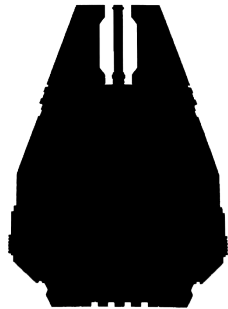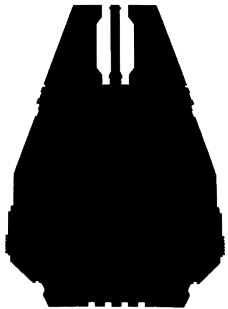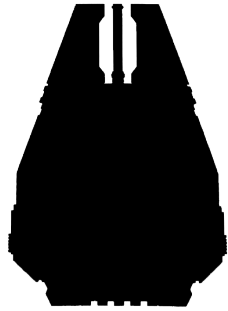# IMPERIUS DOMINATUS

TRANSPORT POOL
(FLIERS)

TRANSPORT POOL

DEATHSTORM DROP PODS

ONE POWERED ARMOR INFANTRY DETACHMENT
Three Deathstorm Drop Pods

Point Value 100

DEATHSTORM DROP PODS

Break Point +2: The Deathstorm Drop Pods add +2 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

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

* As soon as this element is deployed (movement phase) it may fire its blast attack against opposing elements. In subsequent turns can fire its missile weapon attacks once per turn as if on first fire orders.
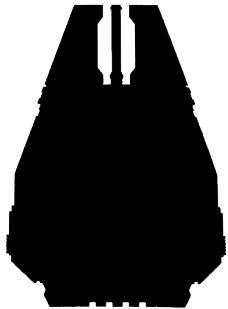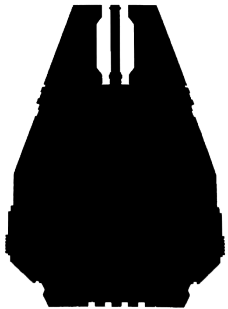
Victory Points +1
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE TERMINATOR DETACHMENT
Three Legion Drop Pods

Point Value 50

LEGION DROP PODS

Break Point +3: Legion Drop Pods add +3 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Drop Pod	[T]	4+	-	-	-	-	-	[TR2]

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

TRANSPORT POOL

DEATHSTORM DROP PODS

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Six Deathstorm Drop Pods
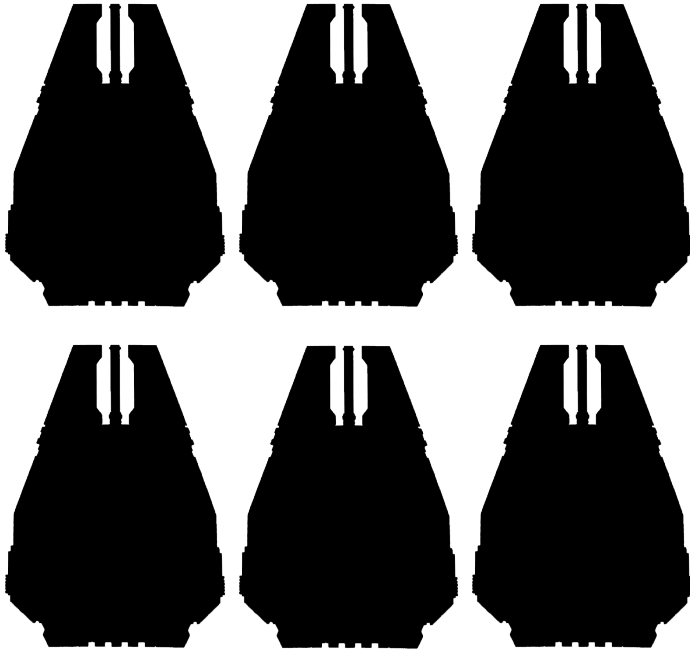
Point Value 150

DEATHSTORM DROP PODS

Break Point +4: The Deathstorm Drop Pods add +4 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

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

* As soon as this element is deployed (movement phase) it may fire its blast attack against opposing elements. In subsequent turns can fire its missile weapon attacks once per turn as if on first fire orders.
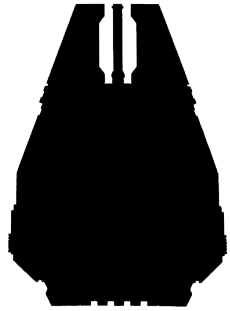
Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE GRAND TERMINATOR DETACHMENT
Five Legion Drop Pods

Point Value 100

LEGION DROP PODS

Break Point +4: Legion Drop Pods add +4 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

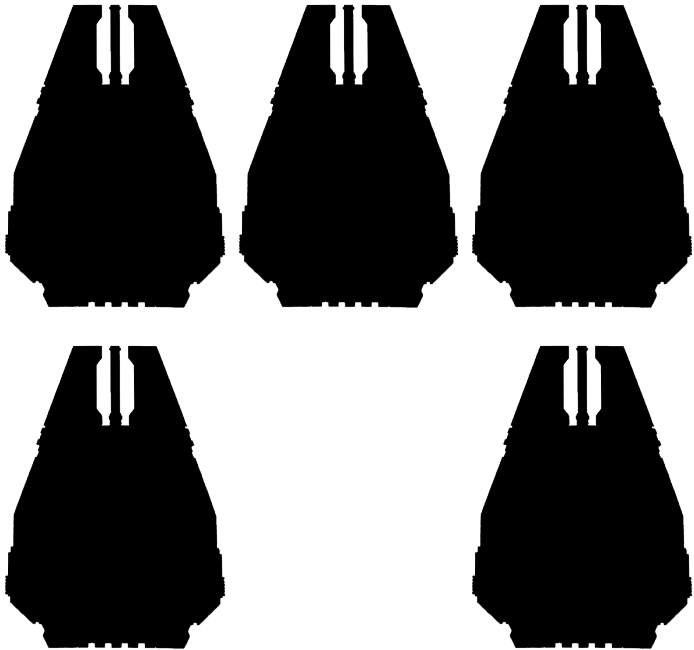| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Drop Pod	[T]	4+	-	-	-	-	-	[TR2]

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

TRANSPORT POOL

LEGION DROP PODS

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Drop Pods

Point Value 200

LEGION DROP PODS

Break Point +8: Legion Drop Pods add +8 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

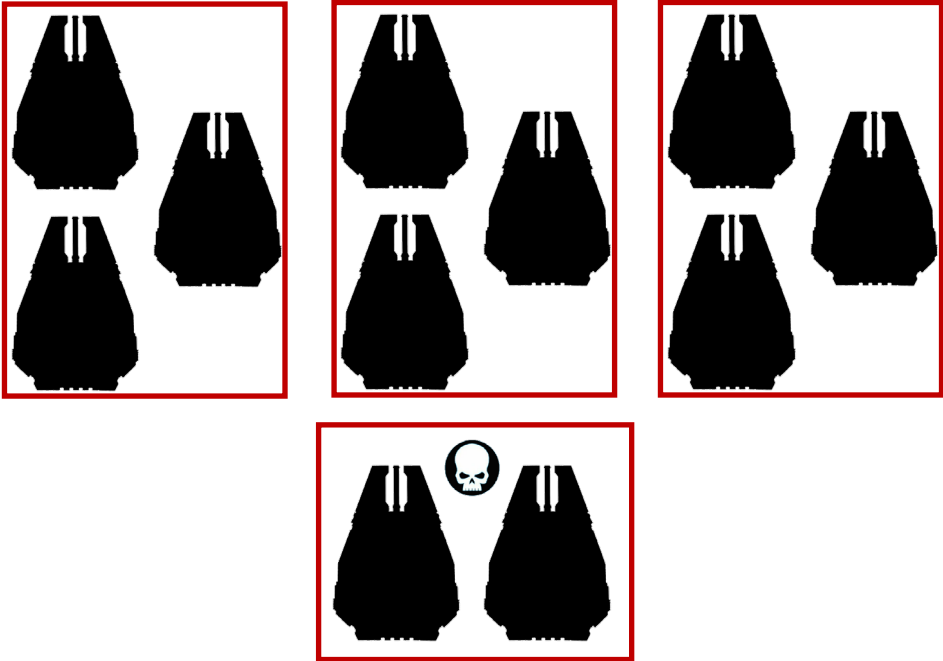| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Drop Pod	[T]	4+	-	-	-	-	-	[TR2]

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE TERMINATOR COMPANY
Eleven Legion Drop Pods

Point Value 200

LEGION DROP PODS

Break Point +8: Legion Drop Pods add +8 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

