



COMPANY CARDS

# SPACE MARINE GENRAL RULES

## (FACTION VALUE 400)

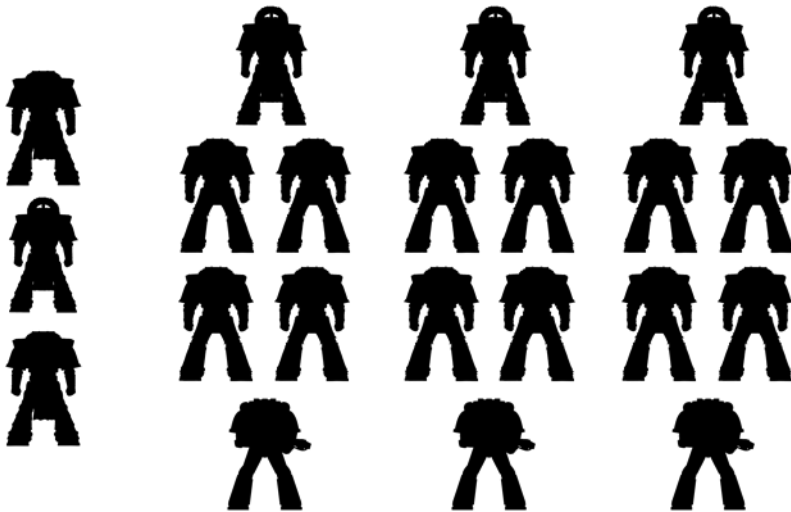
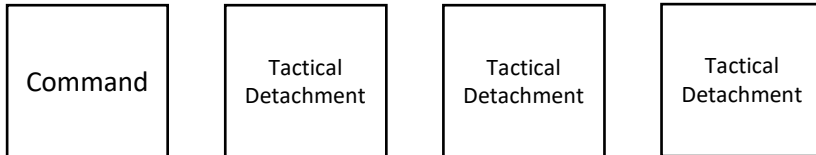
**Army to Hit Value is: 5+**

**Tenacity** – Space marine legionnaires (infantry), may reroll a failed moral 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 legion's 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 TACTICAL COMPANY

The Legion Tactical Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Tactical Stands and 1 Support Stand.



Point Value 700



## LEGION TACTICAL COMPANY

**Break Point 13:** The Tactical Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Tactical or Support stands. Once the Company is broken each Detachment must take a Morale check.

**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.

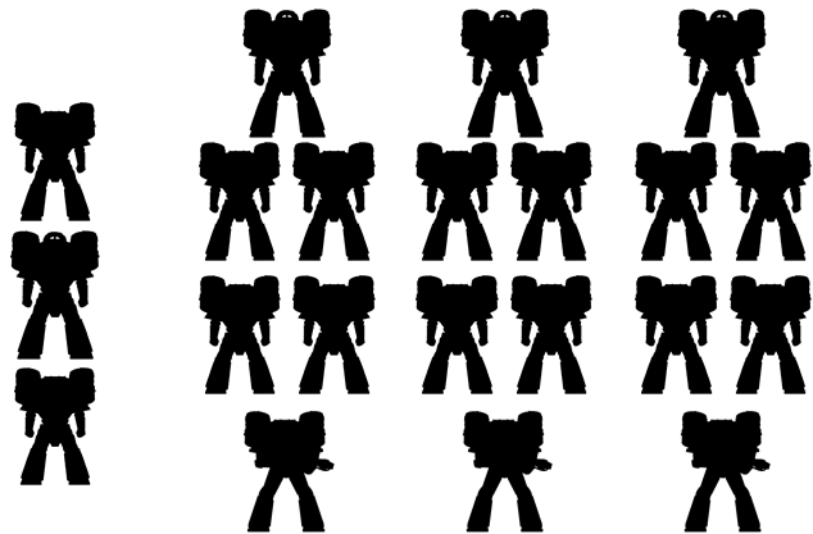
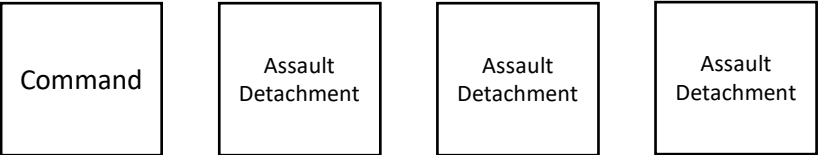
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Boltgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	

## Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# LEGION ASSAULT JUMP PACK COMPANY

The Legion Jump Pack Company consists of 1 Command detachment of 2 Assault Veteran Assault Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Assault Stands and 1 Support Stand.



Point Value 650



# LEGION ASSAULT JUMP PACK COMPANY

**Break Point 13:** The Jump Pack Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

**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.

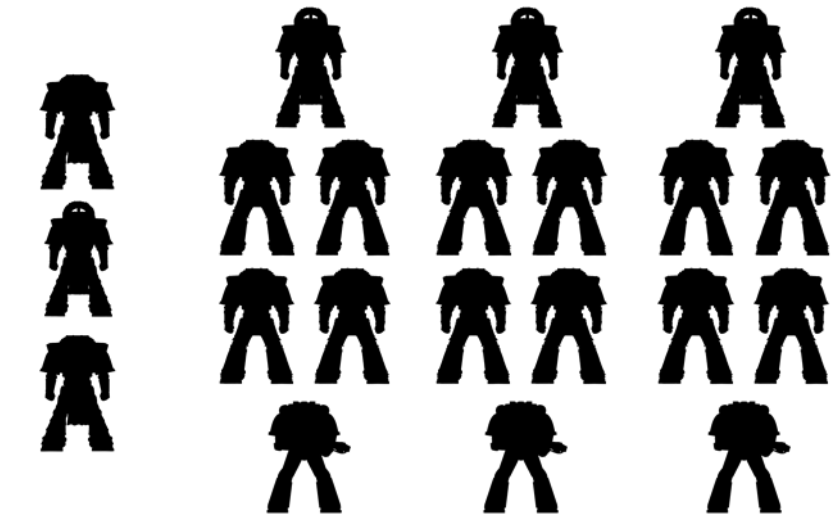
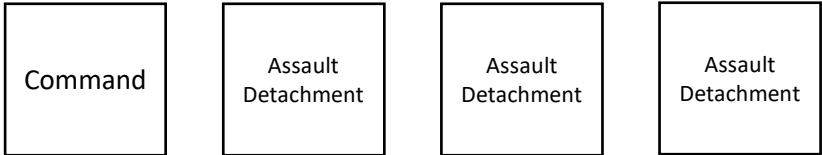
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	15[J]	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	15[J]	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Assault	15[J]	5+	2/-2	CC Weapons	-	-	-	
Support	15[J]	5+	1/-1	Support weapons	25	2	-2	

## Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# LEGION ASSAULT COMPANY

The Legion Assault Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand and 3 Assault Detachments of 1 Decurion, 4 Assault Stands and 1 Support Stand.



