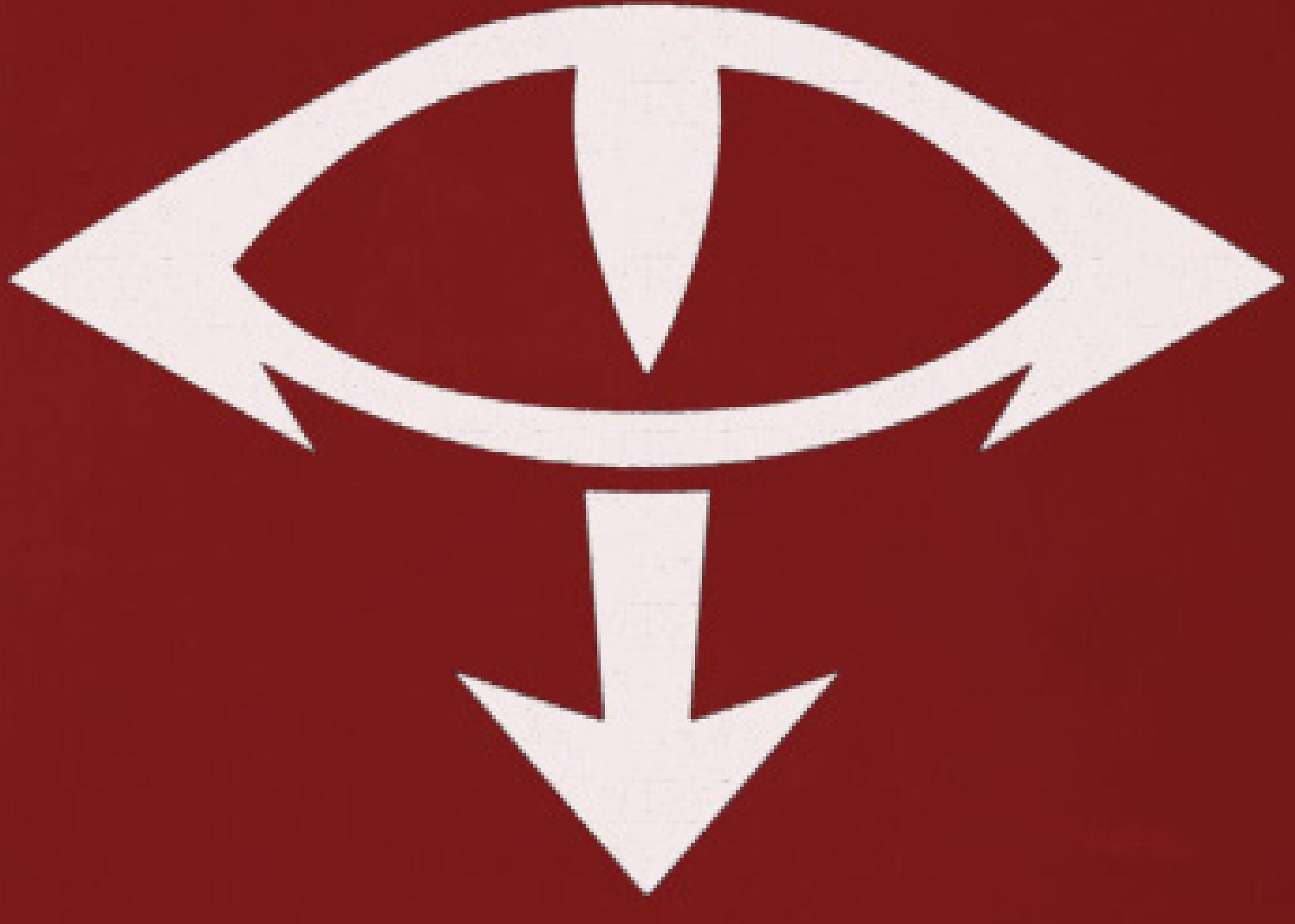
The Horus Heresy



Legiones Astartes: Legions

An 8ed compilation for Warhammer 40,000

Version 2.20

Contents

Dark Angels

Legion Rules 4

Emperor's Children

Legion Rules 6
Phoenix Terminator Squad 8
Palatine Blade Squad 9
The Kakophoni of the Emperor's Children 10
Rylanor the Unyielding 11
Lord Commander Eidolon 12
Captain Saul Tarvitz 13
Fulgrim the Illuminator 14

Iron Warriors

Legion Rules 15
Tyrant Siege Terminator Squad 17
Iron Havoc Support Squad 18
'Iron Circle' Domitar-Ferrum Class Battle-automata Maniple 19
Erasmus Golg 20
Kyr Valen 21
Nârik Dreygur 22
The Primarch Peturabo 23

White Scars

Legion Rules 24

Space Wolves

Legion Rules 26
Deathsworn Pack 29
Varagyr Wolf Guard Terminator Squad 30
Grey Slayer Pack 31
Geigor Fell-Hand 32
Hvarl Red Blade 33
The Wolf-kin of Russ 34
The Primarch Leman Russ 35

Imperial Fists

Legion Rules 36
Templar Brethren 38
Phalanx Warder Squad 39
Sigismund 40
Alexis Polux 41
Rogal Dorn 42

Night Lords

Legion Rules 43
Terror Squad 45
Night Raptor Squad 46
Flaymaster Mawdrym Llansahai 47
'Sevatar' 48
Kheron Ophion of the Kyroptera 49
Konrad Curze 50

Blood Angels

Legion Rules 51

Iron Hands

Legion Rules 53
Gorgon Terminator Squad 55
Medusan Immortals Squad 56
Spearhead-Centurion Castrman Orth 57
Iron-Father Autek Mor 58
Shadrak Meduson 59
Ferrus Manus 60

World Eaters

Legion Rules 61
The Red Butchers 63
Rampager Squad 64
Centurion Shabran Darr 65
Khârn the Bloody 66
Endryd Haar 67
Gahlan Surlak 68
The Primarch Angron 69

Ultramarines

Legion Rules 70
Invictarus Suzerain Squad 72
Locutarus Storm Squad 73
Fulmentarus Terminator Strike Squad 74
Honoured Telemechrus 75
Captain Remus Ventanus 76
Roboute Guilliman 77

Death Guard

Legion Rules 78
Grave Warden Terminator Squad 80
Deathshroud Terminator Squad 81
Section Leader Crysos Morturg 82
Marshal Durak Rask 83
Calas Typhon 84
Mortarion the Reaper 85

Thousand Sons

Legion Rules 86
Castellax-Achea Battle-automata Maniple 89
Sekhmet Terminator Cabal 90
Khenetai Occult Blade Cabal 91
Ammitara Occult Intercession Cabal 92
Ahzek Ahriman 93
Magistus Amon 94
The Primarch Magnus the Red 95

Sons of Horus

Legion Rules 96
Justaerin Terminator Squad 98
Reaver Attack Squad 99
Maloghurst the Twisted 100
Ezekyle Abaddon 101
Garviel Loken 102
Tybalt Marr 103
Horus the Warmaster 104

Word Bearers

Legion Rules 105
Mhara Gal Tainted Dreadnought 107
Gal Vorbak Dark Brethren 108
The Ashen Circle 109
High Chaplain Erebus 110
Kor Phaeron 111
Hol Beloth 112
Zardu Layak, The Crimson Apostle 113
Anakatis Kul Blade-slaves 114
Lorgar 115

Salamanders

Legion Rules 116
Pyroclast Squad 118
Firedrake Terminator Squad 119
Cassian Dracos 120
Lord Chaplain Nomus Rhy'tan 121
Xiaphas Jurr 122
Vulkan 123

Raven Guard

Legion Rules 124
Mor Deythan Strike Squad 126
Dark Fury Assault Squad 127
Darkwing Pattern Storm Eagle Gunship 128
Strike Captain Alvarex Maun 129
Moritat Prime Kaedes Nex 130
Corvus Corax 131

Alpha Legion

Legion Rules 132
Headhunter Kill Team 134
Lernaean Terminator Squad 135
Armillus Dynat 136
Exodus 137
Autilon Skorr 138
Alpharius 139

Blackshields

Blackshield Rules 140
Blackshield Marauder Squad 141
Blackshield Reaver Lord 142
The Nemean Reaver 143

Foreword & Disclaimer

Welcome to this compilation of rules, intended to allow people to use their Horus Heresy armies with the 40k 8th Edition ruleset.