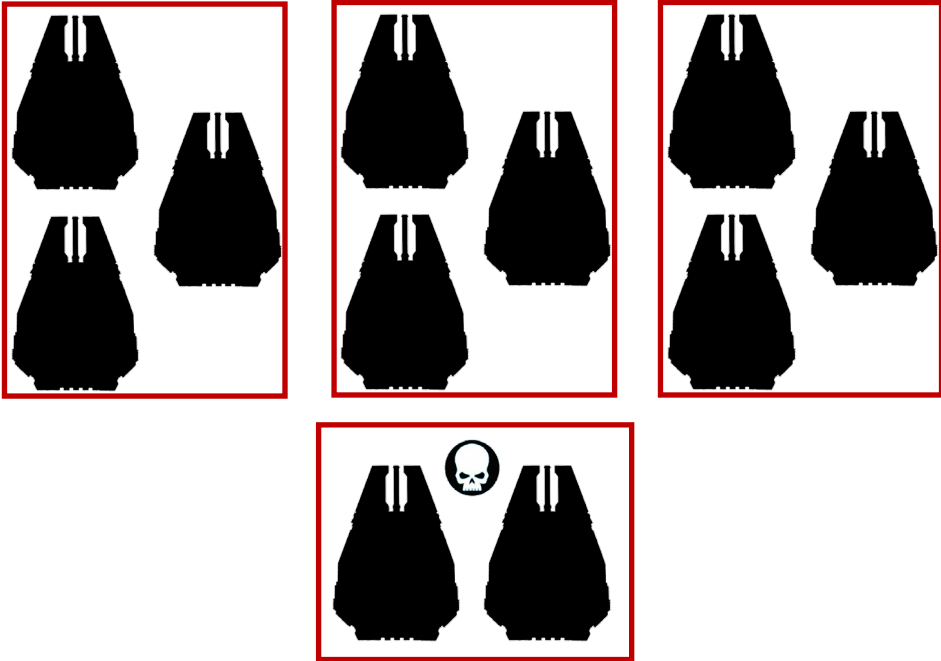| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Drop Pod	[T]	4+	-	-	-	-	-	[TR2]

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE GRAND TERMINATOR COMPANY
Eighteen Legion Drop Pods

Point Value 350

LEGION DROP PODS

Break Point +13: Legion Drop Pods add +13 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

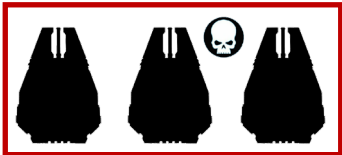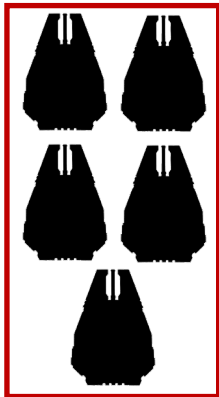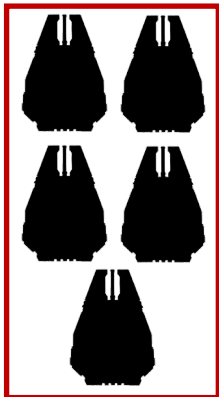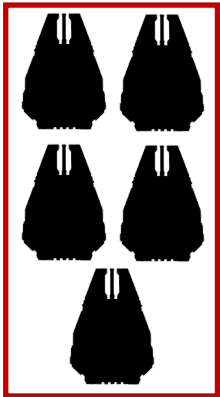| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Drop Pod	[T]	4+	-	-	-	-	-	[TR2]

Victory Points +4
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION DROP PODS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-One Legion Drop Pods
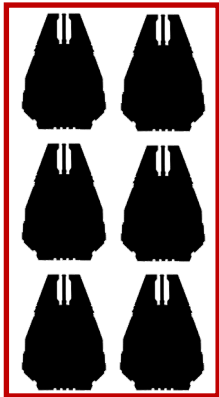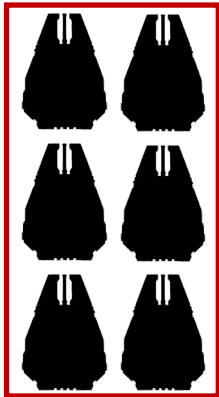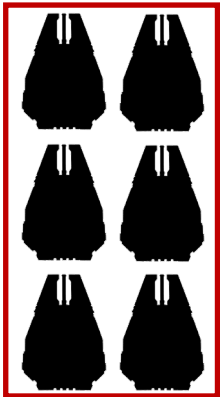
Point Value 400

LEGION DROP PODS

Break Point +15: Legion Drop Pods add +15 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Drop Pod	[T]	4+	-	-	-	-	-	[TR2]

Victory Points +4
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE POWERED ARMOR INFANTRY DETACHMENT
Three Anvillus Pattern Dreadclaw Drop Pods

Point Value 100

ANVILLUS PATTERN DREADCLAW DROP POD

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

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	30[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).
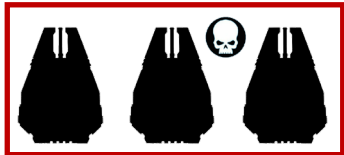

Victory Points +1
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE TERMINATOR DETACHMENT
Three Anvillus Pattern Dreadclaw Drop Pods

Point Value 100

ANVILLUS PATTERN DREADCLAW DROP POD

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

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	30[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).

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

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Anvillus Pattern Dreadclaw Drop Pods

Point Value 300

ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +8: The Drop Pods adds +8 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).

Victory Points +3
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE TERMINATOR COMPANY
Eleven Anvillus Pattern Dreadclaw Drop Pods

Point Value 300

ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +8: The Drop Pods adds +8 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).
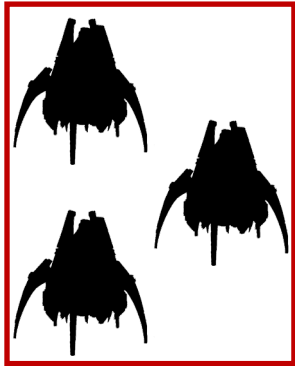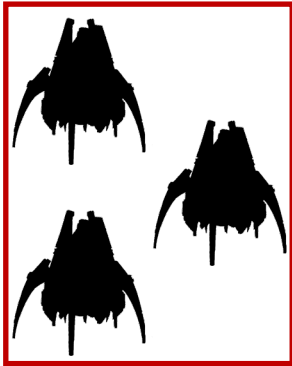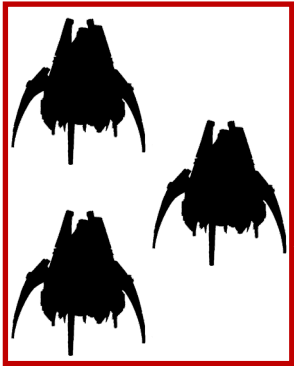

Victory Points +3
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE GRAND TERMINATOR DETACHMENT
Five Anvillus Pattern Dreadclaw Drop Pods

Point Value 150

ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +4: The Drop Pods adds +4 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).
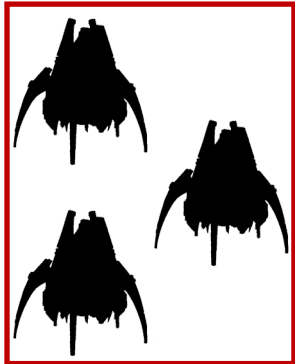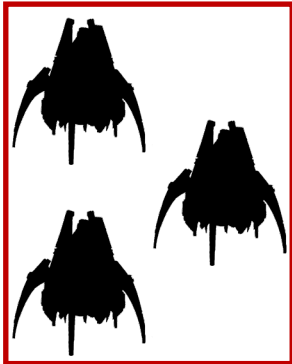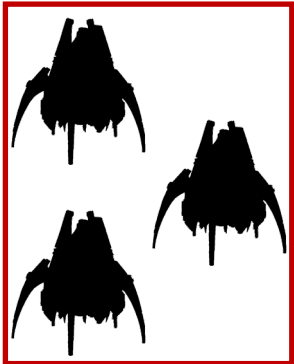

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Six Anvillus Pattern Dreadclaw Drop Pods

Point Value 150

ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +4: The Drop Pods adds +4 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE GRAND TERMINATOR COMPANY
Eighteen Anvillus Pattern Dreadclaw Drop Pods
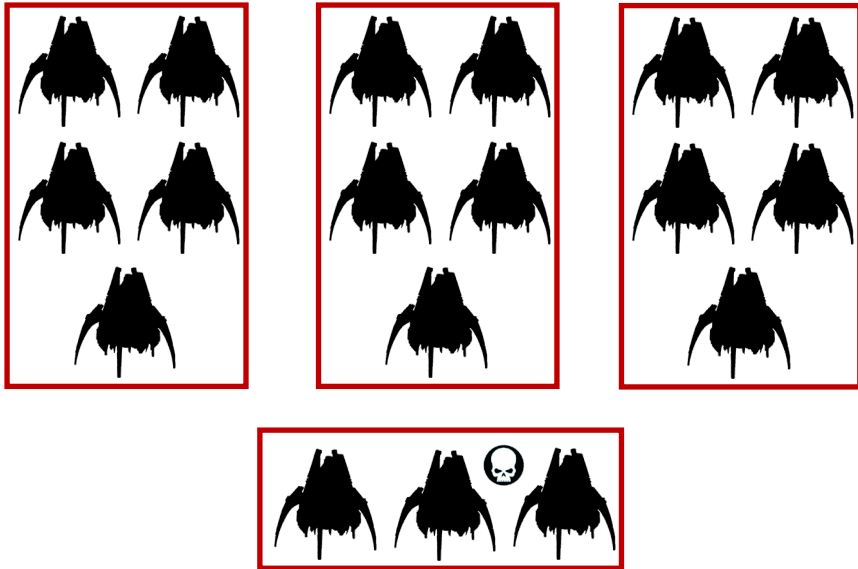
Point Value 450

ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +13: The Drop Pods adds +13 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).