Point Value 650



# LEGION ASSAULT COMPANY

**Break Point 13:** The Assault Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

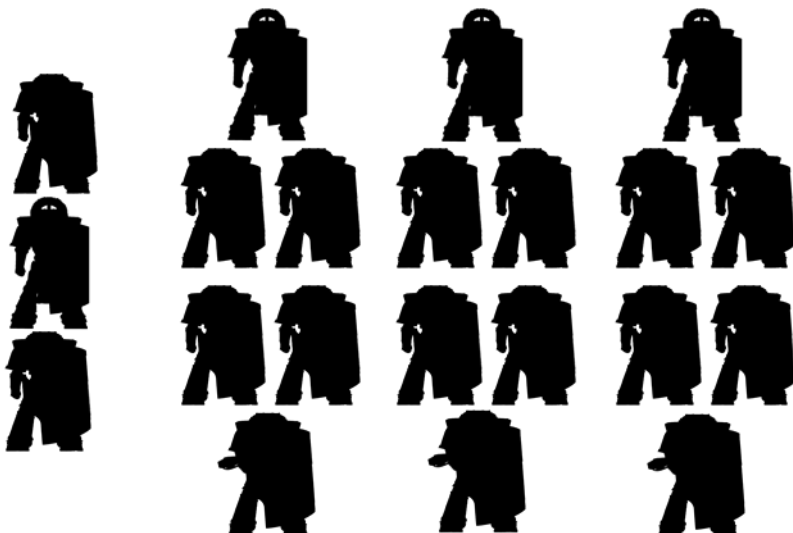
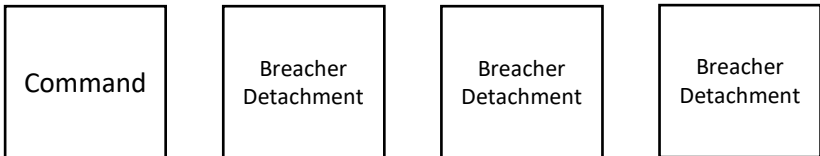
**Morale Value 5+:** Legio Astartes have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4{6}+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4{6}+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Support	10	5+	1/-1	Support weapons	25	2	-2	
Assault	10	5+	2/-2	CC Weapons	-	-		[MB]

**Victory Points 7**  
Your opponent gains 4 VPs when this Company is broken

# LEGION BREACHER COMPANY

The Legion Breacher Company consists of 1 Command detachment of 4 Veteran Breacher Stands and 1 Centurion Stand and three detachments of 1 Decurion Stand 4 Breacher Stands and 1 Support Stand.



Point Value 900



# LEGION BREACHER COMPANY

**Break Point 13:** The Breacher Company is broken if it has lost 13 stands either the Centurion, Veteran Breacher, Decurion, Breacher or Support stands. Once the Company is broken each Detachment must take a Morale check

**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.

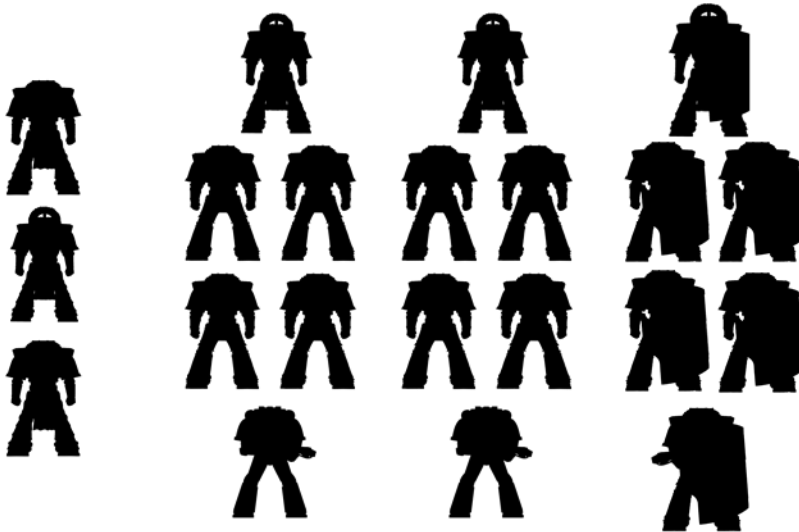
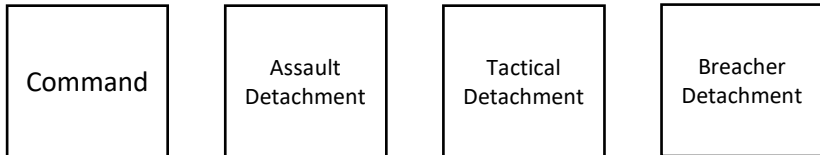
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Breacher	10	4[6]+	1/-1	Boltgun	25	2	0	
Breacher Support	10	5[7]+	1/-1	Support weapons	25	2	-2	

## Victory Points 9

Your opponent gains 5 VPs when this Company is broken

## LEGION BATTLE COMPANY

The Legion Battle Company consists of 1 Command detachment of 2 Veteran Stands and 1 Centurion Stand, one Tactical detachment of 1 Decurion Stand, 4 Tactical Stands and 1 Support Stand. 1 Assault Detachment of 1 Decurion, 4 Assault Stands and 1 Support Stand and 1 Breacher Detachment of 1 Decurion, 4 Breacher Stands and 1 Support Stand