We've tried to keep the structure and arrangement of units and armies the same as they have been in previous versions of 30k, but using the 8ed rules system. If rules for a unit exist in 8ed, we've used them unchanged. When porting over rules from 7ed, we've tried to use equivalent 8ed rules wherever possible, and only write completely new material where necessary. We appreciate any input on what does and doesn't work, or what could be improved. This is intended to be a living document, updated regularly based on community playtesting.

No copyright infringement is intended to any of the many, many GW trademarks we've liberally used in this document. We're all huge fans of Warhammer 40k and 30k and the setting GW has created, and this is our attempt to help out the player base and provide a common structure for Heresy players who want to play 8ed, at least until an official supplement is released. We make no claim to ownership over anything included in this document.

Compiled by Grifftofer and ArbitorIan with contributions by Mounty_Chris, Shas'va, Darog, Chainmachete and Magos_Dominus. With thanks to the members of Heresy 30k, HATE Club and Dakkadakka for suggestions and playtesting.

Legion I - Dark Angels

The Dark Angels were the first of the Emperor's Space Marine Legions, and in their earliest incarnation fought as the personal army of the Master of Humanity in the dawning years of the Great Crusade and in the shadowed campaigns that preceded it. As the prototype of what were to become the Legiones Astartes, they served both as the template for the more specialised Legions that were to come after them and a standard by which these successors would be measured. Unyielding, technologically capable, ruthless and insular, the Dark Angels were a powerful and highly independent Legion, used to operating on its own to conduct large scale campaigns and compliance actions.

Legion Traits

If your army is Battle-forged, all **Dark Angels Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Mastery of the Blade:** When fighting an enemy in the Fight phase with the same Weapon Skill, and equipped with a sword, a model with this Trait may add 1 to their Hit rolls.
- **Covenant of Death:** If at the end of the game, the opposing force has an equal or greater number of units remaining than an army that includes a **Dark Angels** detachment, the opposing force gains +1 VP.

Legion Wargear

Dark Angels models have access to the following wargear:

- Any model with access to the *Melee Weapons* list may choose a Calibanite warblade as their choice from the list.
- Any **Character** with access to the *Melee Weapons* list may choose a Terranic greatsword as their choice from the list.
- Any **Astartes** unit with access to Plasma guns may replace these with Plasma repeaters. If this is chosen, all such weapons in the unit must be replaced.
- Any **Astartes** unit with access to Grenade launchers may take Stasis grenades as an additional choice when firing the weapon. If this is chosen, all such weapons in the unit must be upgraded.
- Any **Astartes** unit with access to Missile launchers may take Stasis missiles as an additional choice when firing the weapon. If this is chosen, all such weapons in the unit must be upgraded.
- Any **Astartes** or **Dreadnought** unit with access to Heavy bolters or Twin heavy bolters may take Molecular acid shells as an additional choice when firing the weapon. If this is chosen, all such weapons in the unit must be upgraded.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Calibanite warblade	Melee	Melee	+1	-3	1	-
Grenade launcher (stasis grenade)	12"	Assault D3	3	0	1	A unit hit by one or more weapons with this rule suffer -1 Weapon Skill and Movement in their next turn.
Heavy bolter (molecular acid shells)	36"	Heavy 3	*	-D3	1	This weapon wounds on a 2+, unless it is targeting **Vehicles**, in which case it wounds on a 6+.
Missile launcher (stasis missile)	48"	Heavy D3	4	0	1	A unit hit by one or more weapons with this rule suffer -1 Weapon Skill and Movement in their next turn.
Plasma repeater	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Assault D3	6	-3	1	-
- Supercharge	12"	Assault D3	7	-3	2	On a hit roll of 1, the bearer is slain after all this weapons shots have been resolved
Terranic greatsword	Melee	Melee	+2	-2	1	If you roll a wound roll of 6+ with this weapon, it inflicts a mortal wound in addition to its normal damage.
Twin heavy bolter (molecular acid shells)	36"	Heavy 6	*	-D3	1	This weapon wounds on a 2+, unless it is targeting **Vehicles**, in which case it wounds on a 6+.

Legion Points

Unit	Models per Unit	Points per Model

Wargear/Weapon	Points per Item
Calibanite warblade	6
Heavy bolter (molecular acid shells)	16
Grenade launcher (stasis grenade)	+5
Missile launcher (stasis missile)	+5
Plasma repeater	13
Terranic greatsword	16
Twin heavy bolter (molecular acid shells)	30

* Does not include wargear

Legion Stratagem

WEAPONS OF OLD NIGHT — 1 CP

Dark Angels Stratagem

Use this Stratagem when declaring the target of a **Dark Angels** unit during the Shooting or Fight phases. Improve the AP of this unit's weapons by 1 (AP-2 becomes AP-3 etc.).

Legion Warlord Trait

CALIBANITE HUNTER

Add 1 to to your Warlord's Attacks and Strength characteristic each time he slays an enemy **Character**, **Monster** or **Titanic** model.

Legion Rites of War

Ravenwing Protocol

This rite may only be taken by an Outrider detachment.

- **Knights Commander: Characters** in this detachment may re-roll wound rolls in the Fight phase against enemy model with a Toughness characteristic of 5 or more.
- **Search & Destroy:** Units with the **Land Speeder** or **Biker** and **Fly** keywords in this detachment can move off of the battlefield in the movement phase if the entire unit can reach a table edge. When this happens, the unit is placed in reinforcements and gains the **Flanking Manoeuvres** ability (this replaces the **Sky Hunters** ability).
  - **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.
- **Hunt them Down:** All units in this detachment add 1" to their consolidation moves.
- **Scour the Land:** Characters in this detachment can take rad grenades.

- **Iron Knights:** Legion Sky Hunter Squadrons and Legion Outrider Squadrons must be taken as the compulsory Fast Attack choices, and gain the Objective Secured ability. **Characters** in this detachment must have the **Biker** keyword.
- This detachment may not include any Troops choices.
- Any unit in this detachment without the **Biker** or **Vehicle** keyword must be transported in a **Vehicle**.
- Any Vehicle in this detachment must have the **Fly** keyword.
- Your army may only include a Super-heavy or Super-heavy Auxiliary detachment if all the units within it have the **Fly** keyword.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units without the **Dark Angels** keyword.

Ironwing Protocol

This rite may only be taken by a Patrol or Battalion detachment.

- **Interlocking Fire:** Any **Vehicles** in this detachment that are selected and deployed as Vehicle Squadrons increase their Ballistic Skill to 2+ as long as they remain in coherency with at least one other model in their squadron.
- **Exterminators:** Any **Infantry** units in this detachment may re-roll wound rolls with Pistol or Rapid Fire weapons against enemy units within 12".
- **The Dust of Untold Worlds: Vehicles** in this detachment (except Flyers or **Dreadnoughts**) may re-roll Advance moves.
- **Goliaths of War: Dreadnoughts** in this detachment may re-roll wound rolls against **Vehicles**.

- Any **Infantry** units in this detachment must be transported in a **Vehicle** which does not have the **Fly** keyword.
- At least half the units in the army must be **Vehicles** which do not have the **Fly** keyword.
- If all **Vehicles** in this detachment without the **Fly** or **Dreadnought** keywords are completely destroyed at the end of the battle, your opponent gains an additional victory point.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units without the **Dark Angels** keyword.

Legion III - Emperor's Children

The Emperor's Children have always striven to be exemplars above all others in the arts of war; paragons of martial virtue and excellence, scorning those who do not meet their own, perhaps unattainable, standards. This led them to seek perfection in war as a fluid, lightning-quick force whose battles were preordained victories brought about by a combination of acute strategic planning and flawless execution.

Legion Traits

If your army is Battle-forged, all **Emperor's Children Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Flawless Execution:** Units with this trait always fight first in the Fight phase even if they didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight, starting with the player whose turn is taking place.
- **Duellist's Pride:** If in base contact with an enemy **Character**; an **Emperor's Children Character** must direct all of his attacks against the enemy **Character**.
- **Martial Pride:** **Astartes** units with this trait suffer a -1 penalty to Leadership during the Morale phase if an enemy **Character** killed a friendly **Emperor's Children Character** within 6" during the preceding Fight phase.

Legion Wargear

Emperor's Children models have access to the following wargear:

- Any **Character** can take Sonic shriekers.
- Any model with access to a Power fist can instead take a Phoenix spear.