Victory Points +5
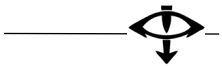Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

ANVILLUS PATTERN DREADCLAW DROP POD

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-One Anvillus Pattern Dreadclaw Drop Pods
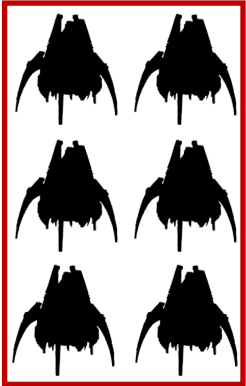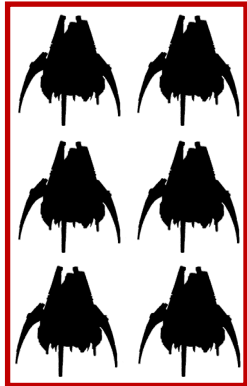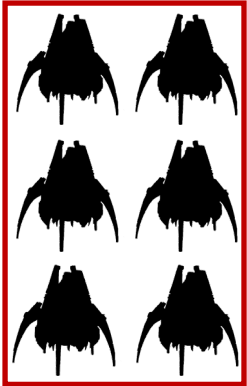
Point Value 550

ANVILLUS PATTERN DREADCLAW DROP POD

Break Point +15: The Drop Pods adds +15 to the break point of the formation it is added to.

Morale Value -: Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Anvillus	40[TK]	4+	1/-1	-	-	-	-	[TR2], Flier, Special*

* Anvillus dreadclaw drop pod – It has a transport [TR] capacity of 2 (which also applies as a skimmer once landed), the Deep Strike [T] ability and when the pod is deployed and lands, it gains blast 2 (no primary die, all secondary, 3 total attack dice per element) to be used against the closest targets. Displace surviving elements 1d10cms in a random direction (via scatter dice or d10).


Victory Points +6
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE POWERED ARMOR INFANTRY DEATCHMENT
Three Legion Caestus Assault Rams

Point Value 250

LEGION CAESTUS ASSAULT RAMS

Break Point +2: Legion Caestus Assault Rams add +2 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

The Invulnerable save of [8]+ applies to incoming fire in its front arc.

Victory Points +3
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE TERMINATOR DEATCHMENT
Three Legion Caestus Assault Rams

Point Value 250

LEGION CAESTUS ASSAULT RAMS

Break Point +2: Legion Caestus Assault Rams add +2 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

The Invulnerable save of [8]+ applies to incoming fire in its front arc.

Victory Points +3
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE GRAND TERMINATOR DEATCHMENT
Five Legion Caestus Assault Rams
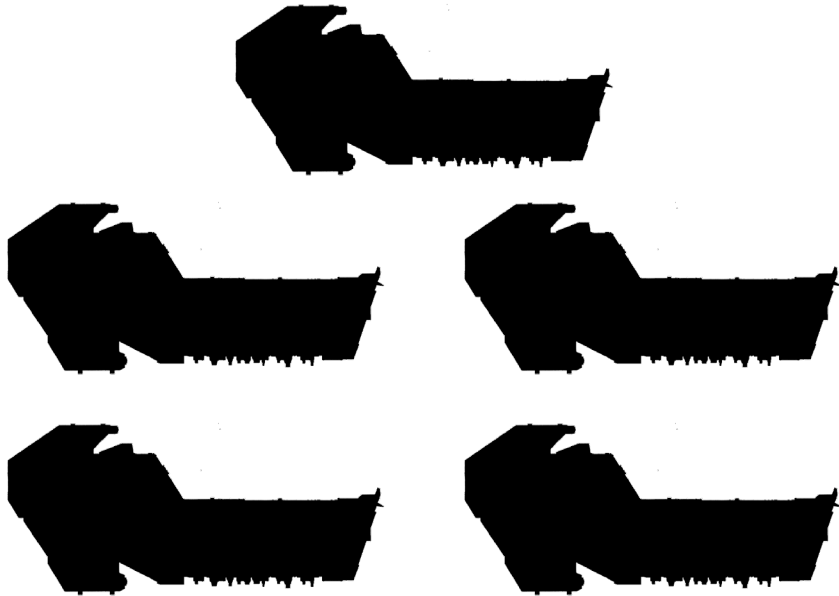
Point Value 400

LEGION CAESTUS ASSAULT RAMS

Break Point +4: Legion Caestus Assault Rams add +4 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

The Invulnerable save of [8]+ applies to incoming fire in its front arc.
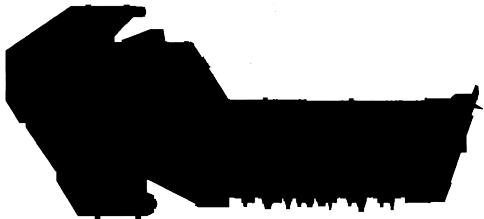

Victory Points +4
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE GRAND POWERED ARMOR INFANTRY DEATCHMENT
Six Legion Caestus Assault Rams

Point Value 500

LEGION CAESTUS ASSAULT RAMS

Break Point +4: Legion Caestus Assault Rams add +4 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

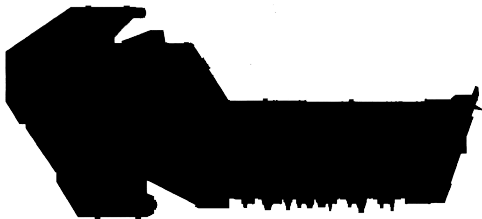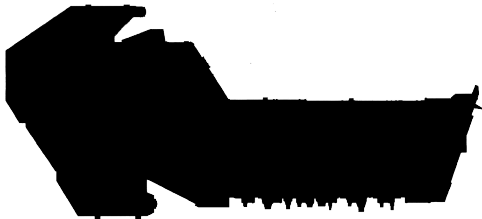The Invulnerable save of [8]+ applies to incoming fire in its front arc.

Victory Points +5
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE TERMINATOR COMPANY
Eleven Legion Caestus Assault Rams

Point Value 900

LEGION CAESTUS ASSAULT RAMS

Break Point +8: Legion Caestus Assault Rams add +8 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

The Invulnerable save of [8]+ applies to incoming fire in its front arc.

Victory Points +9
Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE POWERED ARMOR INFANTRY COMPANY
Eleven Legion Caestus Assault Rams

Point Value 900

LEGION CAESTUS ASSAULT RAMS

Break Point +8: Legion Caestus Assault Rams add +8 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

The Invulnerable save of [8]+ applies to incoming fire in its front arc.

Victory Points +9
Your opponent gains +5 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE GRAND TERMINATOR COMPANY
Eighteen Legion Caestus Assault Rams
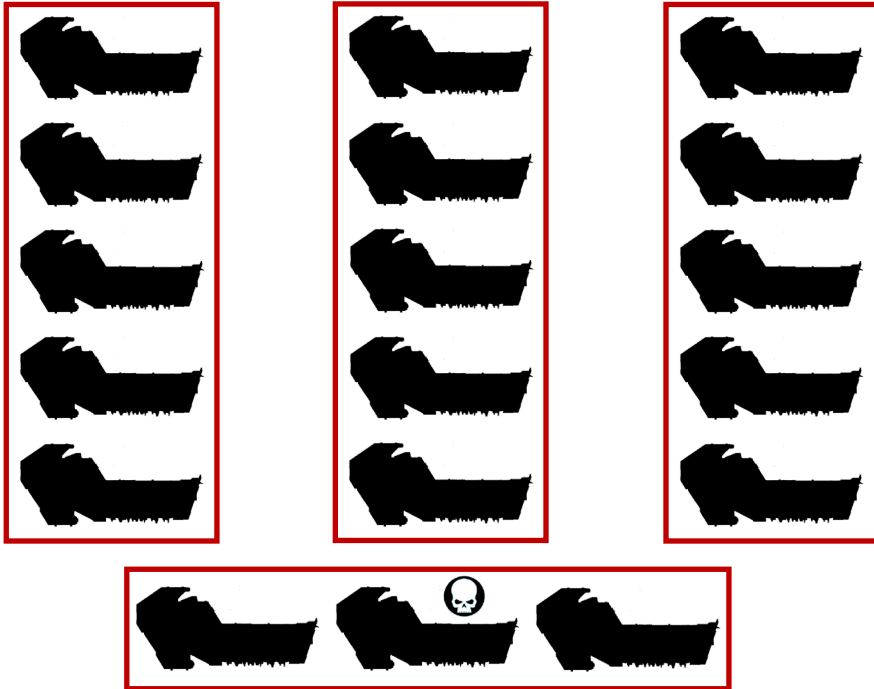
Point Value 1500