Point Value 700



## LEGION BATTLE COMPANY

**Break Point 13:** The Battle Company is broken if it has lost 13 stands either the Centurion, Veteran, Decurion, Breacher, Tactical, Assault or Support stands. Once the Company is broken each Detachment must take a Morale check

**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
Centurion	10	4[6]+	3/-2	Combi-weapon	25	2	-1	[HQ2], [MB], [V]
Decurion	10	4[6]+	2/-2	Combi-weapon	25	2	-1	[HQ1], [MB], [V]
Tactical	10	5+	1/-1	Boltgun	25	2	0	
Support	10	5+	1/-1	Support weapons	25	2	-2	
Assault	10	5+	2/-2	CC Weapons	-	-		[MB]
Breacher	10	4[6]+	1/-1	Boltgun	25	2	0	
Breacher Support	10	5[7]+	1/-1	Support weapons	25	2	-2	

## Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# LEGION TERMINATOR COMPANY


The Legion Terminator Company consists of 1 Command detachment of 2 Veteran Terminator Stands and 1 Terminator Centurion Stand and three detachments of 1 Terminator Decurion stand and 4 Terminator Stands.


Command


Terminator Detachment


Terminator Detachment


Terminator Detachment








































Point Value 1100



# LEGION TERMINATOR COMPANY

**Break Point 11:** The Terminator Company is broken if it has lost 11 stands either the Terminator Centurion, Veteran Terminator, Terminator Decurion or Terminator Stands. Once the Company is broken each Detachment must take a Morale check.

**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
Centurion	10[T]	3[5]+	4/-4	Combi-weapon	25	2	-1	[HQ2], [V]
Decurion	10[T]	3[5]+	3/-4	Combi-weapon	25	2	-1	[HQ1], [V]
Terminator	10[T]	3[5]+	2/-3	Combi-bolter Chain fist	25	2	-1	

Victory Points 11

Your opponent gains 6 VPs when this Company is broken



# LEGION DREADNOUGHT COMPANY

The Legion Dreadnought Company consists of 1 Command Type 4 Dreadnought and three detachments of 3 Dreadnoughts.

Command  
(Type 4)

Contemptor  
(Type 1)  
Detachment

Contemptor  
(Type 2)  
Detachment

Contemptor  
(Type 3)  
Detachment



Point Value 650



# LEGION DREADNOUGHT COMPANY

**Break Point 6:** The Dreadnought Company is broken if it has lost 6 Dreadnoughts. Once the Company is broken each Detachment must take a Morale check.

**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
Legion Contemptor Dreadnought Type 1A	15	3+	3/-3	Multi-Melta	25	1	-3	Special*
				Heavy Flamer [FW]				
				CC weapon	-	-	-	
Legion Contemptor Dreadnought Type 1B	15	3+	3/-3	Multi-Melta	25	1	-3	Special*
				Antipersonnel	25	2	-1	
				CC weapon	-	-	-	
Legion Contemptor Dreadnought Type 2	15	3+	2/-2	TL Autocannon	25/50	4TL2	-2	Special*
				Twin-linked Volkite Culverin [VK]	25/50	4TL2	-1	
Legion Contemptor Dreadnought Type 3	15	3+	2/-2	TL Lascannon	25/50	2TL1	-3	Special*
				Kheres Pattern Assault Cannon [A]	25	3	-1	
Legion Contemptor Dreadnought Type 4	15	3+	2/-2	Conversion Beamer	35/70	B2	-2/-4	Special*
				TL Lascannon	25/50	2TL1	-3	

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

## Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# LEGION JAVELIN ATTACK SPEEDER WING





















The Legion Javelin Attack Speeder Wing consists of 1 Command of 1 Command Javelin Speeder (Heavy) and 2 Javelin Attack Speeders (Heavy), 2 Detachments of 5 Javelin Attack Speeders (Recon) and 1 Detachment of 5 Javelin Attack Speeders (Heavy).

Command  
(Heavy)

Javelin  
(Recon)  
Detachment

Javelin  
(Recon)  
Detachment

Javelin  
(Heavy)  
Detachment



# LEGION JAVELIN ATTACK SPEEDER WING

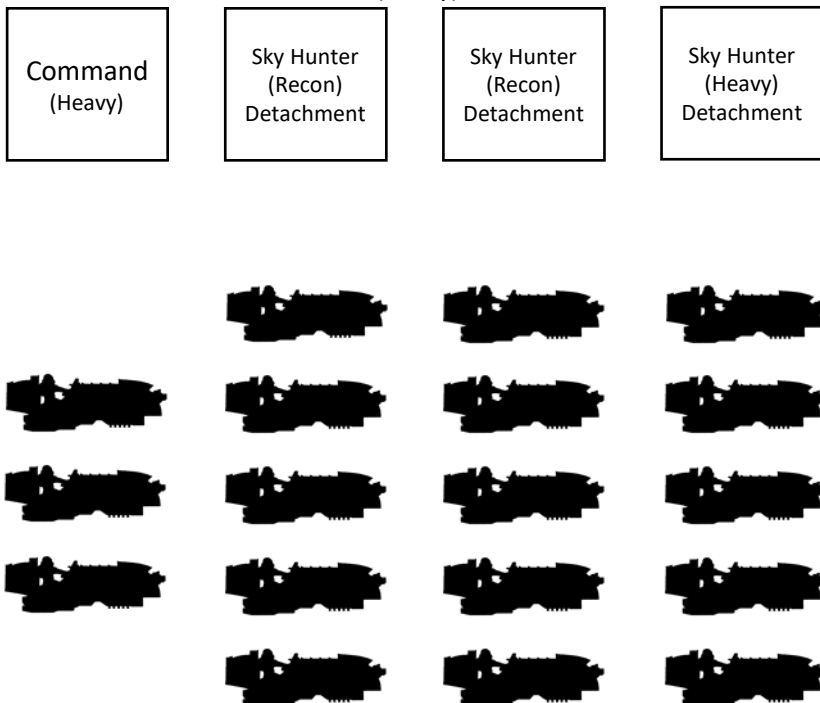
**Break Point 11:** The Javelin Attack Wing is broken if it has lost 11 Javelin Attack Speeders. Once the Company is broken each Detachment must take a Morale check.