WARGEAR	DESCRIPTION
Sonic shrieker	Enemy models in base contact with a model equipped with Sonic shriekers suffer a -1 penalty to hits rolls during the Fight phase.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Charnabal broadsword	Melee	Melee	+1	-2	2	If you roll a 6+ to wound with this weapon that hit is resolved at AP -3.
Deathscream	8"	Pistol D6	2	0	1	This weapon automatically hits its target. This weapon may only be used once per battle. If you roll a 6+ to wound with this weapon that hit is resolved at AP -3.
Fireblade	Melee	Melee	+1	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Firebrand	15"	Pistol 2	5	0	3	You can re-roll failed wound rolls with this weapon.
Master-crafted thunder hammer	Melee	Melee	x2	-3	4	When attacking with this weapon, you must subtract 1 from the hit roll.
Phoenix spear	Melee	Melee	+1	-2	1	During the first Fight phase of each combat this weapon has AP -3.
Plasma grenades	6"	Grenade D6	4	-1	1	-
The cacophony	36"	Heavy 2	6	-1	1	Each wound from this weapon is counted as 2 wounds for the purposes of Morale tests.
The laer blade	Melee	Melee	User	-3	2	If you roll a 6+ to hit with this weapon, it inflicts a mortal wound in addition to its usual damage.

Legion Points

Unit	Models per Unit	Points per Model
Phoenix Terminator Squad	5-10	34*
Palatine Blade Squad	5-10	19*
Palatine Blade Squad with Jump Packs	5-10	22*
The Kakophoni of the Emperor's Children	5-10	13*
Rylanor the Unyielding	1	231
Lord Commander Eidolon	1	129
Lord Commander Eidolon (with Jump Pack)	1	148
Captain Saul Tarvitz	1	85
Fulgrim the Illuminator	1	370

Wargear/Weapon	Points per Item
Charnabal broadsword	0
Deathscream	0
Fireblade	0
Firebrand	0
Master-crafted thunder hammer	0
Phoenix spear	7
Plasma grenades	0
Sonic shriekers	5
The cacophony	13
The laer blade	0

Legion Stratagem

EXEMPLARS OF WAR — 3 CP

Emperor's Children Stratagem

All **Emperor's Children Infanty**, **Biker** and **Dreadnought** models roll an additional dice for Advance moves and discard the lowest. In addition, they add 1" to it's Pile In and Consolidate moves until the end of the turn.

Legion Warlord Trait

LUST FOR GLORY

Your Warlord can perform a Heroic Intervention if the enemy is within 6" (rather than 3") and can move up to 6" when doing so.

* Does not include wargear

Legion Rites of War

The Maru Skara

This rite may only be taken by a Patrol or Battalion detachment. This detachment generates 1 more Command Point than usual.

- **The Open Blade:** Any models who start the first turn deployed on the battlefield may add 1 to their movement, Advance and charge distances.
- **The Hidden Blade:** Between 1 and 3 Elites or Fast Attack units in this detachment must be given the **Flanking Manoeuvres** ability and must be deployed using it. Before the start of the first battle round, write a turn number on a note and place it face down in plain sight. All of the above units must be deployed on the noted turn, at the end of the movement phase.
    - **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.

- This detachment cannot include any **Artillery** or **Titanic** units.
- This detachment must include a **Champion** as a compulsory HQ choice.
- If the mission being played awards victory points for slaying the enemy warlord and you do not achieve this, the enemy player gains 1 additional victory point.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

3rd Company Elite

This rite may only be taken by a Spearhead detachment.

- **Chosen of Vairosean:** Kakophoni units in this detachment may ignore the -1 hit penalty for moving and firing heavy weapons.
- **Sonic Assault: Infantry** units in this detachment (except Terminators) may take sonic shriekers.

- All units in this detachment must be **Traitors**.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Phoenix Terminator Squad

10 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Phoenix Terminator	6"	3+	3+	4	4	2	2	7	2+
Phoenix Champion	6"	3+	3+	4	4	2	3	8	2+

This unit consists of 1 Phoenix Champion and 4 Phoenix Terminators. It can include up to 5 additional Phoenix Terminators **(Power Rating +10)**.

- Each model is armed with a phoenix spear.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grenade harness	12"	Assault D6	4	-1	1	-
Phoenix spear	Melee	Melee	+1	-2	1	During the first Fight phase of each combat this weapon has AP -3.

UNIT OPTIONS	• The entire unit can take sonic shriekers.
WARGEAR OPTIONS	• The Phoenix Champion can take a grenade harness.
ABILITIES	**Living Icon:** Friendly **Emperor's Children** units within 6" of models with this ability, count as having taken one less casualty when rolling Morale tests. **Sudden Strike:** Models killed by Overwatch can attack as normal when this unit is activated during the following Fight phase. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase. **Tartaros Terminator Armour:** This unit has a 5+ invulnerable save. **Sonic shriekers:** Enemy models in base contact with a model equipped with Sonic shriekers suffer a -1 penalty to hits rolls during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Emperor's Children**
KEYWORDS	**Infantry, Terminator, Phoenix Terminators, Astartes**

Palatine Blade Squad

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Palatine Warrior	7"	3+	3+	4	4	1	2	7	3+
Palatine Prefector	7"	3+	3+	4	4	1	2	8	2+

This unit consists of 1 Palatine Prefector and 4 Palatine Warriors. It can include up to 5 additional Palatine Warriors **(Power Rating +7)**.

- Each model is armed with a charnabal sabre, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Charnabal sabre	Melee	Melee	User	-2	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Phoenix spear	Melee	Melee	+1	-2	1	During the first Fight phase of each combat this weapon has AP -3.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power lance	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-

UNIT OPTIONS	• The entire unit can take sonic shriekers. • The entire unit can be equipped with jump packs, gaining the **Jump Pack** and **Fly** keywords **(+1 Power rating per 5 models)**.
WARGEAR OPTIONS	• Any model can replace their charnabal sabre with a power sword, power lance or phoenix spear. • The Palatine Prefector can replace his bolt pistol with a plasma pistol. • The Palatine Prefector can take melta-bombs.
ABILITIES	**Blademasters:** Each hit roll of 6+ against a model with a WS 3+ or worse grants this model a single additional attack with the same weapon (additional attacks do not generate further attacks). **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase. **Sonic shriekers:** Enemy models in base contact with a model equipped with Sonic shriekers suffer a -1 penalty to hits rolls during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Emperor's Children**
KEYWORDS	**Infantry, Palatine Blades, Astartes**

The Kakophoni of the Emperor's Children

9 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Chora	6"	3+	3+	4	4	1	1	7	3+
Orchestrator	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Orchestrator and 4 Chora. It can include up to 5 additional Chora **(Power Rating +9)**.

- Each Chora is armed with a bolt pistol, frag grenades, krak grenades, sonic shrieker and the cacophony.
- The Orchestrator is armed with a bolt pistol, chainsword, frag grenades, krak grenades, sonic shrieker and the cacophony.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
The cacophony	36"	Heavy 2	6	-1	1	Each wound from this weapon is counted as 2 wounds for the purposes of Morale tests.

WARGEAR OPTIONS	• The Orchestrator can replace his chainsword with a power weapon or power fist. • The Orchestrator can replace his bolt pistol with a plasma pistol. • The Orchestrator can take melta bombs.
ABILITIES	**Sonic shriekers:** Enemy models in base contact with a model equipped with Sonic shriekers suffer a -1 penalty to hits rolls during the Fight phase.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Emperor's Children**
KEYWORDS	**Infantry, Kakophoni, Astartes**

Rylannor the Unyielding

Ancient of Rites

13 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rylannor	9"	2+ 3+ 4+	2+ 3+ 4+	7	7	7-12 3-6 1-2	4 3 D3	8	2+

Rylannor is a single model armed with a kheres assault cannon, dreadnought close combat weapon and heavy flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought close combat weapon	Melee	Melee	x2	-3	3	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Kheres assault cannon	24"	Heavy 6	7	-1	1	-

ABILITIES	**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. **Atomantic Shielding:** This model has a 5+ invulnerable save. **Venerable:** Roll a D6 each time this model loses a wound, on a roll of a 6 that wound is ignored. **Mantle of Glory:** Friendly **Emperor's Children** units within 6" of Rylannor add 1 to their Leadership.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Emperor's Children**
KEYWORDS	**Vehicle, Dreadnought, Contemptor, Rylannor**

Lord Commander Eidolon

Lord Commander Primus of the Emperor's Children

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Eidolon	6"	2+	2+	4	4	5	4	9	2+

Eidolon is a single model armed with a master-crafted thunder hammer, death scream, archaeotech pistol, sonic shrieker, frag grenades, krak grenades and an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Deathscream	8"	Pistol D6	2	0	1	This weapon automatically hits its target. This weapon may only be used once per battle. If you roll a 6+ to wound with this weapon that hit is resolved at AP -3.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted thunder hammer	Melee	Melee	x2	-3	4	When attacking with this weapon, you must subtract 1 from the hit roll.