LEGION CAESTUS ASSAULT RAMS

Break Point +13: Legion Caestus Assault Rams add +13 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

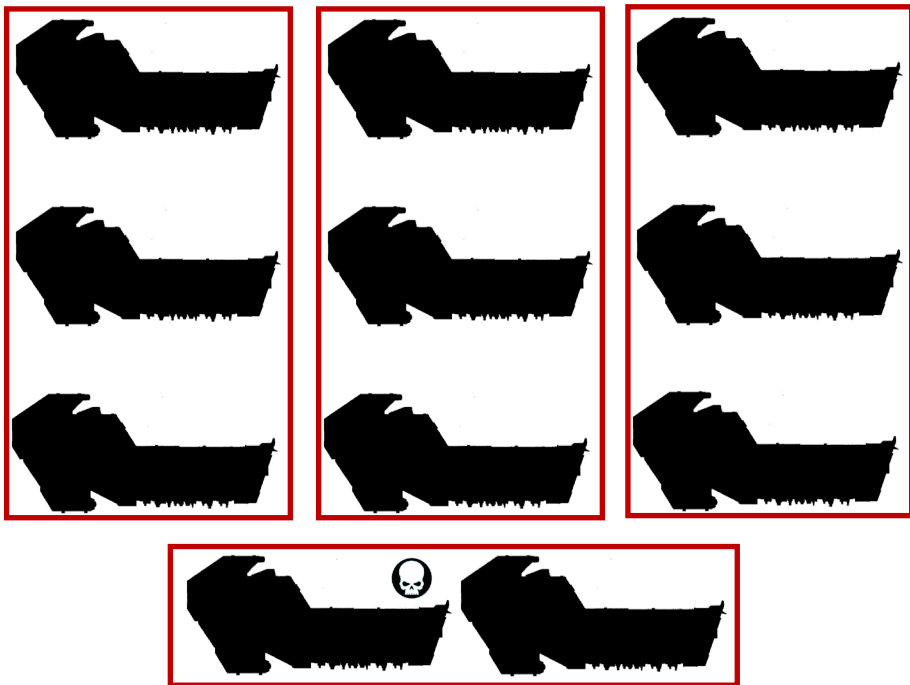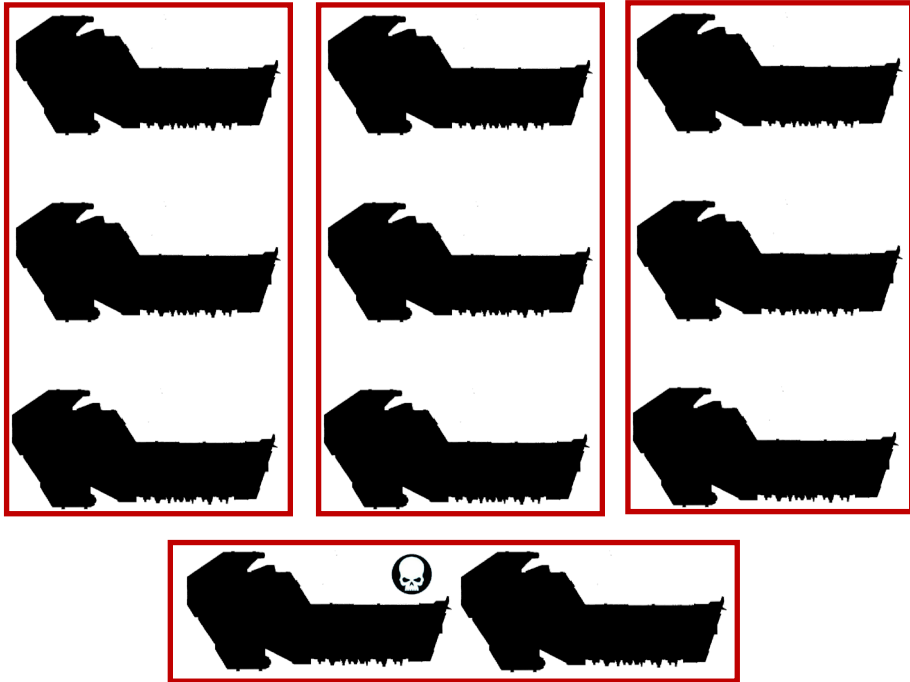The Invulnerable save of [8]+ applies to incoming fire in its front arc.

Victory Points +15
Your opponent gains +8 VP when attached formation is broken

TRANSPORT POOL

LEGION CAESTUS ASSAULT RAMS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Twenty-one Legion Caestus Assault Rams
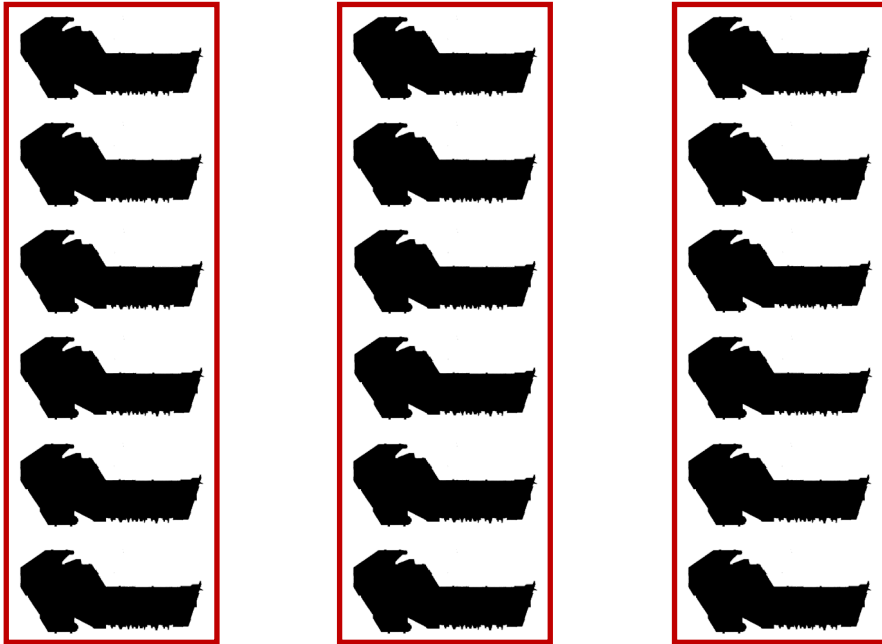
Point Value 1750

LEGION CAESTUS ASSAULT RAMS

Break Point +15: Legion Caestus Assault Rams add +15 to the break point of the formation it is added to.

Morale Value -: Caestus Assault Rams have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Caestus	[F]	2[8]+	2/-2	TL Magna Melta [W]	20	2x B2	-2	[TR2], [DR2]
				TL Havoc Launchers	25/50	2	-1	

The Invulnerable save of [8]+ applies to incoming fire in its front arc.

Victory Points +18
Your opponent gains +9 VP when attached formation is broken

TRANSPORT POOL

LEGION DREADNOUGHT DROP PODS

ONE DREADNOUGHT TALON
Three Legion Dreadnought Drop Pods
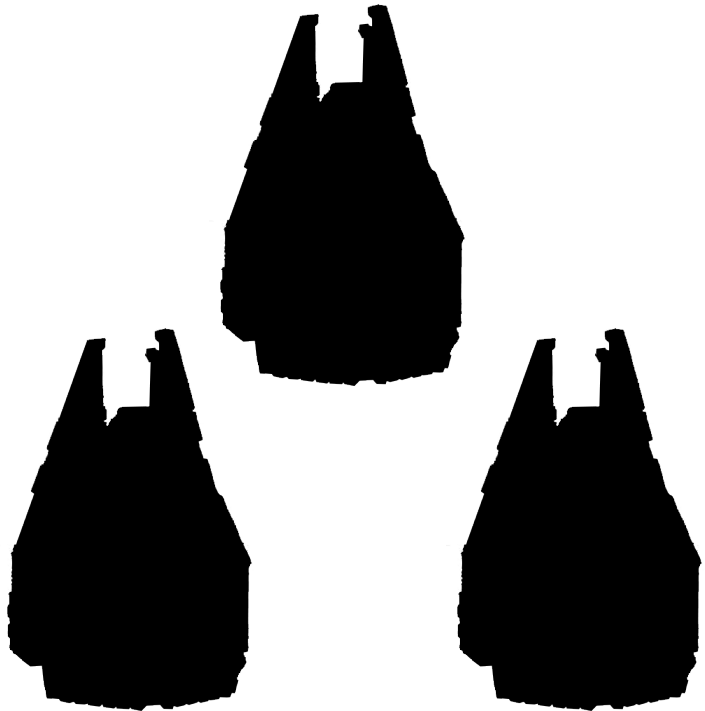
Point Value 50

LEGION DREADNOUGHT DROP PODS

Break Point +2: Legion Dreadnought Drop Pods add +2 to the break point of the formation it is added to.