**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.

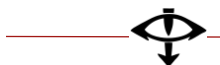
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Command Speeder (Heavy)	25[TK]	5[7]+	1/-1	TL Lascannons	25/50	2TL1	-3	[HQ2], [MB], [R]
				Anti Personnel	25	1	-1	
Javelin (Heavy)	25[TK]	5+	1/-1	TL Lascannons	25/50	2TL1	-3	
				Anti Personnel	25	1	-1	
Javelin (Recon)	35[TK]	5+	1/-1	TL Cyclone Missile Launcher	25/50	2	-2	[R]
				Anti Personnel	25	1	-1	

## LEGION SKY HUNTER ATTACK WING

The Legion Sky Hunter Attack Wing consists of 1 Command of 1 Centurion Sky Hunter Jetbike Speeder and 2 Sky Hunter Support Jetbike, 2 Detachments of 5 Sky Hunter Jetbike (Recon) and 1 Detachment of 5 Sky Hunter Jetbike (Heavy).



Point Value 600



## LEGION SKY HUNTER ATTACK WING

**Break Point 11:** The Sky hunter Attack Wing is broken if it has lost 11 Javelin Attack Speeders. Once the Company is broken each Detachment must take a Morale check.

**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
Command Hunter Jetbike (heavy)	30[K]	5[7]+	1/-1	Plasma Cannon	20/35	1	-2	[HQ2], [MB]
				Anti-personnel	25	1	-1	
Hunter Jetbike (Recon)	35[K]	5+	1/-1	Anti-personnel	25	1	-1	[R]
Hunter Jetbike (Heavy)	30[K]	5+	1/-1	Plasma Cannon	20/35	1	-2	
				Anti-personnel	25	1	-1	

### Victory Points 6

Your opponent gains 3 VPs when this Company is broken

# LEGION LANDSPEEDER WING


The Legion Landspeeder Wing consists of 1 Command of 1 Command Landspeeders and 2 Landspeeders, 2 Detachments of 5 Landspeeders (Recon) and 1 Detachment of 5 Landspeeders.

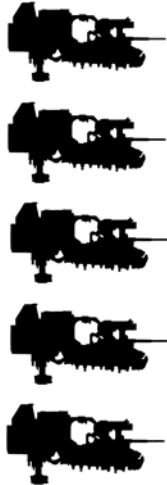
Command  
(Heavy)


Landspeeder  
(Recon)  
Detachment


Landspeeder  
(Recon)  
Detachment

Landspeeder  
(Heavy)  
Detachment











Point Value 650



# LEGION LANDSPEEDER WING

**Break Point 11:** The Landspeeder Wing is broken if it has lost 11 Landspeeders. Once the Company is broken each Detachment must take a Morale check.

**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
Command Speeder (Heavy)	30[TK]	6[7]+	1/-1	Havoc Launcher	25/50	1	-1	[HQ2], [MB]
				Plasma Cannon	20/35	1	-2	
Legion Landspeeder (Recon)	35[TK]	5+	1/-1	Anti Personnel	25	1	-1	[R]
Legion Landspeeder (Recon)	35[TK]	5+	1/-1	Heavy Flamer [FW]	25	1	-1	[R]
Legion Landspeeder (Heavy)	30[TK]	6+	1/-1	Havoc Launcher	25/50	1	-1	
				Plasma Cannon	20/35	1	-2	

## Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# LEGION OUTRIDER ATTACK WING

The Legion Outrider Attack Wing consists of 1 Command of 1 Command Attack Bike Stand and 2 Attack Bike Stands,2 Detachments of 5 Outrider Stands and 1 Detachment of 5 Attack Bike Stands.

Command  
Attack Bikes

Outrider  
Detachment

Outrider  
Detachment

Attack Bike  
Detachment



Point Value 550



# LEGION OUTRIDER ATTACK WING

**Break Point 11:** The Outrider Attack Wing is broken if it has lost 11 stands either Attack Bike Stands or Outrider Stands. Once the Company is broken each Detachment must take a Morale check.

**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
Command Attack Bike	25	5[7]+	2/-2	Multi-melta	25	1	-3	[HQ2], [MB]
				Anti-personnel	25	1	-1	
Outrider	30	5+	2/-2	Anti-personnel	25	1	-1	[R]
Attack Bike	25	5+	1/-1	Multi-melta	25	1	-3	
				Anti-personnel	25	1	-1	

## Victory Points 6

Your opponent gains 3 VPs when this Company is broken

# LEGION CEREBUS HEAVY TANK DESTROYER COMPANY

The Legion Cerebus Heavy Tank Destroyer Company consists of 1 Command Cerebus (Type 2), 2 Detachments of 3 Cerebus (Type 1) and 1 Detachment of 3 Cerebus (Type 2).

Command

(Type 2)

Tank Destroyer

(Type 1)

Detachment

Tank Destroyer

(Type 1)

Detachment

Tank Destroyer

(Type 2)

Detachment



Point Value 1000



# LEGION CEREBUS HEAVY TANK DESTROYER COMPANY

**Break Point 6:** The Tank Destroyer Company is broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

**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
Command (Type2)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[HQ2], [DR2]
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	6	-1	
Cerebus (Type 1)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[DR2]
				Anti Personnel	25	6	-1	
Cerebus (Type 2)	15	2+	3/-3	Triple linked Neutron Laser Battery [M]	35/70	3TL1	-4	[DR2]
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	2	-1	