UNIT OPTIONS	• Eidolon can take a jump pack (**+1 Power Rating**). If it does, its Move characteristic is increased to 12", and it gains the **Fly** and **Jump Pack** keywords.
ABILITIES	**Iron Halo:** This model has a 4+ invulnerable save. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Emperor's Children** units within 6" **Sonic shrieker:** Enemy models in base contact with a model equipped with Sonic shriekers suffer a -1 penalty to hits rolls during the Fight phase. **Thunderous Charge:** Roll a dice each time Eidolon finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers a mortal wound. **Warlord's Pride:** Eidolon must always be your army's Warlord, unless Fulgrim is also included.
WARLORD TRAIT	**Co-ordinated Assault:** You can re-roll failed charge rolls for Eidolon and friendly **Emperor's Children** units that are within 6" of him at the start of the Charge phase.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Emperor's Children**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Eidolon**

Captain Saul Tarvitz

Loyal Officer of the Emperor's Children

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Saul Tarvitaz	6"	2+	2+	4	4	5	4	9	2+

Saul Tarvitz is a single model armed with a charnabal broadsword, sniper rifle, bolt pistol, frag grenades, krak grenades and a refractor field. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Charnabal broadsword	Melee	Melee	+1	-2	2	If you roll a 6+ to wound with this weapon that hit is resolved at AP -3.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a **Character** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Emperor's Children** units within 6".
WARLORD TRAIT	**Steadfast Loyalty:** Friendly **Loyalist** units within 6" of Saul Tarvitz automatically pass Morale tests.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Emperor's Children**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Saul Tarvitz**

Fulgrim the Illuminator

Primarch of the Emperor's Children

19 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fulgrim	9"	2+	2+	6	6	9	7	10	2+

Fulgrim is a single model armed with the laer blade, firebrand and plasma grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fireblade	Melee	Melee	+1	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Firebrand	15"	Pistol 2	5	0	3	You can re-roll failed wound rolls with this weapon.
Plasma grenades	6"	Grenade D6	4	-1	1	-
The laer blade	Melee	Melee	User	-3	2	If you roll a 6+ to hit with this weapon, it inflicts a mortal wound in addition to its usual damage.

WARGEAR OPTIONS

- Fulgrim can replace the laer blade with fireblade.

ABILITIES

The Gilded Panoply: Fulgrim has a 4+ invulnerable save, which increases to a 3+ invulnerable save during the Fight phase.

Sire of the III Legion: You can re-roll any failed hit and wound rolls with friendly **Emperor's Children** units within 6" of Fulgrim. While Fulgrim is on the table, enemy models in combat with **Emperor's Children** units count their Leadership characteristic as one less than normal.

Sublime Swordsman: Enemy models attacking Fulgrim in the Fight phase must subtract 1 from their hit rolls. In addition, Fulgrim adds 1 to his hit rolls made against **Characters** during the Fight phase.

Strategic Planning: If your army is Battle-forged, you recieve an additional 1 Command Point if Fulgrim is your Warlord.

Lord of War: If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).

FACTION KEYWORDS: **Traitor, Legiones Astartes, Emperor's Children**

KEYWORDS: **Infantry, Character, Astartes, Master of the Legion, Primarch, Fulgrim**

Legion IV - Iron Warriors

The Iron Warriors are the grim-faced, cold-hearted masters of the science of war, the exemplars of strength and discipline turned exclusively to the systematic destruction of the enemy. More so than in any other Legion, the life of each warrior is secondary to his duty, as much a resource to be expended in the relentless calculus of war as a bolt shell or a lascannon charge. Guided by such doctrines, the Iron Warriors are amongst the most relentless and dogged siege warriors in the ranks of the Legiones Astartes.

Legion Traits

If your army is Battle-forged, all **Iron Warriors, Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Ruthless Discipline:** Units with this trait ignore casualties from shooting for the purposes of taking Morale tests.
- **Wrack & Ruin:** All Grenade type weaponsthrown by models with this trait inflict +1 Damage against **Buildings**.
- **The Bitter End:** In missions where a dice roll is used to detemine game length the **Iron Warriors**' opponent may choose to add 2 to the result of the dice.

Legion Wargear

Iron Warriors models have access to the following wargear:

- A **Praetor** can be upgraded to a Warsmith, gaining the **Warsmith** keyword, +1 to its Leadership value and the Shatter Defences ability. A Warsmith may take a servo-arm, in which case it gains the Battlesmith ability.
- Any **Warsmith**, **Techmarine** or **Forge Lord** may take a cortex controller.
- Any model with a Heavy bolter or Twin heavy bolter can take shrapnel bolts.

WARGEAR	DESCRIPTION	
Warsmith	• This model gains the **Warsmith** keyword. • Increase this model's Leadership characteristic by 1. • This model can take a servo arm, in which case it gains the Battlesmith ability. • **Battlesmith:** At the end of your Movement phase this model can repair a single **Iron Warriors Vehicle** within 1". That model regains D3 wounds. A model can only be repaired once per turn. • **Shatter Defences:** Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by **Iron Warriors** units within 6" of this model.	+1 Power

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Forgebreaker	Melee	Melee	x2	-4	3	-
Graviton maul	Melee	Melee	10	-2	2	If this weapon rolls a 6+ to wound, that hit is resolved as having Damage 3.
Heavy bolter (shrapnel bolts)	36"	Heavy 3	5	0	1	Units suffering wounds from this weapon have -1 to their Move characteristic and charge rolls until the end of their next turn.
Master-crafted bolt pistol	12"	Pistol 1	4	-1	2	-
Olympia bolt cannon	36"	Heavy 5	5	-1	1	Units suffering wounds from this weapon have -1 to their Move characteristic and charge rolls until the end of their next turn.
Quad heavy bolter (shrapnel bolts)	36"	Heavy 12	5	0	1	Units suffering wounds from this weapon have -1 to their Move characteristic and charge rolls until the end of their next turn.
The logos	Melee	Melee	User	-3	2	When targeting **Vehicles** or **Buildings** this weapon has Damage 3.
Twin heavy bolter (shrapnel bolts)	36"	Heavy 6	5	0	1	Units suffering wounds from this weapon have -1 to their Move characteristic and charge rolls until the end of their next turn.
Wrist cannon	24"	Assault 6	6	-2	1	If this weapon rolls a 6+ to wound, that hit is resolved at AP-4. When targeting **Vehicles** or **Buildings** this weapon has Damage D3.

Legion Points

Unit	Models per Unit	Points per Model
Tyrant Siege Terminator Squad	5-10	24*
Iron Havoc Support Squad	5-10	18*
'Iron Circle' Domitar-Ferrum Class Battle-automata Maniple	1-6	115*
Warsmith	n/a	+20
Erasmus Golg	1	195
Kyr Valen	1	153
Nârik Dreygur	1	83
The Primarch Peturabo	1	400

* Does not include wargear

Wargear/Weapon	Points per Item
Forgebreaker	30
Graviton maul	0
Heavy bolter (shrapnel bolts)	10
Olympia bolt cannon	18
Quad heavy bolter (shrapnel bolts)	36
The logos	0
Twin heavy bolter (shrapnel bolts)	17
Wrist cannon	0

Legion Rites of War

The Ironfire

This rite may only be taken by a Patrol or Battalion detachment.

- **Rolling Bombardment: Artillery** units in this detachment which target an enemy unit within 12" of a friendly **Iron Warriors** unit in the Shooting phase may re-roll to hit. In addition, **Artillery** units in this detachment which target an enemy unit within 6" of a friendly **Iron Warriors** unit may re-roll the dice used to generate the number of shots.
- **Ride the Ironfire:** Units within 6" of an enemy model may re-roll Morale tests.

- In missions which have an Attacker and a Defender, your army must be the Attacker.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

The Hammer of Olympia

This rite may only be taken by a Patrol or Battalion detachment. This detachment generates 1 more Command Point than normal.

- **Sheathed in Steel: Vehicles** (except Flyers) in this detachment add 1 to their Wounds characteristic.
- **Siege Engineers:** This detachment has one more Heavy Support slot available than normal.
- **Hail of Fire:** Your army gains access to the Hail of Fire Stratagem.

- This detachment must include either a **Warsmith** or a **Siege Breaker** as a compulsory HQ choice.
- This detachment must take an additional compulsory Troops choice.
- This detachment must take more Heavy Support choices than Fast Attack choices.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Legion Stratagems

PRELIMINARY BOMBARDMENT — 3 CP

Iron Warriors Stratagem

Use this Stratagem after deployment, but before the start of the first game round. Select a visible point on the battlefield and roll a D6 for every unit within D6" of that point. Subtract 1 from the result if the unit being rolled for is a **Character**. On a 4+, the unit being rolled for suffers D3 mortal wounds.