Morale Value -: Dreadnought Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dreadnougt Drop Pod	[T]	4+	-	-	-	-	-	[TR1] Dreadnought

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

TRANSPORT POOL

LEGION DREADNOUGHT DROP PODS

ONE DREADNOUGHT GRAND TALON
Six Legion Dreadnought Drop Pods
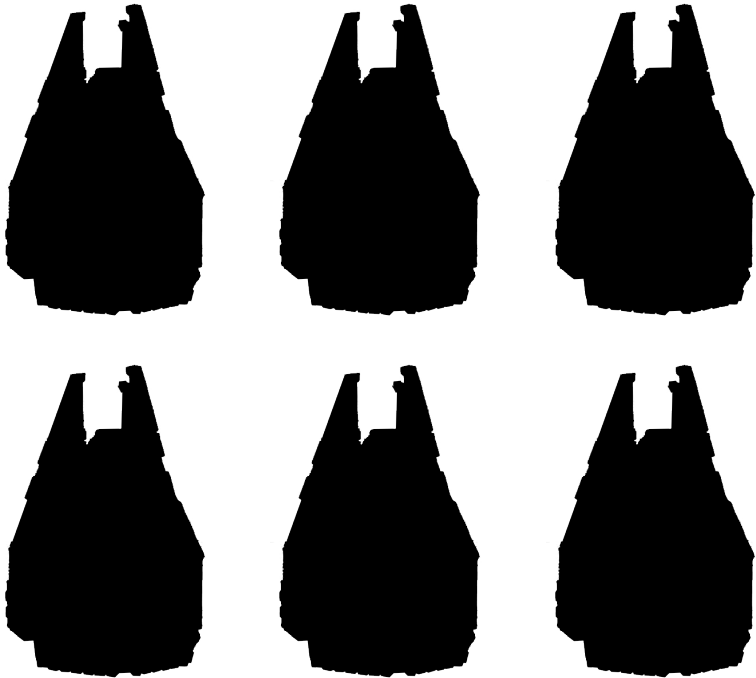
Point Value 100

LEGION DREADNOUGHT DROP PODS

Break Point +4: Legion Dreadnought Drop Pods add +4 to the break point of the formation it is added to.

Morale Value -: Dreadnought Drop Pods have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dreadnougt Drop Pod	[T]	4+	-	-	-	-	-	[TR1] Dreadnought

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

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE POWERED ARMOR INFANTRY DETACHMENT
Two Legion Kharybdis Assault Claws

Point Value 100

LEGION KHARYBDIS ASSAULT CLAW

Break Point +1: Legion Kharybdis Assault Claws add +1 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.

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

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE TERMINATOR DETACHMENT
Two Legion Kharybdis Assault Claws

Point Value 100

LEGION KHARYBDIS ASSAULT CLAW

Break Point +1: Legion Kharybdis Assault Claws add +1 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.

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

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
Three Legion Kharybdis Assault Claws

Point Value 150

LEGION KHARYBDIS ASSAULT CLAW

Break Point +2: Legion Kharybdis Assault Claws add +2 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE GRAND TERMINATOR DETACHMENT
Three Legion Kharybdis Assault Claws

Point Value 150

LEGION KHARYBDIS ASSAULT CLAW

Break Point +2: Legion Kharybdis Assault Claws add +2 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE POWERED ARMOR INFANTRY COMPANY
Seven Legion Kharybdis Assault Claws

Point Value 300

LEGION KHARYBDIS ASSAULT CLAW

Break Point +5: Legion Kharybdis Assault Claws add +5 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.
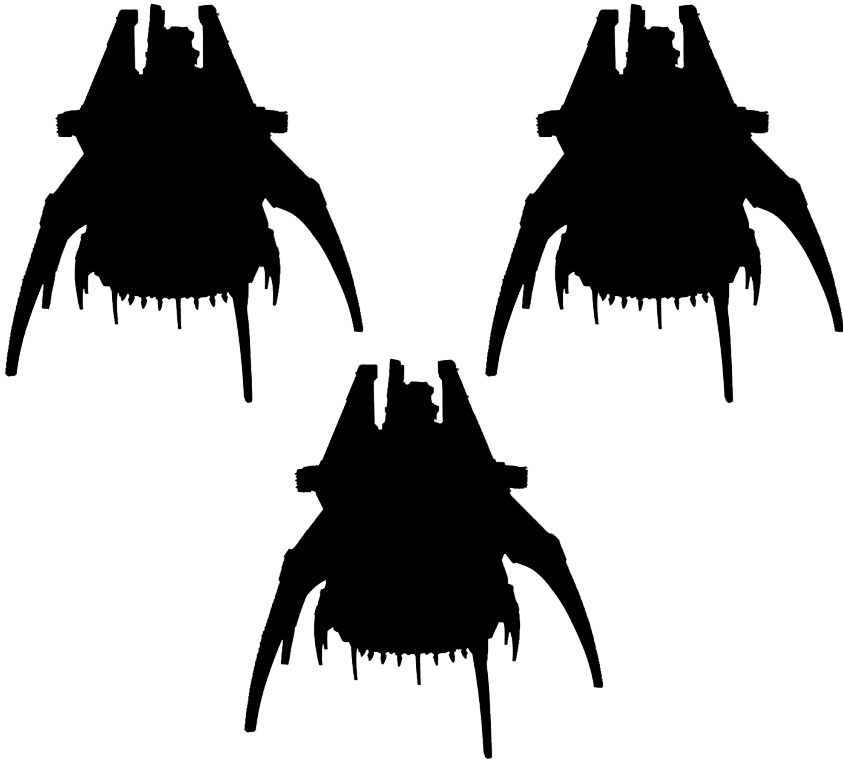
Victory Points +3
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE TERMINATOR COMPANY
Seven Legion Kharybdis Assault Claws

Point Value 300

LEGION KHARYBDIS ASSAULT CLAW

Break Point +5: Legion Kharybdis Assault Claws add +5 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.
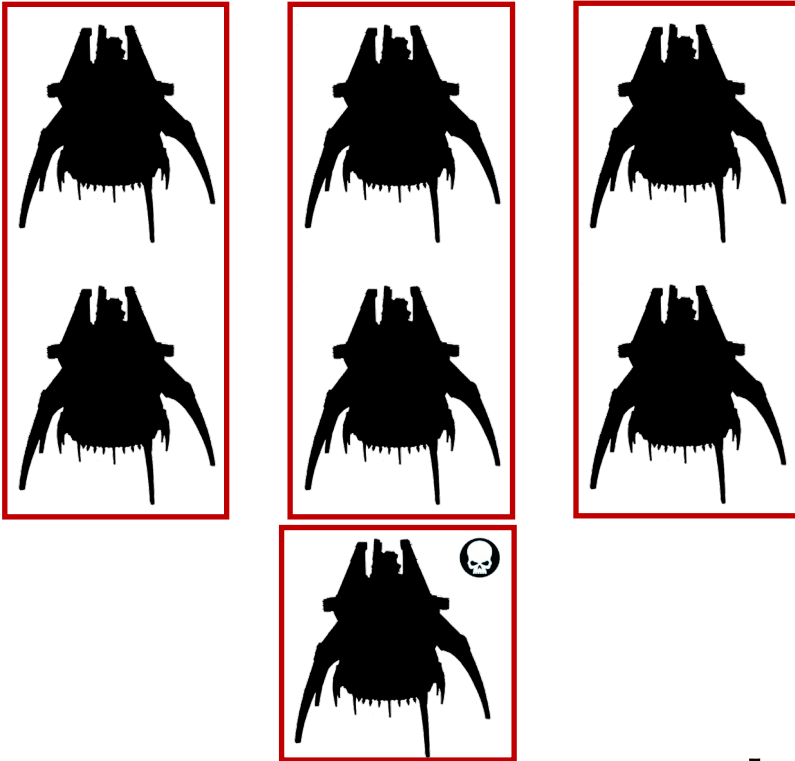
Victory Points +3
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE GRAND POWERED ARMOR INFANTRY COMAPNY
Eleven Legion Kharybdis Assault Claws