## Victory Points 10

Your opponent gains 5 VPs when this Company is broken

# LEGION LAND RAIDER PHOBOS COMPANY

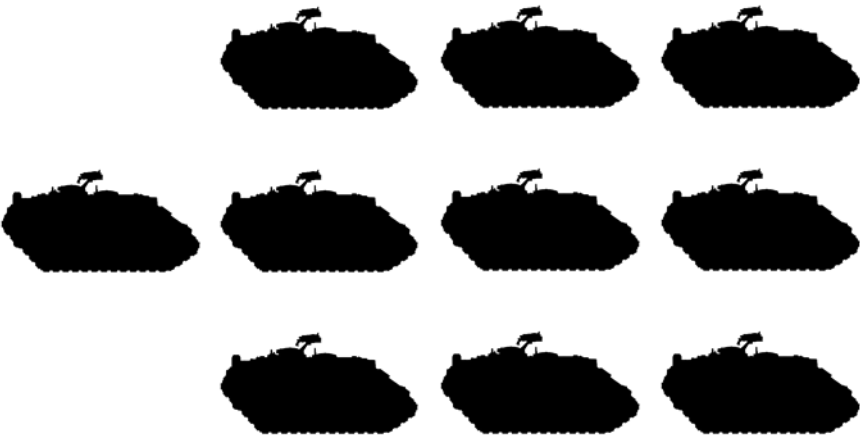
The Legion Land Raider Phobos Company consists of 1 Command Land Raider Phobos and 3 Detachments of 3 Land Raider Phobos'.

Command

Land Raider  
Detachment

Land Raider  
Detachment

Land Raider  
Detachment



Point Value 950



# LEGION LAND RAIDER PHOBOS COMPANY

**Break Point 6:** The Land Raider Company is broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

**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
Command Land Raider	20	2+	3/-3	2x TL Lascannon	25/50	4TL2	-3	[HQ2], [DR2], [TR2]
				Anti Personnel	25	4	-1	
Land Raider Phobos	20	2+	3/-3	2x TL Lascannon	25/50	4TL2	-3	[DR2], [TR2]
				Anti Personnel	25	4	-1	

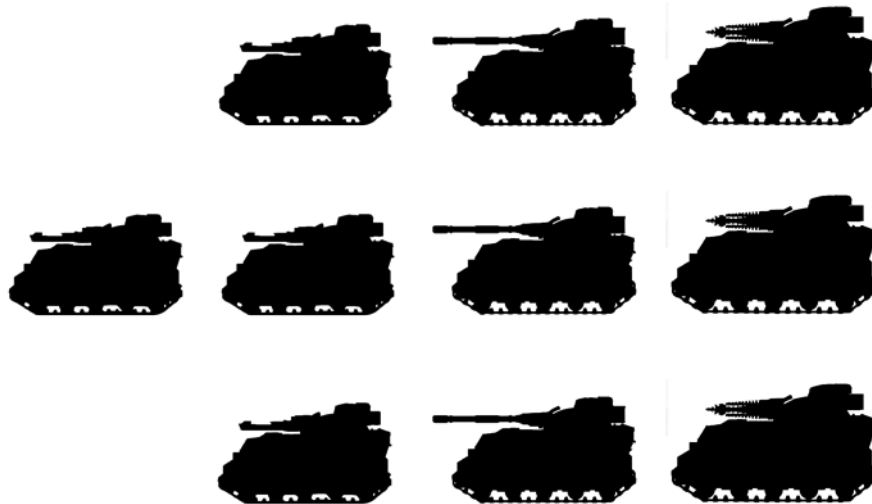
## Victory Points 10

Your opponent gains 5 VPs when this Company is broken

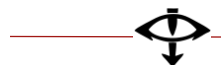
## LEGION PREDATOR STRIKE COMPANY

The Legion Predator Company consists of 1 Command Predator Annihilator, 1 Detachment of 3 Predator Annihilator, 1 Detachment of 3 Predator Destructors and 1 Detachment of 3 Predators with Conversion Beamers.

Command Annihilator	Annihilator Detachment	Destructor Detachment	Conversion Detachment
------------------------	---------------------------	--------------------------	--------------------------



Point Value 700



## LEGION PREDATOR STRIKE COMPANY

**Break Point 6:** The Predator Company is broken if it has lost 6 models. Once the Company is broken each Detachment must take a Morale check.

**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
Command Predator Annihilator	25	3+	2/-2	TL Lascannons	25/50	2TL1	-3	[HQ2]
				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	
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	
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 7

Your opponent gains 4 VPs when this Company is broken



## LEGION PREDATOR ASSAULT COMPANY

The Legion Predator Company consists of 1 Command Predator Executioner, 1 Detachment of 3 Predator Executioner, 1 Detachment of 3 Predator with Magna Meltas and 1 Detachment of 3 Predator Infernus'.

Command  
Executioner

Executioner  
Detachment

Melta  
Detachment

Infernus  
Detachment



Point Value 700



## LEGION PREDATOR ASSUALT COMPANY

**Break Point 6:** The Predator Company is broken if it has lost 6 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Command Predator Executioner	25	3+	2/-2	Plasma Destroyer	20/35	3x B0	-2	[HQ2]
				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	
Predator Infernus	25	3+	2/-2	Flame Storm [FW]	25	B2	-1	Pick one type
				Anti Personnel	25	5	-1	
				Flame Storm [FW]	25	B2	-1	
Predator Infernus	25	3+	2/-2	Heavy Flamer [FW]	10	4	-1	Pick one type
				Anti Personnel	25	1	-1	
				Magna Melta	20	B2	-4	
Predator Melta	25	3+	2/-2	Anti Personnel	25	5	-1	Pick one type
				Magna Melta	20	B2	-4	
				Heavy Flamer [FW]	10	4	-1	
Predator Melta	25	3+	2/-2	Anti Personnel	25	1	-1	Pick one type

### Victory Points 7

Your opponent gains 4 VPs when this Company is broken

# LEGION SICARAN TANK COMPANY

The Legion Sicaran Tank Company consists of 1 Command Sicaran Omega Destroyer, 2 Detachments of 3 Sicaran Battle Tanks and 1 Detachment of 3 Sicaran Venators.