HAIL OF FIRE — 2 CP

Hammer of Olympia Stratagem

Use this Stratagem at the start of your turn. This turn, all **Iron Warriors Astartes** units may add 1 to their charge rolls if they a charge a unit they targetted in the Shooting phase.

Legion Warlord Trait

COLD & BITTER

Friendly **Iron Warriors** units within 6" of your Warlord automatically pass Morale tests.

Tyrant Siege Terminator Squad

22 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tyrant Terminator	4"	3+	3+	4	4	2	2	8	2+
Tyrant Siege Master	4"	3+	3+	4	4	2	2	9	2+

This unit consists of 1 Tyrant Siege Master and 4 Tyrant Terminators. It can include up to 5 additional Tyrant Terminators **(Power Rating +22)**.

- Each model is armed with a twin missile launcher, power fist and combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

WARGEAR OPTIONS	• Any model in the squad can replace its power fist with a chainfist. • The Siege Master can replace its combi-bolter with an item from the *Combi-Weapons* list.
ABILITIES	**Wrecker:** All attacks by this unit cause an additional 1 point of damage against Buildings. **Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances. **Omniscope:** Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by a unit that includes a Tyrant Siege Master.
FACTION KEYWORDS	<Fealty>, Legiones Astartes, Iron Warriors
KEYWORDS	Infantry, Terminator, Astartes, Tyrant Siege Terminators

Iron Havoc Support Squad

9 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Iron Havoc	6”	3+	2+	4	4	1	1	7	3+
Iron Havoc Sergeant	6”	3+	2+	4	4	1	2	8	3+

This unit consists of 1 Iron Havoc Sergeant and 4 Iron Havocs. It can include up to 5 additional Iron Havocs **(Power Rating +9)**.

- Each model is armed with a heavy bolter (shrapnel bolts), bolt pistol, frag grenades, krak grenades and hardened armour.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autocannon	48”	Heavy 2	7	-1	2	-
Bolt pistol	12”	Pistol 1	4	0	1	-
Frag grenade	6”	Grenade D6	3	0	1	-
Heavy bolter (shrapnel bolts)	36”	Heavy 3	5	0	1	Units suffering wounds from this weapon have -1 to their Ld when taking the Morale test at the end of the turn.
Krak grenade	6”	Grenade 1	6	-1	D3	-
Lascannon	48”	Heavy 1	9	-3	D6	-
Melta bomb	4”	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48”	Heavy D6	4	0	1	-
- Krak missile	48”	Heavy 1	8	-2	D6	-
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS	• Any model can replace their heavy bolter (shrapnel bolts) with an autocannon, missile launcher or lascannon. • The Iron Havoc Sergeant can replace his heavy bolter (shrapnel bolts) with a power weapon and nuncio-vox or a power fist and nuncio-vox. • The Iron Havoc Sergeant can take melta bombs.
ABILITIES	**Hardened Armour:** This unit has a 5+ invulnerable save. **Tank Hunters:** The unit adds 1 to the strength of its weapons when targeting **Vehicles**. **Deadly aim:** Units attacked by this unit in the shooting phase do not get any bonus to their saving throws because of cover.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Iron Warriors**
KEYWORDS	**Infantry, Astartes, Void Hardened, Iron Havocs**

‘Iron Circle’ Domitar-Ferrum Class Battle Automata

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
‘Iron Circle’	7”	3+	4+	7	7	7	3	6	3+

An ‘Iron Circle’ Domitar-Ferrum Battle-automata Maniple consists of 1 ‘Iron Circle’. It can include up to 2 additional ‘Iron Circle’ **(Power Rating +7)** or up to 4 ‘Iron Circle’ **(Power Rating +7)**.

- Each model is armed with a graviton maul, olympia pattern bolt cannon and karceri battle shield.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Graviton maul	Melee	Melee	10	-2	2	If this weapon rolls a 6+ to wound, that hit is resolved as having Damage 3.
Olympia bolt cannon	36”	Havy 5	5	-1	1	-

ABILITIES	**Karceri Battle Shield:** Add 1 to the Saving Throws for models equipped with karceri battle shields if the attack has a Damage characteristic of 1. **Cybernetica Cortex:** This model automatically passes Morale tests. Additionally, unless a friendly **Cortex Controller** unit is within 6”; this model can only target the nearest visible enemy unit if it shoots, and if it charges it can only declare a charge against the nearest visible enemy unit. **Atomantic Shielding:** This model has a 5+ invulnerable save. **Reactor Blast:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6” suffers D3 mortal wounds. **Brutal charge:** When a domitar finishes a charge move, roll a dice; on a 4+ one enemy unit within 1” suffers a mortal wound. **Shield of the Iron Tyrant:** Roll a D6 each time **Peturabo** loses a wound whilst they are within 3” of this unit; on a 2+ a model from this unit can intercept that hit - **Peturabo** does not lose a wound, but this unit suffers a mortal wound.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Iron Warriors**
KEYWORDS	**Monster, Iron Circle, Cybernetica Cortex**

Erasmus Golg

Captain of the 11th Grand Company

10 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Erasmus Golg	4"	2+	2+	4	4	6	4	9	2+

Erasmus Golg is a single model armed with a chainfist, combi-melta and nuncio-vox. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

ABILITIES	**Cataphractii Armour:** A model equipped with Cataphractii Armour has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. **Brutal Charge:** Roll a dice each time Ersmus Golg finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers a mortal wound. **Harsh Taskmaster:** Friendly **Iron Warriors** units within 6" of Erasmus Golg automatically pass Morale tests. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Iron Warriors** units within 6".
WARLORD TRAIT	**Bloody Handed:** If this model is the warlord, add 1 to its Attacks characteristic.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Iron Warriors**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Erasmus Golg**

Kyr Valen

Warsmith of the 77th Grand Battalion

8 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kyr Valen	6"	2+	2+	4	4	6	4	10	2+

Kyr Valen is a single model armed with a paragon blade, volkite charger, servo arm, cortex controller, melta bombs, frag grenades, krak grenades and an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Paragon blade	Melee	Melee	+2	-3	D3	-
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Volkite charger	15"	Assault 2	5	0	2	-

ABILITIES	**Iron Halo:** This model has a 4+ invulnerable save. **Master of Fortifications:** Friendly **Iron Warriors** units within 6" of Kyr Valen that are receiving the benefit of cover add an additional 1 to their saving throws against attacks with an AP characteristic of -1. **Battlesmith:** At the end of your Movement phase this model can repair a single **Iron Warriors Vehicle** within 1". That model regains D3 wounds. A model can only be repaired once per turn. **Shatter Defences:** Enemy units do not receive the benefit to their saving throws for being in cover against attacks made by **Iron Warriors** units within 6" of this model. **Jealous Command:** Kyr Valen must always be your army's Warlord, unless Peturabo is also included.
WARLORD TRAIT	**Battle Logistician:** Each time you roll a wound roll of 6 or more for a friendly **Iron Warriors** unit within 6" of Kyr Valen in the Shooting phase, the Armour Penetration characteristic of that attack is increased by 1 (i.e. AP0 become AP-1, AP-1 becomes AP-2).
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Iron Warriors**
KEYWORDS	**Infantry, Character, Astartes, Warsmith, Cortex Controller, Master of the Legion, Kyr Valen**

SHATTER ASSAULT

2 CP

Kyr Valen Stratagem

This Stratagem is used right after an enemy unit has charged Kyr Valen. That unit does not count as having charged for the purposes of being activated during the Fight phase.