Point Value 500

LEGION KHARYBDIS ASSAULT CLAW

Break Point +8: Legion Kharybdis Assault Claws add +8 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.
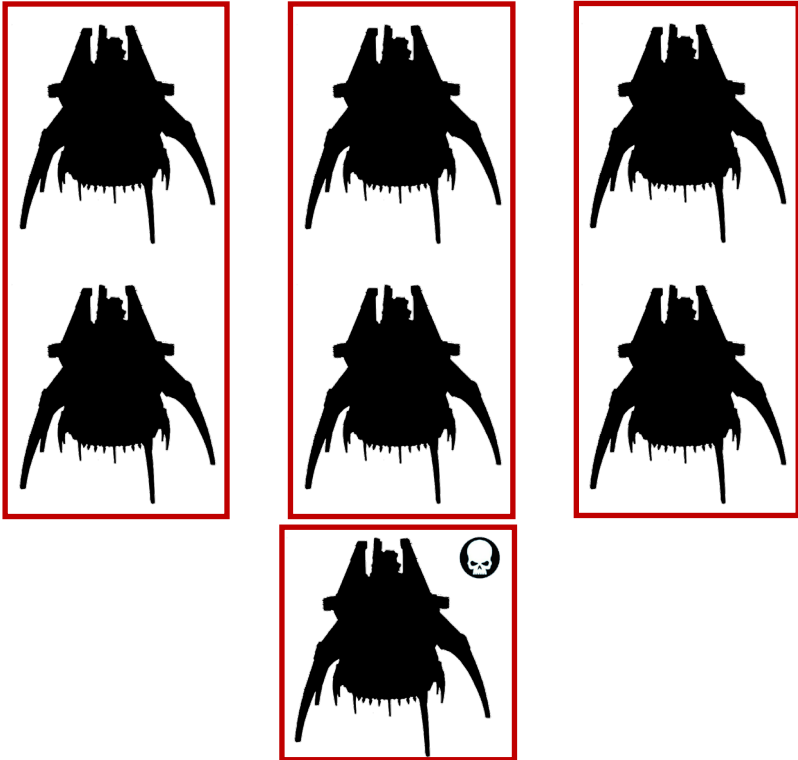
Victory Points +5
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION KHARYBDIS ASSAULT CLAW

ONE GRAND TERMINATOR COMAPNY
Eleven Legion Kharybdis Assault Claws

Point Value 500

LEGION KHARYBDIS ASSAULT CLAW

Break Point +8: Legion Kharybdis Assault Claws add +8 to the break point of the formation it is added to.

Morale Value -: Kharybdis Assault Claws have no morale value. They pass any test automatically.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kharybdis	25[FT]	4+	2/-2	Kharybdis storm launchers	25	6	-1	[TR4], [DR2], Special

The Kharybdis is a Flier [F] on descent and a skimmer [K] once landed (25cms base movement). This element can fire its storm launchers as it deploys against opposing elements closest to its landing zone.
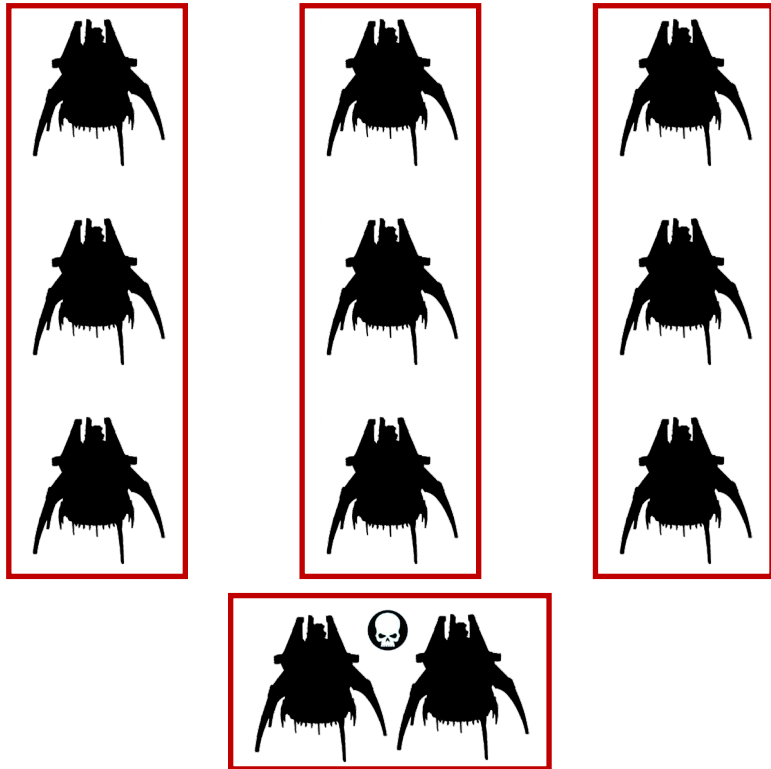
Victory Points +5
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE GUNSHIPS

ONE POWERED ARMOR INFANTRY COMPANY
Seven Legion Storm Eagle Gunships

Point Value 500

LEGION STORM EAGLE GUNSHIPS

Break Point +4: Legion Storm Eagle Gunships add +4 to the break point of the formation it is added to.

Morale Value 5+: Strom Eagles 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
Storm Eagle	[F]	4+	2/-2	Vengence Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets [Dmg+1]	30/60	1	-1	
				Air Defence	25	4	-1	

Victory Points +5
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE GUNSHIPS

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
Two Legion Storm Eagle Gunships

Point Value 150

LEGION STORM EAGLE GUNSHIPS

Break Point +1: Legion Storm Eagle Gunships add +1 to the break point of the formation it is added to.

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

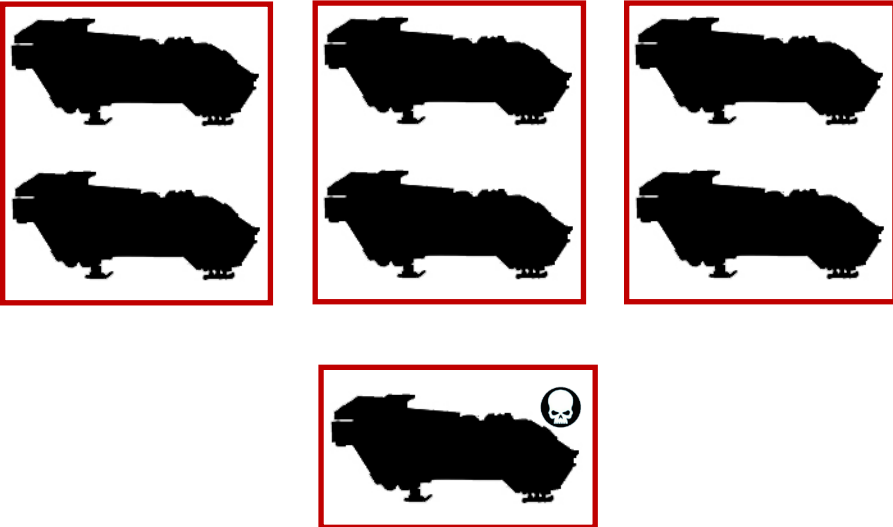| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Storm Eagle	[F]	4+	2/-2	Vengence Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets [Dmg+1]	30/60	1	-1	
				Air Defence	25	4	-1	

Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE GUNSHIPS

ONE TERMINATOR COMPANY
Seven Legion Storm Eagle Gunships

LEGION STORM EAGLE GUNSHIPS

Break Point +4: Legion **Storm Eagle Gunships add +4 to the break point of the formation it is added to.**

Morale Value 5+: Storm Eagles 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
Storm Eagle	[F]	4+	2/-2	Vengence Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets [Dmg+1]	30/60	1	-1	
				Air Defence	25	4	-1	

Victory Points +5
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Eleven Legion Storm Eagle Gunships

Point Value 800

LEGION STORM EAGLE GUNSHIPS

Break Point +7: Legion Storm Eagle Gunships add +7 to the break point of the formation it is added to.

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

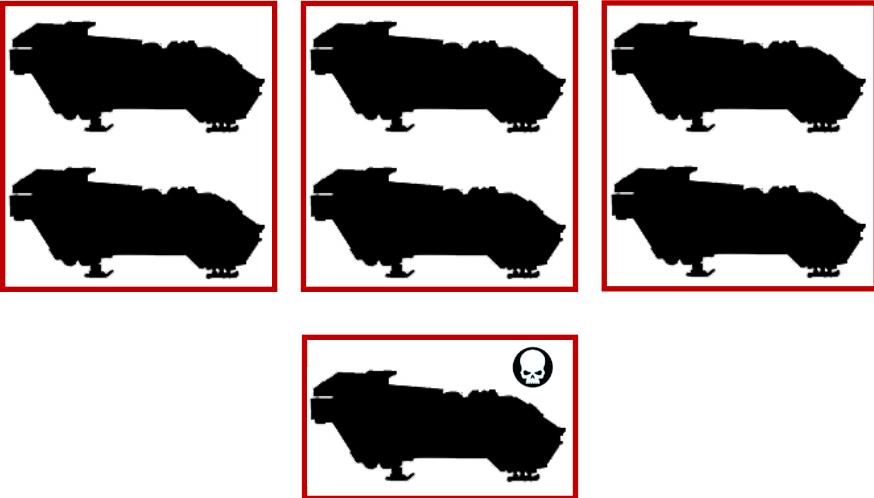| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Storm Eagle	[F]	4+	2/-2	Vengence Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets [Dmg+1]	30/60	1	-1	
				Air Defence	25	4	-1	

Victory Points +8
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION STORM EAGLE GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
Three Legion Storm Eagle Gunships

Point Value 200

LEGION STORM EAGLE GUNSHIPS

Break Point +2: Legion Storm Eagle Gunships add +1 to the break point of the formation it is added to.