Command  
Omega  
Destroyer

Sicaran  
Detachment

Sicaran  
Detachment

Venator  
Detachment



Point Value 550



# LEGION SICARAN TANK COMPANY

**Break Point 6:** The Sicaran Tank Company is broken if it has lost 6 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Omega Tank Destroyer	30	3+	2/-2	Omega Plasma Array	Select one below			[HQ2]
				Volley	25	3x B1	-2	
				Sustained [Dmg+2]	25	2	-3	
				Anti Personnel	25	2	-1	
Sicaran Battle Tank	30	3+	2/-2	TL Accelerator AutoCannon	25/50	2TL1	-3	
				Anti Personnel	25	2	-1	
Venator	30	3+	2/-2	Neutron Beam Laser [M, Dmg+1]	25/50	1	-5	
				Anti Personnel	25	2	-1	

## Victory Points 6

Your opponent gains 3 VPs when this Company is broken

# LEGION SICARAN STRIKE COMPANY

The Legion Sicaran Strike Company consists of 1 Command Sicaran Omega Destroyer, 1 Detachment of 3 Sicaran Omega Destroyers, 1 Detachment 3 Sicaran Punishers and 1 Detachment of 3 Sicaran Arcus Strike Tanks.

Command	Omega Destroyer Detachment	Punisher Detachment	Arcus Strike Detachment
---------	----------------------------	---------------------	-------------------------



Point Value 650



# LEGION SICARAN STRIKE COMPANY

**Break Point 6:** The Sicaran Strike Company is broken if it has lost 6 Models. Once the Company is broken each Detachment must take a Morale check.

**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.

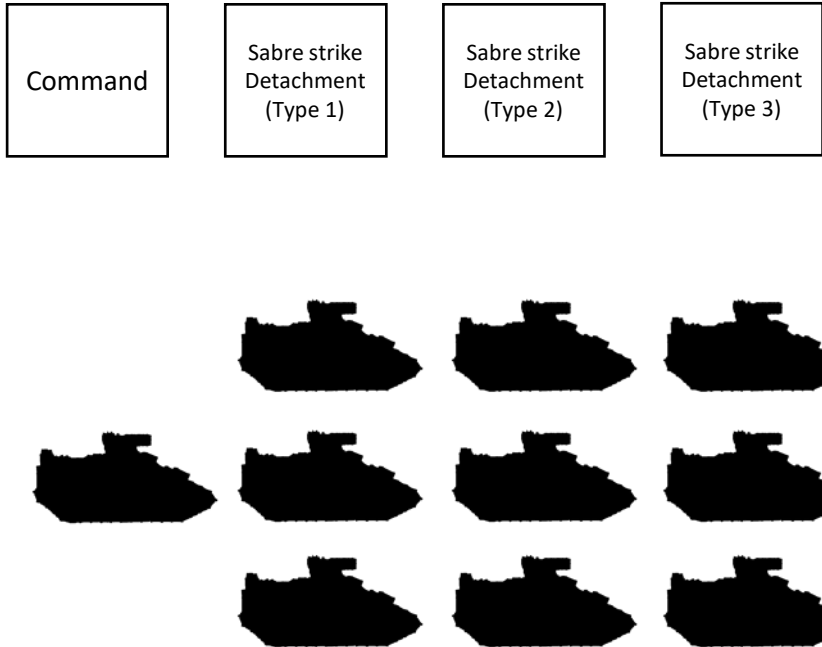
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Omega Tank Destroyer	30	3+	2/-2	Omega Plasma Array	*Select one below			[HQ2]
				*Volley	25	3x B1	-2	
				*Sustained [Dmg+2]	25	2	-3	
				Anti Personnel	25	2	-1	
Punisher Assault Tank	30	3+	2/-2	Rotary cannon	25/35	5	-2	
				Anti Personnel	25	2	-1	
Arcus Strike Tank	30	3+	2/-2	Arcus Launcher [IC,AA]	25/50	2	-2	
				Anti Personnel	25	2	-1	

## Victory Points 7

Your opponent gains 4 VPs when this Company is Destroyed

## LEGION SABRE STRIKE TANK COMPANY

The Sabre Strike Tank Company consists of 1 Command Sabre, 1 Detachment of 3 Sabre Strike Tank (Type 1), 1 Detachment of 3 Sabre Strike Tank (Type 2) and 1 detachment of 3 Sabre Strike Tank (Type 3).



Point Value 600

## LEGION SABRE STRIKE TANK COMPANY

**Break Point 6:** The Sabre Strike Tank Company is broken if it has lost 6 Models. Once the Company is broken each Detachment 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 Strike Tank Type 1	30	3+	2/-2	Anvillus Snub Autocannon [Dmg+1]	25	2TL1	-3	[HQ2]
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Sabre Strike Tank Type 1	30	3+	2/-2	Anvillus Snub Autocannon [Dmg+1]	25	2TL1	-3	
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Sabre Strike Tank Type 2	30	3+	2/-2	Neutron Blaster [Dmg+1] *	25	1	-4	* Suppression as Artillery
				Sabre missile	35	1	-2	
				Anti-personnel	25	2	-1	
Sabre Strike Tank Type 3	30	3+	2/-2	Volkite Saker [VK]	25	4	-1	
				Anti-personnel	25	2	-1	

## Victory Points 6

Your opponent gains 3 VPs when this Company is broken

# LEGION VINDICATOR COMPANY

The Legion Vindicator Company consists of 1 Command Vindicator Laser Destroyer, 2 Detachments of 3 Vindicators and 1 Detachment of 3 Vindicator Laser Destroyer.