Nârik Dreygur

Former Consul Praevian to the Iron Warriors

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nârik Dreygur	6"	3+	3+	4	4	4	3	8	2+

Nârik Dreygur is a single model armed with a master-crafted bolt pistol, power fist, cortex controller, cortex designator, frag grenades, krak grenades and a refractor field. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted bolt pistol	12"	Pistol 1	4	-1	2	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **Cortex Designator:** You can re-roll wound rolls of 1 made in the Shooting phase, for friendly **Cybernetica Cortex** units within 6". **Master of Cybernetica:** A single unit of Castellax or Vorax Battle-automata must be selected along with the Praevian Consul. This unit does not use up an additional Force Organisation choice and gains the **Saviour Protocols** ability. **Saviour Protocols:** Roll a D6 each time a friendly **Praevian** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the **Praevian** does not lose a wound, but this unit suffers a mortal wound.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Iron Warriors**
KEYWORDS	**Infantry, Character, Astartes, Consul, Praevian, Support, Cortex Controller, Nârik Dreygur**

Peturabo

Primarch of the Iron Warriors

20 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Peturabo	6"	2+	2+	7	6	9	6	10	2+

Peturabo is a single model armed with the logos, two wrist cannons, frag grenades, nuncio-vox, cognis signum, cortex controller and a single bombardment. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bombardment	100"	Heavy D6	8	-2	D3	This weapon can only be fired once per battle, and cannot be used if the bearer moved. This weapon can target units that are not visible to the bearer (when doing so, subtract 1 from the hit rolls). You may only use one Bombardment per turn, regardless of how many models in your army are equipped with it.
Frag grenade	6"	Grenade D6	3	0	1	-
Forgebreaker	Melee	Melee	x2	-4	3	-
The logos	Melee	Melee	User	-3	2	When targeting **Vehicles** or **Buildings** this weapon has Damage 3.
Wrist cannon	24"	Assault 3	6	-2	1	If this weapon rolls a 6+ to wound, that hit is resolved at AP-4. When targeting **Vehicles** or **Buildings** this weapon has Damage D3.

WARGEAR OPTIONS	• Peturabo can take forgebreaker.
ABILITIES	**The Logos:** Perturabo has a 3+ invulnerable save and is immune to any enemy ability or power that lowers his hit rolls. **Sire of the IV Legion:** You can re-roll any failed hit and wound rolls with friendly **Iron Warriors** units within 6" of Perturabo. While Perturabo is on the table, **Iron Warriors** units may re-roll failed Morale tests. **Relentless Strategist:** All **Traitor** units in the same army as Perturabo may re-roll charge distances while in the enemy deployment zone. **Teleport Strike:** During deployment, you can set up Perturabo and/or any friendly **Iron Warriors Terminator** unit in a teleportarium chamber instead of deploying it on the battlefield. At the end of any of your Movement phases this/these unit(s) can perform a teleport strike - set it/them up anywhere on the battlefield that is more than 9" away from any enemy models. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Iron Warriors**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Perturabo, Cortex Controller**

Legion V - White Scars

A bolt of lightning in clear skies, a sudden gale from an unexpected quarter - the White Scars are war's sudden and merciless onslaught. Swift action and joy for the rush of combat and clash of blades are the hallmarks of their battles, tempered by a quiet and hidden wisdom that few took the time to uncover. They were the Great Crusade's pathfinders, the bleak wind that ran ahead of its serried armies culling the weak and harrying the strong that they might fall more easily to those who followed.

Legion Traits

If your army is Battle-forged, all **White Scars Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Swift Action:** If a unit with this trait moves its full movement distance in the Movement phase, it can re-roll wound rolls of 1 in the following Shooting and Fight phases; and gains the benefit of cover, even if not in terrain.
- **To Laugh in Death's Face:** A **White Scars** detachment must take an additional compulsory Fast Attack choice.

Legion Wargear

White Scars models have access to the following wargear:

- Any model with access to the *Melee Weapons* list may take a Power glaive as it's choice from the list.
- Any **Praetor** may take a Cyber-hawk.

WARGEAR	DESCRIPTION
Cyber-hawk	A cyber-hawk is represented by a small token or model which plays no other role in the game. The cyber-hawk may be placed anywhere on the table and may be moved elsewhere at the beginning of the owner's turn. Any **White Scars Infantry** unit targeting any enemy unit within 6" of the cyber-hawk in the shooting phase may re-roll hit rolls of 1. Any **White Scars Infantry** unit charging an enemy unit within 6" of the cyber-hawk may re-roll the charge distance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Power glaive	When attacking with this weapon, choose one of the profiles below.					
- One handed	Melee	Melee	User	-2	1	-
- Two handed	Melee	Melee	+1	-3	1	When attacking with this weapon, the wielder must make one less Attack than normal.

Legion Points

Unit	Models per Unit	Points per Model

Wargear/Weapon	Points per Item
Cyber-hawk	
Power glaive	8

* Does not include wargear

Legion Stratagem

EYE OF THE STORM — 2 CP

White Scars Stratagem

Use this Stratagem before rolling to Seize the Initiative. If the Warlord of your army is a **White Scars Character** you automatically succeed at the roll.

Legion Warlord Trait

DEADLY HUNTER

Roll a dice each time your Warlord finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers a mortal wound.

Legion Rites of War

Chogorian Brotherhood

This rite may only be taken by an Outrider detachment.

- **Ride like the Wind:** Legion Sky Hunter Squadrons and Legion Outrider Squadrons gain the Objective Secured ability.
- **Lightning Strike:** Any **Infantry** units in this detachment in which no model carries a Heavy weapon, or any units in this detachment with the **Biker** keyword, may fall back and charge in the same turn. Any **Infantry** units in this detachment gain the **Flanking Manoeuvres** ability.
    - **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.

- This detachment must take Legion Sky Hunter Squadrons or Legion Outrider Squadrons as compulsory Fast Attack choices.
- This detachment must contain the Warlord, who must have the **Biker** keyword.
- Any unit in this detachment without the **Biker** or **Vehicle** keyword must be transported in a **Vehicle** or deployed using the **Flanking Manoeuvres** ability.
- During deployment, any **Vehicle** with more than 10 Wounds must be set up in the Second Wave instead of being placed on the battlefield. At the end of your second Movement phase these units can join the battle - set them up so that all models in the unit are within 7" of your rearmost battlefield edge and more than 9" from enemy models.

The Sagyar Mazan

This rite may only be taken by a Patrol or Battalion detachment and may only be taken in a Shattered Legions army.

- **Death Seekers:** If the mission being played awards Victory Points for destroying units, roll a dice for each unit in this detachment that is destroyed at the end of the game; on a 4+ it does not yield any victory points.
- **The Serpent's Eye: Astartes** units in this detachment ignore morale checks in a turn in which they either charged or were charged by an enemy unit.

- All units in this detachment must be **Loyalists**.
- This detachment cannot contain more **Vehicles** units than **Infantry** units.

Legion VI - Space Wolves

Renowned for both their savagery and their obedience to the will of the Emperor, the Space Wolves Legion long stood apart from the other Legiones Astartes. Distant and aloof, they were separated not only by their bellicose demeanour, but by an almost impenetrable web of self-generated myth and allegory which guarded well the Legion's secrets. The unique gene-seed of the Space Wolves, altered by the inclusion of the Canis Helix, made them more animalistic than their fellow Legiones Astartes - uncommonly talented hunters and ferocious killers. But, to their detractors, it made them more beasts than men.

Legion Traits

If your army is Battle-forged, all **Space Wolves, Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Bestial Savagery:** If a model with this trait started the turn more than 1" from any enemy models, and either Charged or were Charged in the Charge phase, it can add 1 to Hit rolls made during the following Fight phase.
- **Hunter's Gait:** Units with this trait may add 1" to their Heroic Intervention, Advance, Pile In and Consolidate moves.
- **The Wolves of Fenris:** A detachment containing **Space Wolves** units must include one model with the **Praetor** or **Centurion** keyword for every 1000pts, or part of 1000pts, in the army; and must use Grey Slayers as its compulsory Troops in addition to the requirements of any Rites of War. In addition, a **Space Wolves** detachment may not include models with the **Chaplain**, **Librarian** or **Primus Medicae** keywords.

Legion Wargear

Space Wolves models have access to the following wargear:

- Any **Centurion** without a current Consul upgrade can be upgraded to a priest of fenris - either a Speaker of the Dead or a Caster of Runes.
- Any **Character** with access to the *Melee Weapons* list may choose to take a frost weapon as their choice from the list.
- Any **Praetor**, **Speaker of the Dead**, **Caster of Runes**, **Praevian**, **Master of Signals** or **Forge Lord** may take Æther-rune armour.
- A Frost Weapon is any of the following weapons: frost axe, frost blade, frost claw or great frost blade.