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

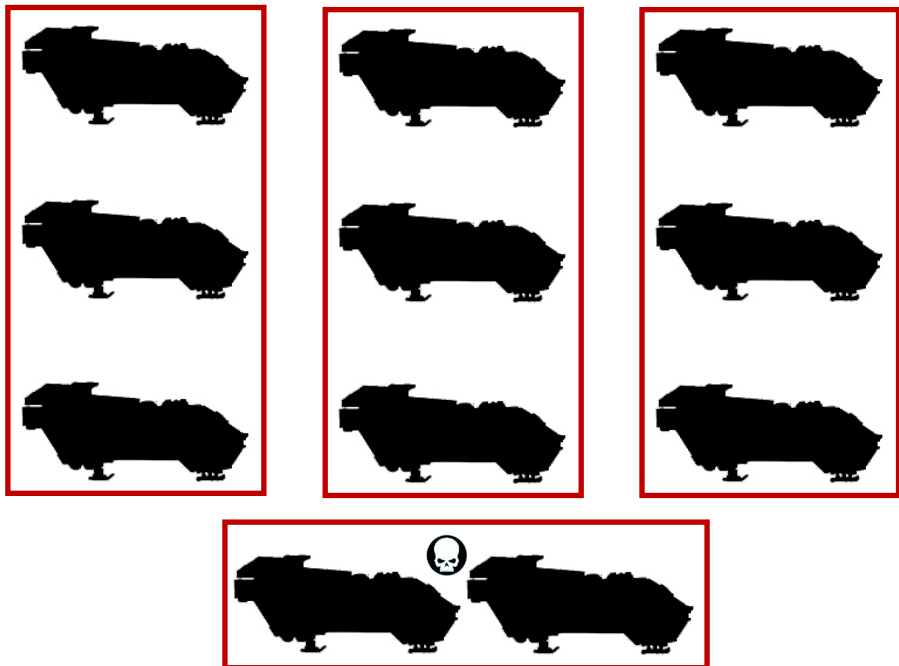| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Storm Eagle	[F]	4+	2/-2	Vengence Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets [Dmg+1]	30/60	1	-1	
				Air Defence	25	4	-1	

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

TRANSPORT POOL

LEGION STORM EAGLE GUNSHIPS

ONE GRAND TERMINATOR COMPANY
Eleven Legion Storm Eagle Gunships

Point Value 800

LEGION STORM EAGLE GUNSHIPS

Break Point +7: Legion Storm Eagle Gunships add +7 to the break point of the formation it is added to.

Morale Value 5+: Storm Eagles 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
Storm Eagle	[F]	4+	2/-2	Vengence Launcher	25/50	1	-1	[DR2], [TR4]
				Tempest Rockets [Dmg+1]	30/60	1	-1	
				Air Defence	25	4	-1	

Victory Points +8
Your opponent gains +4 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK GUNSHIPS

ONE POWERED ARMOR INFANTRY COMPANY
Four Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2

Point Value 600

LEGION THUNDERHAWK GUNSHIPS

Break Point +2: Legion Thunderhawk Gunships add +2 to the break point of the formation it is added to.

Morale Value 5+: Thunderhawks 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
Thunderhawk Type 1	[F]	4+	3/-3	Thunderhawk Cannon	35/70	B2	-2	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	
Thunderhawk Type 2	[F]	4+	3/-3	Turbo Laser Destroyer	50/100	1	-5	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	

* One shot (use) weapon

Victory Points +6
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK GUNSHIPS

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
One Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2

Point Value 150

LEGION THUNDERHAWK GUNSHIPS

Break Point +1: Legion Thunderhawk Gunships add +1 to the break point of the formation it is added to.

Morale Value 5+: Thunderhawks 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
Thunderhawk Type 1	[F]	4+	3/-3	Thunderhawk Cannon	35/70	B2	-2	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	
Thunderhawk Type 2	[F]	4+	3/-3	Turbo Laser Destroyer	50/100	1	-5	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	

* One shot (use) weapon

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

TRANSPORT POOL

LEGION THUNDERHAWK GUNSHIPS

ONE TERMINATOR COMPANY
Four Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2

Point Value 600

LEGION THUNDERHAWK GUNSHIPS

Break Point +2: Legion Thunderhawk Gunships add +1 to the break point of the formation it is added to.

Morale Value 5+: Thunderhawks 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
Thunderhawk Type 1	[F]	4+	3/-3	Thunderhawk Cannon	35/70	B2	-2	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	
Thunderhawk Type 2	[F]	4+	3/-3	Turbo Laser Destroyer	50/100	1	-5	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	

* One shot (use) weapon

Victory Points +6
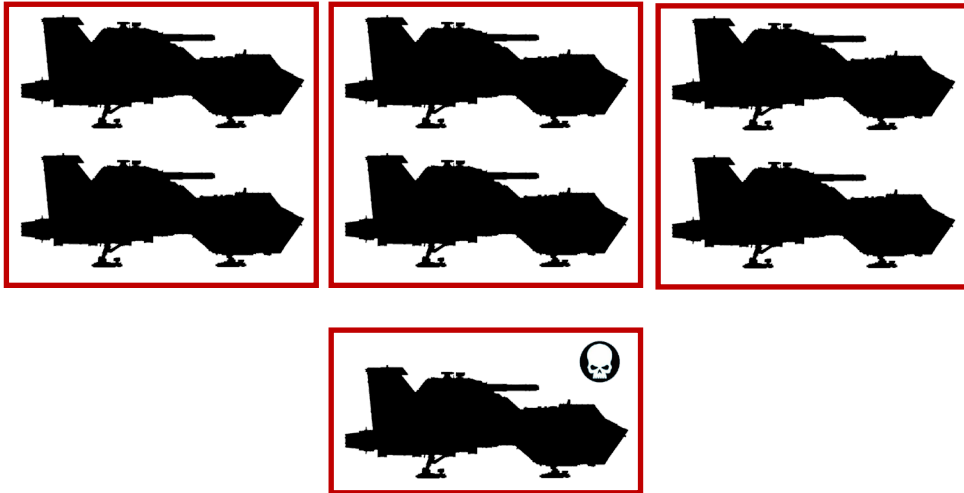Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY COMPANY
Seven Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2

Point Value 1100

LEGION THUNDERHAWK GUNSHIPS

Break Point +4: Legion Thunderhawk Gunships add +4 to the break point of the formation it is added to.

Morale Value 5+: Thunderhawks 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
Thunderhawk Type 1	[F]	4+	3/-3	Thunderhawk Cannon	35/70	B2	-2	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	
Thunderhawk Type 2	[F]	4+	3/-3	Turbo Laser Destroyer	50/100	1	-5	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	

* One shot (use) weapon

Victory Points +11
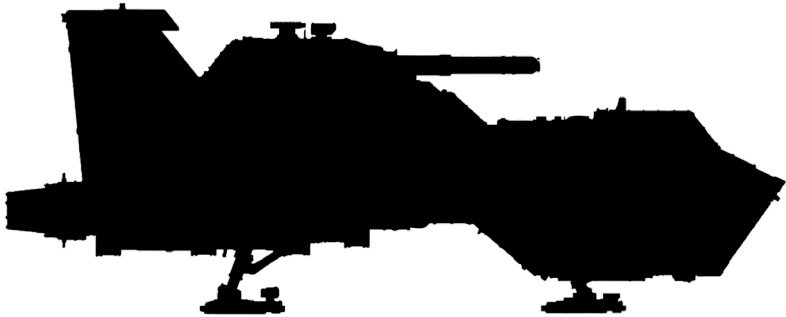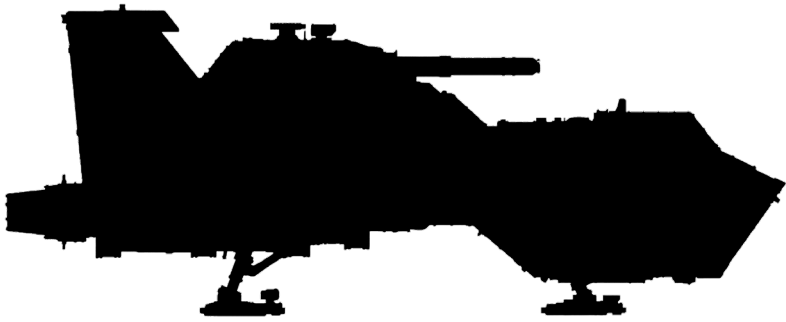Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK GUNSHIPS

ONE GRAND POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT

Two Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2

Point Value 300

LEGION THUNDERHAWK GUNSHIPS

Break Point +1: Legion Thunderhawk Gunships add +1 to the break point of the formation it is added to.

