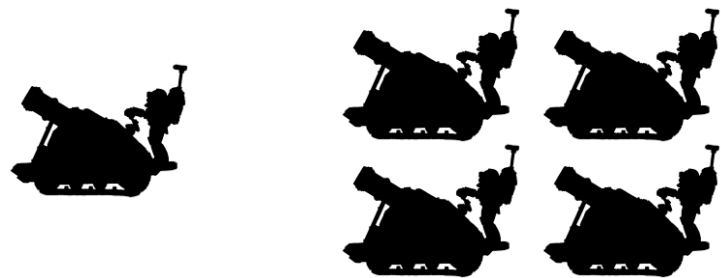
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	[HQ1]
Rapier (Type 2)	5	5+	1/0	Quad Laser Destroyer [Dmg+1]	20/35	4	-3	Cannot charge move

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

LEGION RAPIER WEAPONS BATTERY (TYPE 3)

Legion Rapier Weapons Battery consists of 1 Command Legion Rapier weapon (Type 3) and 4 Legion Rapier weapon (Type 3)

Point Value 100

LEGION RAPIER WEAPONS BATTERY (TYPE 3)

Break Point 3: The Detachment is broken if it has lost 3 stands Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.
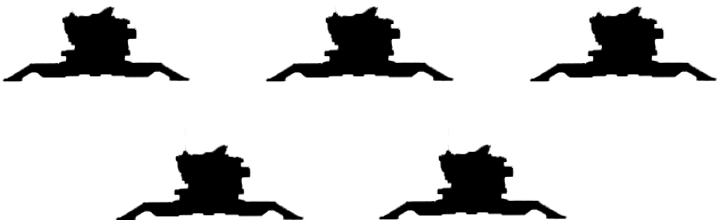
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Rapier	5	5+	1/0	Quad Launcher Frag	50	B0	-1	[HQ1]
Rapier (Type 3)	5	5+	1/0	Quad Launcher Frag	50	B0	-1	Cannot charge move

Victory Points 1
Your opponent gains 1 VPs when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 1)

The Legion Tarantula Sentry Gun Battery consists of 5 Legion Tarantula sentry guns (Type 1)

Point Value 200

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 1)

Break Point 4: The Detachment is broken if it has lost 4 stands.

Morale Value -: Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 1)	5[T]	5+	1/0	Anti-personnel OR	35	2	-1	[RC], [IF], Cannot charge move, Special
				Heavy Flamer [FW]	10	4	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 2)

The Legion Tarantula Sentry Gun Battery consists of 5 Legion Tarantula sentry guns (Type 2)

Point Value 150

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 2)

Break Point 4: The Detachment is broken if it has lost 4 stands.
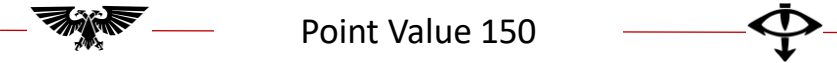
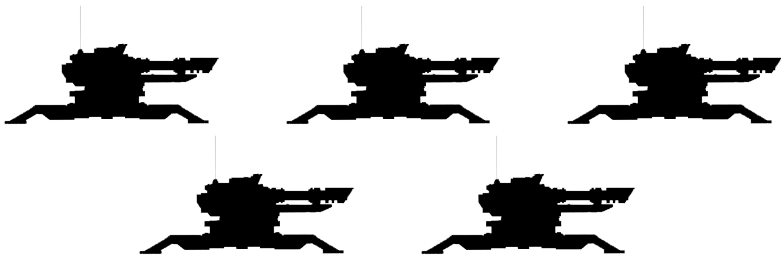**Morale Value -:** Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 2)	5[T]	5+	1/0	TL Lascannon	25/50	2TL1	-3	[RC], [IF], Cannot charge move, Special

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 3)

The Legion Tarantula Sentry Gun Battery consists of 5 Legion Tarantula sentry guns (Type 3)

Point Value 200

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 3)

Break Point 4: The Detachment is broken if it has lost 4 stands.

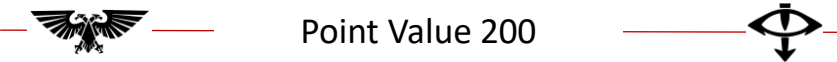**Morale Value -:** Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 3)	5[T]	5+	1/0	TL Rotor Cannon	15/30	8TL4	0	[RC], [IF], Cannot charge move, Special

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 4)

The Legion Tarantula Sentry Gun Battery consists of 5 Legion Tarantula sentry guns (Type 4)

Point Value 150

LEGION TARANTULA SENTRY GUN BATTERY (TYPE 4)

Break Point 4: The Detachment is broken if it has lost 4 stands.