Command

Laser Destroyer

Vindicator

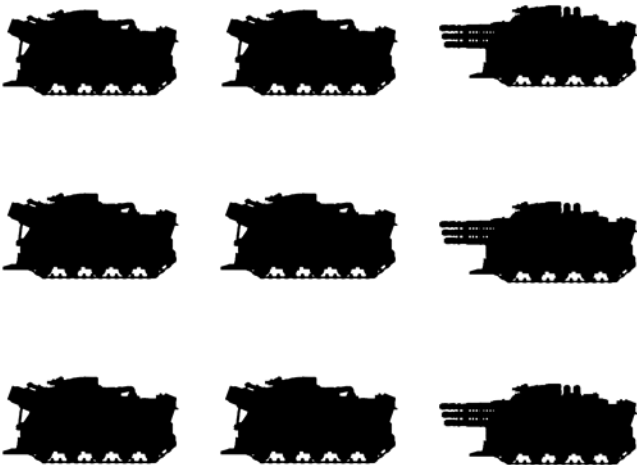
Detachment

Vindicator

Detachment

Laser Destroyer

Detachment



Point Value 550



# LEGION VINDICATOR COMPANY

**Break Point 6:** The Vindicator Company is broken if it has lost 6 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Command Vindicator Destroyer	25	3+	2/-2	Laser Destroyer Array [Dmg+1]	35	2	-4	[HQ2]
Vindicator	20	2+	2/-2	Demolisher Cannon [M, Str+2]	25/50	B2	-4	
				Anti Personnel	25	2	-1	
Vindicator Destroyer	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 6

Your opponent gains 3 VPs when this Company is broken

## LEGION ARTILLERY COMPANY

The Legion Artillery Company consists of 1 Command Scorpis (Type 1), 1 Detachment of 3 Basilisks, 1 Detachment of 3 Medusae and 1 detachment of 3 Whirlwinds.

Command  
Scorpis  
(Type 1)

Basilisk  
Detachment

Medusae  
Detachment

Whirlwind  
Detachment



Point Value 750



## LEGION ARTILLERY COMPANY

**Break Point 6:** The Artillery Company is broken if it has lost 6 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Command Scorpis (Type 1)	25	3+	2/-2	Scorpis Missile Launcher	25/50	2xB1	-2	[HQ2]
				Anti Personnel OR	25	2	-1	
				Heavy Flamer [FW]	10	2	1	
Basilisk	15	4+	2/-1	Earthshaker [HM, Dmg+1]	25-240	B2	-3	
				Anti Personnel	25	2	-1	
Medusa	15	4+	2/-1	Siege Gun [HM, Str+1]	35-120	B2	-4	
				Anti Personnel	25	2	-1	
Whirlwind	25	5+	2/-1	Whirlwind Launcher	50/100	B2	-1	
				Vengeance HE	50/100	2	0	
				Castellan Incendiary [IC, Fire]	50/100	2	0	
				Anti Personnel	25	2	-1	

### Victory Points 8

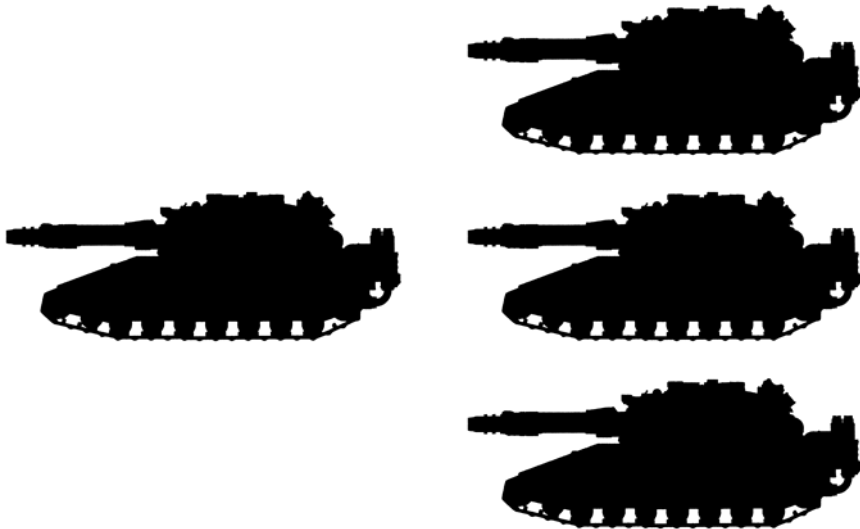
Your opponent gains 4 VPs when this Company is broken

# LEGION FALCHION COMPANY

The Legion Falchion Company consists of 1 Command Falchion and 1 Detachment of 3 Falchions.

Command

Falchion  
Detachment



Point Value 900



# LEGION FALCHION COMPANY

**Break Point 2:** The Falchion Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Falchion Super Heavy Tank Destroyer	15	2+	5/-4	TL Volcano Cannon [M, Dmg+2]	60/120	2TL1	-5	[DR4]
				2x TL Quad Lascannon	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
Command Tank	15	2+	5/-4	As Above				[HQ2], [DR4]

## Victory Points 9

Your opponent gains 5 VPs when this Company is broken

# LEGION FELLBLADE COMPANY

The Legion Fellblade Company consists of 1 Command Fellblade and 1 Detachment of 3 Fellblades.

Command

Fellblade  
Detachment



Point Value 900



# LEGION FELLBLADE COMPANY

**Break Point 2:** The Fellblade Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Fellblade super-heavy tank	15	2+	5/-4	TL Accelerator Cannon	*Select one below			[DR4]
				*HE Shell [Dmg+1]	50/100	2x B3	-2	
				*AP Shell [Dmg+1]	50/100	B0	-4	
				2x TLQuad Lascannon	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
				Demolisher Siege Cannon [Dmg+1, Str+2]	25/50	B2	-4	
Command Tank	15	2+	5/-4	TL Accelerator Cannon	Select one below			[HQ2], [DR4]
				HE Shell [Dmg+1]	50/100	2x B3	-2	
				AP Shell [Dmg+1]	50/100	B0	-4	
				2x TL Laser Destroyers [Dmg+1]	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
				Demolisher Siege Cannon [Dmg+1, Str+2]	25/50	B2	-4	

## Victory Points 9

Your opponent gains 5 VPs when this Company is broken



# LEGION GLAIVE COMPANY

The Legion Glaive Company consists of 1 Command Glaive and 1 Detachment of 3 Glaives.

Command

Glaive  
Detachment



Point Value 850



# LEGION GLAIVE COMPANY

**Break Point 2:** The Glaive Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Glaive Super Heavy Special Weapons Tank	15	2+	5/-4	Volkite carronade [IC, VK]	25/50	2	-2	[DR4], Special*
				2x TL Quad Lascannons	25/50	8TL4	-3	
				Anti Personnel	25	8	-1	
Command Tank	As Above							[HQ2], [DR4], Special

**\*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 9

Your opponent gains 5 VPs when this Company is broken

# LEGION MALCADOR ASSAULT TANK COMPANY

The Legion Malcador Assault Tank Company consists of 1 Command Malcador (Type 2) Assault Tank 1 Detachment of 3 Malcador (Type 1) and 1 Detachment of 3 Malcador (Type 2).