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

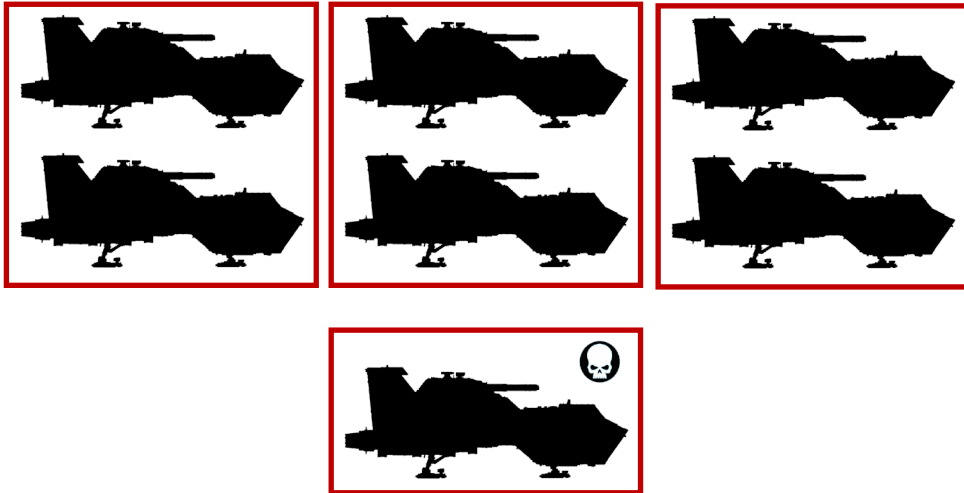| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderhawk Type 1	[F]	4+	3/-3	Thunderhawk Cannon	35/70	B2	-2	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	
Thunderhawk Type 2	[F]	4+	3/-3	Turbo Laser Destroyer	50/100	1	-5	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	

* One shot (use) weapon

Victory Points +3
Your opponent gains +2 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK GUNSHIPS

ONE GRAND TERMINATOR COMPANY
Seven Legion Thunderhawk Gunships
Select any mix of Type 1 or Type 2

Point Value 1100

LEGION THUNDERHAWK GUNSHIPS

Break Point +4: Legion Thunderhawk Gunships add 41 to the break point of the formation it is added to.

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

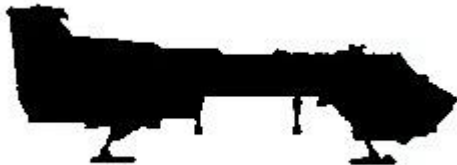| Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderhawk Type 1	[F]	4+	3/-3	Thunderhawk Cannon	35/70	B2	-2	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	
Thunderhawk Type 2	[F]	4+	3/-3	Turbo Laser Destroyer	50/100	1	-5	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	

* One shot (use) weapon

Victory Points +11
Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK TRANSPORTER

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
Two Legion Thunderhawk Transporters

Point Value 150

LEGION THUNDERHAWK TRANSPORTER

Break Point +1: Legion Thunderhawk Transporter add +1 to the break point of the formation it is added to.

Morale Value 5+: Thunderhawk Transporters 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
Thunderhawk Transporter	[F]	4+	3/-3	Air defense	25cm	6	-1	[DR3], [TR3], Special*

* It may carry 2 rhino chassis vehicles or one land raider instead of infantry elements per transporter.
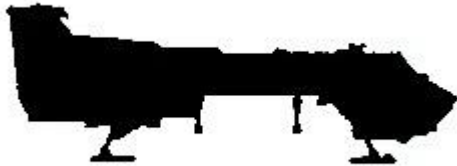
Victory Points +2
Your opponent gains +1 VP when attached formation is broken

TRANSPORT POOL

LEGION THUNDERHAWK TRANSPORTER

ONE POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
OR
ONE GRAND TERMINATOR DETACHMENT
Three Legion Thunderhawk Transporters

Point Value 250

LEGION THUNDERHAWK TRANSPORTER

Break Point +2: Legion Thunderhawk Transporter add +2 to the break point of the formation it is added to.

Morale Value 5+: Thunderhawk Transporters 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
Thunderhawk Transporter	[F]	4+	3/-3	Air defense	25cm	6	-1	[DR3], [TR3], Special*

* It may carry 2 rhino chassis vehicles or one land raider instead of infantry elements per transporter.

Victory Points +3
Your opponent gains +3 VP when attached formation is broken
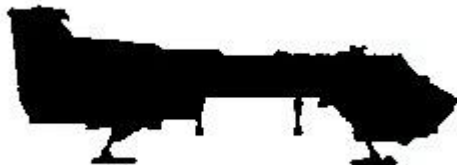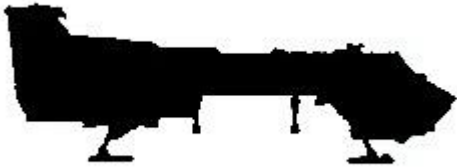
TRANSPORT POOL

LEGION THUNDERHAWK TRANSPORTER

ONE GRAND POWERED ARMOR INFANTRY DETACHMENT
OR
TWO GRAND TERMINATOR DETACHMENTS
Six Legion Thunderhawk Transporters
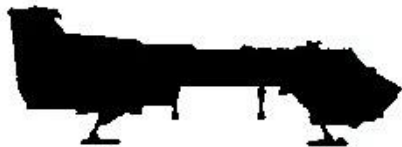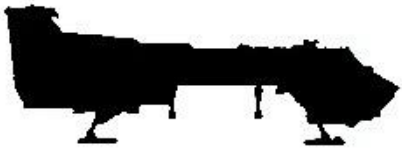
Point Value 500

LEGION THUNDERHAWK TRANSPORTER

Break Point +3: Legion Thunderhawk Transporter add +3 to the break point of the formation it is added to.

Morale Value 5+: Thunderhawk Transporters 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
Thunderhawk Transporter	[F]	4+	3/-3	Air defense	25cm	6	-1	[DR3], [TR3], Special*

* It may carry 2 rhino chassis vehicles or one land raider instead of infantry elements per transporter.

Victory Points +5
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION SOKAR PATTERN STORMBIRD

UP TO TWO STANDARD POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENTS
One Legion Sokar Stormbird

Point Value 300

LEGION SOKAR PATTERN STORMBIRD

Break Point +1: Legion Stormbird add +1 to the break point of the formation it is added to

Morale Value 5+: Stormbirds 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
Sokar Stormbird	[F]	2+	4/-4	4x TLLascannons	25/50	8TL4	-3	[DR4], [TR12],[RA] Special**
				Deadstrike Missiles [Dmg+1]	60/120	1	-4	
				Macro-Bomb Cluster [OS]*	-	B8	-2	
				Orbital Strike	-	B4	-5	
				Air Defence	25	8	-1	

* One Shot (use) weapon.
** 2 Void Shields, Armor value 4+

Victory Points +3
Your opponent gains +3 VP when attached formation is broken

TRANSPORT POOL

LEGION SOKAR PATTERN STORMBIRD

ONE STANDARD OR GRAND POWERED ARMOR INFANTRY OR TERMINATOR COMPANY
Three Legion Sokar Stormbirds and 1 Thundehawk Gunship

Point Value 1100

LEGION SOKAR PATTERN STORMBIRD

Break Point +2: Legion Stormbird add +2 to the break point of the formation it is added to

Morale Value 5+: Stormbirds 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
Sokar Stormbird	[F]	2+	4/-4	4x TLLascannons	25/50	8TL4	-3	[DR4], [TR12],[RA] Special**
				Deadstrike Missiles [Dmg+1]	60/120	1	-4	
				Macro-Bomb Cluster [OS]*	-	B8	-2	
				Orbital Strike	-	B4	-5	
				Air Defence	25	8	-1	

* One Shot (use) weapon.
** 2 Void Shields, Armor value 4+

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderhawk Type 1	[F]	4+	3/-3	Thunderhawk Cannon	35/70	B2	-2	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	
Thunderhawk Type 2	[F]	4+	3/-3	Turbo Laser Destroyer	50/100	1	-5	[DR3], [TR6]
				Hellstrike Missiles	35/70	1	-2	
				Lascannons	25/50	2	-3	
				Bombs [OS]*	-	B6	-2	
				Air Defence	25	6	-1	

* One Shot (use) weapon.

Victory Points +11
Your opponent gains +6 VP when attached formation is broken

TRANSPORT POOL

LEGION SOKAR PATTERN STORMBIRD

ONE GRAND POWERED ARMOR INFANTRY OR TERMINATOR DETACHMENT
One Legion Sokar Stormbird

Point Value 300

LEGION SOKAR PATTERN STORMBIRD

Break Point +1: Legion Stormbird add +1 to the break point of the formation it is added to

Morale Value 5+: Stormbirds 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
Sokar Stormbird	[F]	2+	4/-4	4x TLLascannons	25/50	8TL4	-3	[DR4], [TR12],[RA] Special**
				Deadstrike Missiles [Dmg+1]	60/120	1	-4	
				Macro-Bomb Cluster [OS]*	-	B8	-2	
				Orbital Strike	-	B4	-5	
				Air Defence	25	8	-1	

* One Shot (use) weapon.
** 2 Void Shields, Armor value 4+

Victory Points +3
Your opponent gains +3 VP when attached formation is broken