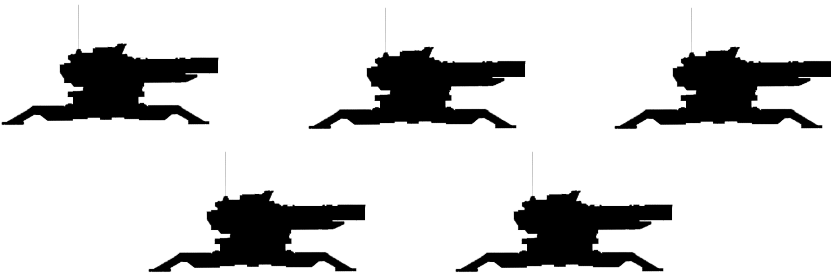**Morale Value -:** Sentry Guns never test for morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Tarantula (Type 4)	5[T]	5+	1/0	Hyperios [AA]	25/50	1	-2	[RC], [IF], Cannot charge move, Special

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION BASILISK BATTERY

The Legion Basilisk Battery consists of 1 Command Legion Basilisk and 2 Legion Basilisks.

Point Value 250

LEGION BASILISK BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Basilisk	15	4+	2/-1	Earthshaker [HM, Dmg+1]	25-240	B2	-3	[HQ1]
				Anti Personnel	25	2	-1	
Basilisk	15	4+	2/-1	Earthshaker [HM, Dmg+1]	25-240	B2	-3	
				Anti Personnel	25	2	-1	

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

LEGION MEDUSA BATTERY

The Legion Medusa Battery consists of 1 Command Legion Medusa and 2 Legion Medusas.

Point Value 200

LEGION MEDUSA BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Medusa	15	4+	2/-1	Siege Gun [HM, Str+1]	35-120	B2	-4	
				Anti Personnel	25	2	-1	
Medusa	15	4+	2/-1	Siege Gun [HM, Str+1]	35-120	B2	-4	
				Anti Personnel	25	2	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken

LEGION SCORPIUS (TYPE 1) BATTERY

The Legion Scorpius Battery consists of 1 Command Whirlwind Scorpius (Type 1) and 2 Whirlwind Scorpius' (Type 1) .

Point Value 150

LEGION SCORPIUS (TYPE 1) BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Scorpius (Type 1)	25	3+	2/-2	Scorpius Missile Launcher	25/50	2xB1	-2	[HQ1]
				Anti Personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
Scorpius (Type 1)	25	3+	2/-2	Scorpius Missile Launcher	25/50	2xB1	-2	
				Anti Personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION SCORPIUS (TYPE 2) BATTERY

The Legion Scorpius Battery consists of 1 Command Whirlwind Scorpius (Type 2) and 2 Whirlwind Scorpius' (Type 2) .

Point Value 200

LEGION SCORPIUS (TYPE 2) BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Scorpius (Type 2)	25	3+	2/-2	Scorpius Missile Launcher	25/50	2xB1	-2	[HQ1]
				Anti Personnel OR	25	4	-1	
				Heavy Flamer [FW]	10	4	-1	
Scorpius (Type 2)	25	3+	2/-2	Scorpius Missile Launcher	25/50	2xB1	-2	
				Anti Personnel OR	25	4	-1	
				Heavy Flamer [FW]	10	4	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION SCORPIUS (TYPE 3) BATTERY

The Legion Scorpius Battery consists of 1 Command Whirlwind Scorpius (Type 3) and 2 Whirlwind Scorpius' (Type 3) .

Point Value 150

LEGION SCORPIUS (TYPE 3) BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Scorpius (Type 3)	25	3+	2/-2	Havoc Launcher [A]	25/50	B1	-1	[HQ1]
				Anti Personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	
Scorpius (Type 3)	25	3+	2/-2	Havoc Launcher [A]	25/50	B1	-1	
				Anti Personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	-1	

Victory Points 2 VP
Your opponent gains 1 VPs when this Detachment is broken

LEGION DEATHSTORM DROP PODS

The Legion Deathstorm Drop Pods consists of 3 Deathstorm Drop Pods.

Point Value 100

LEGION DEATHSTORM DROP PODS

Break Point +2: The Detachment adds +2 to the attached formation

Morale Value -: Drop Pods do not check for Morale.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deathstorm Drop Pod	[F]	4+	-	Deathstorm				[RC], Special*
				Frag	50	B3	-1	
				Krak	25/50	1	-2	

* May be only attached to the Drop Pod transport cards. See additional Rules.

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

LEGION WHIRLWIND BATTERY

The Legion Whirlwind Battery consists of 1 Command Whirlwind and 2 Whirlwinds'

Point Value 200

LEGION WHIRLWIND BATTERY

Break Point 2: The Detachment is broken if it has lost 2 models. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marines 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
Command Whirlwind	25	5+	2/-2	Whirlwind Missile Launcher [M]				[HQ1]
				Vengeance HE	50/100	B2	-1	
				Castellan Incendiary [IC, Fire]	50/100	2	0	
				Anti Personnel	25	2	-1	
Whirlwind	25	5+	2/-2	Whirlwind Missile Launcher [M]				
				Vengeance HE	50/100	B2	-1	
				Castellan Incendiary [IC, Fire]	50/100	2	0	
				Anti Personnel	25	2	-1	

Victory Points 2
Your opponent gains 1 VPs when this Detachment is broken