Command  
(Type 2)

Malcador  
(Type 1)  
Detachment

Malcador  
(Type 2)  
Detachment



Point Value 600



# LEGION MALCADOR ASSAULT TANK COMPANY

**Break Point 4:** The Malcador Assault Tank Company is broken if it has lost 4 Models. Once the Company is broken each Detachment must take a Morale check.

**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
Command Malcador Assault Tank (Type 2)	15	2+	3/-3	Battle Cannon	35/70	B1	-2	[HQ2], [DR2]
				2x Lascannons	25/50	2	-3	
				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	
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 6

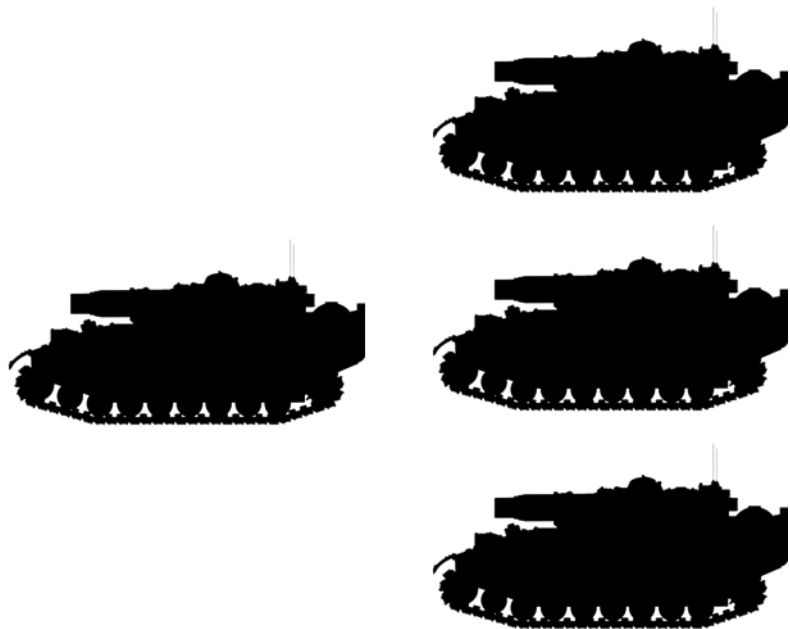
Your opponent gains 3 VPs when this Company is broken

# LEGION STORMBLADE COMPANY

The Legion Stormblade Company consists of 1 Command Stormblade and 1 Detachment of 3 Stormblades.

Command

Stormblade  
Detachment



Point Value 500



# LEGION STORMBLADE COMPANY

**Break Point 2:** The Stormblade Company is broken if it has lost 2 Models. Once the Company is broken each Detachment must take a Morale check.

**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.

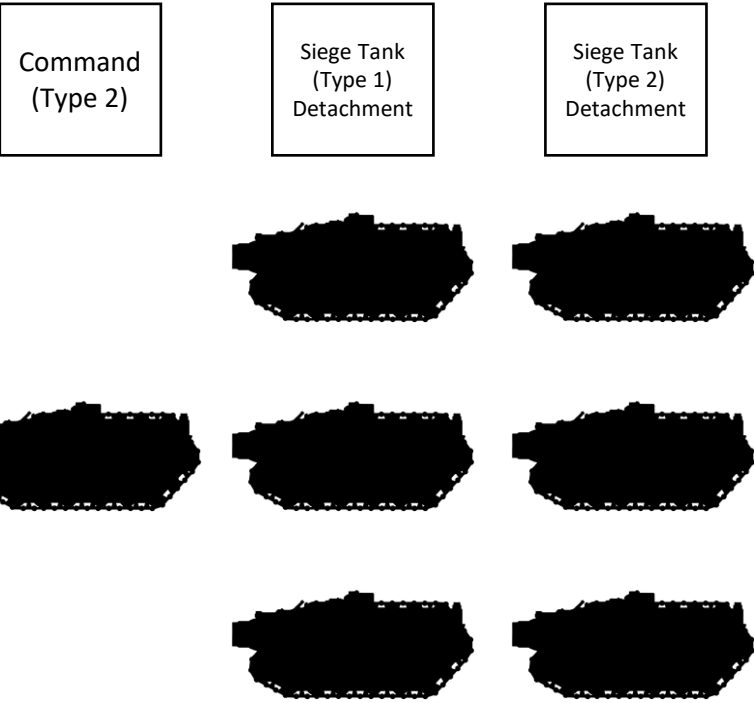
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Stormblade Super-Heavy Tank	15	2+	4/-4	Plasma Blastgun	*Select one below			[DR4]
				*Rapid	35/70	2	-2	
				*Overload	50/100	1	-4	
				2x Lascannons	25/50	2	-3	
				Anti Personnel	25	6	-1	
Command Tank	15	2+	4/-4	Plasma Blastgun	*Select one below			[HQ2], [DR4]
				*Rapid	35/70	2	-2	
				*Overload	50/100	1	-4	
				2x Lascannons	25/50	2	-3	
				Heavy Flamers [FW]	10	6	-1	

## Victory Points 5

Your opponent gains 3 VPs when this Company is broken

# LEGION TYPHON HEAVY SIEGE TANK COMPANY

The Legion Typhon Heavy Siege Tank Company consists of 1 Command Detachment of 1 Typhon Siege Tank (Type 2), 1 Detachment of 3 Typhon Siege Tanks (Type 1) and 1 Detachment of 3 Typhon Siege Tanks (Type 2)



Point Value 750



# LEGION TYPHON HEAVY SIEGE TANK COMPANY

**Break Point 4:** The Siege Tank Company is broken if it has lost 4 Models. Once the Company is broken each Detachment must take a Morale check.

**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
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	
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	
Command	As Above							[HQ2], [DR2]

## Victory Points 8

Your opponent gains 4 VPs when this Company is broken