WARGEAR	DESCRIPTION
Æther-rune armour	This model gains +1 Wound and can attempt to Deny one psychic power in each psychic phase.
Caster of Runes	• This model loses the **Centurion** keyword and gains the **Caster of Runes**, **Psyker** and **Consul** keywords. • Change this model's Weapon Skill characteristic to 2+. • Replace this model's chainsword with a force weapon. • **Psyker:** This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. It knows the Smite power and two psychic powers from the Tempestas discipline. • **Runic Matrix:** The caster of runes may re-roll the dice used when Denying a psychic power. When casting two psychic powers in the same turn, the second power suffers -1 to the psychic test as the caster of runes conserves his power.
Speaker of the Dead	• This model loses the **Centurion** keyword and gains the **Speaker of the Dead** and **Consul** keywords. • Replace this model's chainsword with a power maul. • This model has a Garm-blood vial. • **Oath of the Dead:** You can re-roll failed hit rolls in the Fight phase for friendly **Space Wolves** units within 6" of this model. • **Healing Balms:** At the end of any of your Movement phases, the Speaker of the Dead can attempt to heal a single model. Select a friendly **Space Wolves Infantry** or **Biker** unit within 3" of the Speaker of the Dead. If that unit contains a wounded model, it immediately regains D3 lost wounds. A unit can only be the target of the Healing Balms ability once in each turn.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frost axe	Melee	Melee	+2	-2	1	-
Frost blade	Melee	Melee	+1	-3	1	-
Frost claw	Melee	Melee	+1	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Garm-blood vial	8"	Grenade D3+1	*	0	1	Hits with this weapon always wound on a 4+. Any hit rolls of 6+ are resolved with AP-3.
Great frost blade	Melee	Melee	+1	-3	D3	The bearer can make 1 additional attack with this weapon on a turn in which it has charged.
Hearthsplitter	Melee	Melee	+2	-3	2	Hits with this weapon do 3 Damage against **Vehicles.**
Iron-hard teeth & claws	Melee	Melee	User	-1	1	If you roll a 6+ to hit with this weapon, that hit is resolved at AP -4.
Scornspitter	24"	Assault 3	4	-2	2	-
The axe of helwinter	Melee	Melee	+2	-4	3	-
The fell-hand	Melee	Melee	+1	-4	1	You can re-roll failed wounds with this weapon.
The sword of balenight	Melee	Melee	User	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Tooth & claw	Melee	Melee	User	-1	1	-
Yimira stasis bomb	6"	Grenade D3	*	-3	1	This weapon wounds on a 2+, unless it is targeting **Vehicles**, in which case it wounds on a 6+. Units hit by this weapon halve their Move characteteristic during their next turn. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

Legion Rites of War

The Pale Hunters

This rite may only be taken by a Patrol or Battalion detachment.

- **Bleed & Harry: Infantry** models in this detachment (except **Terminators**) may Fall Back and charge in the same turn.
- **The Fury of the Pack:** If a **Space Wolves** unit from this detachment charges an enemy unit which is already within 1" of a friendly unit, models in the charging unit gain 1 additional Attack in the following Fight phase.

- This detachment cannot include any **Artillery** or **Drop Pods**.
- This detachment can only include 1 Heavy Support choice.
- Your army may not include a Fortification Network detachment.

The Bloodied Claws

This rite may only be taken by a Patrol or Battalion detachment.

- **Oath of the Bloodied Claw:** Grey Slayer units and Legion Assault Squads who charge in the Charge phase add 1 to their Strength characteristic in the following Fight phase. Additionally, Grey Slayer units and Legion Assault Squads must always attempt to charge an enemy unit in the Charge phase if possible.
- **Overwhelming Assault:** Enemy models in combat with **Space Wolves** units from this detachment count their Leadership characteristic as one less than normal if the combat occurs within the enemy deployment zone.
- **Howl of the Death Wolf:** The army has access to the Howl of the Death Wolf Stratagem.

- This detachment cannot include any **Artillery** units.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Legion Rites of War

COUNTER ATTACK — 1 CP
Space Wolves Stratagem

Use this Stratagem when a **Space Wolves Infantry** unit is succesfully charged by an enemy unit. All models in the unit add 1 to their Attacks characteristic until the end of the Fight phase.

HOWL OF THE DEATH WOLF — 2 CP
The Bloodied Claws Stratagem

Use this Stratagem at the start of your turn. All friendly **Space Wolves** units may re-roll Advance and charge rolls this turn.

Legion Warlord Trait

HEROIC SAGA

Add 1 to to your Warlord's Attacks and Strength characteristic each time he slays an enemy **Character**, **Monster** or **Titanic** model.

Tempestas Discipline

Before the battle, generate the psychic powers for Psykers that can use powers from the Tempestas discipline using the table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

Tempestas Discipline	
D3 Roll	Power
1	**Storm Caller** *Warp charge 6* If manifested, then until the start of your next Psychic phase, the psyker and any friendly **Space Wolves** units within 6" of him gain the benefit of being in cover.
2	**Tempest's Wrath** *Warp charge 6* If manifested, pick an enemy unit within 18" of the psyker. Your opponent must subtract 1 from any hit rolls they make for that unit until the start of your next Psychic phase.
3	**Jaws of the World Wolf** *Warp charge 7* If manifested, pick an enemy unit within 18" of the psyker, other than a **Vehicle**. Roll 2D6 and subtract the target's Move characteristic – the target unit suffers a number of mortal wounds equal to the result.

Legion Points

Unit	Models per Unit	Points per Model
Deathsworn Pack	5-10	15*
Varagyr Wolf Guard Terminator Squad	5-10	32*
Grey Slayer Pack	10-20	14*
Fenrisian Wolf	1-2	8*
Caster of Runes	n/a	+30
Speaker of the Dead	n/a	+17
Geigor Fell-Hand	1	98
Hvarl Red Blade	1	150
The Primarch Leman Russ	1	410
The Wolf-kin of Russ	2	40

* Does not include wargear

Wargear/Weapon	Points per Item
Æther-rune armour	15
Frost axe	10
Frost blade	7
Frost claw	9/13
Garm-blood vial	3
Great frost blade	17
Hearthsplitter	0
Scornspitter	0
The axe of helwinter	0
The fell-hand	0
The sword of balenight	0
Tooth & claw	0
Yimira stasis bomb	4

Fenrisian Wolf

1 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fenrisian Wolf	10"	3+	-	4	4	1	2	7	6+

This unit consists of 1 Fenrisian Wolf. It can include up to 1 additional Fenrisian Wolf.

- Each model is armed with tooth & claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tooth & claw	Melee	Melee	User	-1	1	-

ABILITIES	**Bodyguard:** Roll a D6 each time the owning **Character** loses a wound while they are within 3" of this model. On a 2+ a Fenrisian Wolf can intercept that hit. The **Character** does not suffer a wound but the fenrisian wolf suffers a mortal wound. **Pack-bound:** Fenrisian Wolf units do not fill any Battlefield Role Slots when choosing an army. Instead, you can take up to one Fenrisian Wolf unit for each **Space Wolf Character** model in the army. Should an effect be related to the unit's battlefield role, this unit counts as an Elites choice.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Space Wolves**
KEYWORDS	**Beast, Fenrisian Wolf**

Deathsworn Pack

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathsworn	6"	3+	3+	4	4	1	1	7	2+

This unit consists of 5 Deathsworn. It can include up to 5 additional Deathsworn **(Power Rating +7)**.

- Each model is armed with a power axe, bolt pistol, yimira stasis bombs, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Great frost blade	Melee	Melee	+1	-3	2	When in base contact with two or more enemies the bearer gains +1 Attack.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Rad grenade	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any **Infantry** or **Biker** units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Yimira stasis bomb	6"	Grenade D3	*	-3	1	This weapon wounds on a 2+, unless it is targeting **Vehicles**, in which case it wounds on a 6+. Units hit by this weapon halve their Move characteteristic during their next turn. On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

UNIT OPTIONS	• The entire unit can take rad grenades.
WARGEAR OPTIONS	• For every five models in the unit, one model can replace his power axe with a power fist, great frost blade or thunder hammer.
ABILITIES	**Cult of Morkai:** Roll a D6 each time a **Speaker of the Dead** loses a wound while they are within 3" of this model. On a 2+ a Deathsworn can intercept that hit. The **Speaker of the Dead** does not suffer a wound but the Deathsworn suffers a mortal wound. **Dreams of the Death Wolf:** This unit automatically passes any Morale tests it is required to make while it is within 1" of an enemy unit. Additionally, models killed before this unit activates in the Fight phase may still make their attacks as normal, so long as at least one member of the unit is still alive.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Space Wolves**
KEYWORDS	**Infantry, Astartes, Deathsworn**

Varagyr Wolf Guard Terminator Squad

14 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Varagyr Terminator	4"	3+	3+	4	4	2	2	7	2+
Varagyr Thegn	4"	3+	3+	4	4	2	3	8	2+

This unit consists of 1 Varagyr Thegn and 4 Varagyr Terminators. It can include up to 5 additional Varagyr Terminators **(Power Rating +14)**.

- Each model is armed with a combi-bolter and frost weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Frost axe	Melee	Melee	+1	-3	1	-
Frost blade	Melee	Melee	+2	-2	1	-
Frost claw	Melee	Melee	+1	-2	1	-
Great frost blade	Melee	Melee	+1	-3	2	When in base contact with two or more enemies the bearer gains +1 Attack.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• Any model may replace its frost weapon with a power fist, chainfist or thunder hammer. • Any model may replace its combi-bolter with a frost weapon, reaper autocannon or heavy flamer, or an item from the *Combi-Weapons* list.
ABILITIES	**Crushing Charge:** If a model with this ability has charged this turn, it gains +1 to its Strength characteristic until the end of the Fight phase. **Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Space Wolves**
KEYWORDS	**Infantry, Astartes, Terminator, Varagyr Terminators**

Grey Slayer Pack

11 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grey Slayer	6"	3+	3+	4	4	1	1	7	3+
Huscarl	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Huscarl and 9 Grey Slayers. It can include up to 5 additional Grey Slayers **(Power Rating +5)** or up to 10 Grey Slayers **(Power Rating +10)**.

- Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Frost axe	Melee	Melee	+1	-3	1	-
Frost blade	Melee	Melee	+2	-2	1	-
Frost claw	Melee	Melee	+1	-2	1	-
Great frost blade	Melee	Melee	+1	-3	2	When in base contact with two or more enemies the bearer gains +1 Attack.
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy chainsword	Melee	Melee	+2	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS	• For every five models in the unit, one model can replace his chainsword with a power fist, or lightning claw; replace his bolt pistol with a plasma pistol, or hand flamer; or take an item from the *Combi-Weapons* list. • Any model can replace its chainsword with a power weapon or heavy chainblade. • Any model can take a boltgun or combat shield. • One Grey Slayer can take a legion vexilla. • One Grey Slayer can take a nuncio-vox. • The Huscarl can replace his chainsword and/or bolt pistol with a frost blade, frost axe, frost claw or great frost blade, or items from the *Pistols* or *Melee Weapons* lists. • The Huscarl can replace his boltgun with or an item from the *Ranged Weapons* or *Melee Weapons* lists. • The Huscarl can take melta bombs.
ABILITIES	**Warrior's Mettle:** This unit may charge even if they Advanced in the same turn, but the roll for charge distance suffers a -1 modifier.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Space Wolves**
KEYWORDS	**Infantry, Astartes, Grey Slayers**

Geigor Fell-Hand

Thegn of the Space Wolves

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Geigor Fell-Hand	6"	2+	2+	4	4	5	4	8	3+

Geigor Fell-Hand is a single model armed with the fell hand, a bolter, a bolt pistol, frag grenades and krak grenades and equipped with a refractor field. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
The fell-hand	Melee	Melee	+1	-2	D3	You can re-roll failed wounds with this weapon.

ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Space Wolves** units within 6" **Warrior's Mettle:** This unit may charge even if they Advanced in the same turn, but the roll for charge distance suffers a -1 modifier.
WARLORD TRAITS	**Crown-breaker:** If this model is the warlord, he may re-roll failed Hit rolls when targetting **Characters** in the Fight phase. In addition, if a **Character** causes a wound on this model in the Fight phase, roll a D6; on a 6, that wound is ignored.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Space Wolves**
KEYWORDS	**Infantry, Character. Astartes, Praetor, Master of the Legion, Geigor Fell-Hand**

Hvarl Red Blade

Jarl of the Fourth Great Company

8 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hvarl Red Blade	6"	2+	2+	4	4	6	4	9	2+

Hvarl Red Blade is a single model armed with hearth-splitter, a heavy bolter and a grenade harness and equipped with an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Grenade harness	12"	Assault D6	4	-1	1	-
Hearthsplitter	Melee	Melee	+2	-3	2	Hits with this weapon do 3 Damage against **Vehicles.**
Heavy Bolter	36"	Heavy 3	5	-1	1	-

ABILITIES	**Tartaros Terminator Armour & Iron Halo:** This unit has a 4+ invulnerable save. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Space Wolves** units within 6" **Battle-cunning:** If you wish, up to three **Space Wolves Infantry** units in the same detachment as Hvarl can take the Scout ability: **Scout:** At the start of the first battle round but before the first turn begins, you can move this unit up to 6". It cannot end this move within 9" of any enemt models. If both players have units that can do this, the player who is taking the first turn moves their units first.
WARLORD TRAITS	**Head-takers:** If this model is the warlord, **Space Wolves Infantry** units within 3" at the start of the Fight phase increase their Attacks characteristic by 1 on any turn in which they successfully charged an enemy **Infantry** unit.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Space Wolves**
KEYWORDS	**Infantry, Character, Astartes, Terminator, Praetor, Master of the Legion, Hvarl Red-Blade**

The Wolf-kin of Russ

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wolf-kin	12"	3+	0	5	5	5	4	8	5+

This unit consists of 2 Wolf-kin (Freki and Geri), who attack using their teeth and claws. Only one of this unit may be included in your army, and only if the army includes Leman Russ.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Iron-hard teeth & claws	Melee	Melee	User	-1	1	If you roll a 6+ to hit with this weapon, that hit is resolved at AP -4.

ABILITIES	**Wolf-kin of Russ:** This unit must be deployed within 6" of Leman Russ, but afterwards each of them can move as separate models, independent of one another (they still share the above profile). In addition, roll a D6 each time **Leman Russ** loses a wound while he is within 3" of one of these models. On a 2+ a Freki or Geri can intercept that hit. **Leman Russ** does not suffer a wound but the wolf suffers a mortal wound. **Pack-bound:** This unit does not fill any Battlefield Role Slots when choosing an army. Instead, you can only take this unit if **Leman Russ** is present in the army. Should an effect be related to the unit's battlefield role, this unit counts as a HQ choice. **Preternatural Senses:** Enemy units cannot be set up within 18" of Freki or Geri. **Really Furry:** Each time Freki or Geri suffer an unsaved wound, roll a D6; on a 5+, that unsaved wound is ignored.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Space Wolves**
KEYWORDS	**Beast, Character, Wolf-kin of Russ**

Leman Russ

Primarch of the Space Wolves

20 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Leman Russ	9"	2+	2+	6	6	9	7	10	2+

Leman Russ is a single model armed with the axe of helwinter, sword of balenight, scornspitter and frag grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Scornspitter	24"	Assault 3	4	-2	2	-
The axe of helwinter	Melee	Melee	+2	-4	3	-
The sword of balenight	Melee	Melee	User	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.

ABILITIES	**The Armour Elavagar:** Leman Russ has a 4+ invulnerable save, which increases to a 3+ invulnerable save against any weapons with the words flamer, plasma or melta in their names. **Sire of the VI Legion:** You can re-roll any failed hit and wound rolls with friendly **Space Wolves** units within 6" of Leman Russ. While Leman Russ is on the table, friendly **Space Wolves** units add 1 to their Leadership characteristic. Units of Varangyr Wolf Guard Terminators and Legion Veteran Tactical Squads gain the **Objective Secured** ability. In addition, Legion Veteran Tactical Squads gain the **Warrior's Mettle** ability. **Howl of the Death Wolf:** An army containing Leman Russ has access to the Howl of the Death Wolf stratagem. **Lord of Winter & War:** Enemy models within 1" of Leman Russ suffer -1 penalty to their hit rolls in the Fight phase, which increases to -2 penalty if they continue to be in range for more than 1 turn. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1). **Warrior's Mettle:** This unit may charge even if it Advanced in the same turn, but the roll for charge distance suffers a -1 modifier.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Space Wolves**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Leman Russ**

Legion VII - Imperial Fists

The legionaries of the VIIth are known as the stoic praetorians of Terra, the embodiment of all that the Great Crusade stands for. They are loyal, disciplined and methodical, and masters of both the attack and the defence. As the Imperium expands ever outwards, so the crusaders of the Imperial Fists are to be found on the very leading edge of Compliance. Then, in the wake of victory, the Imperial Fists construct mighty fortresses that are as much garrisons against recidivism as they are beacons of unification, the noblest of exemplars of the highest ideals and aspirations of humanity.

Legion Traits

If your army is Battle-forged, all **Imperial Fists Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Unshakeable Defence:** Unit with this trait ignore Morale checks while in cover.
- **Disciplined Fire:** Models with this trait add 1 to the Strength of their Heavy weapons when targeting enemy **Vehicles**.
- **The Bitter End:** In missions where a dice roll is used to detemine game length the **Imperial Fists**' opponent may choose to add 2 to the result of the dice.

Legion Wargear

Imperial Fists models have access to the following wargear:

- Any **Terminator** model can replace its combi-bolter with a Vigil-pattern storm shield.
- Any **Character** with access to the *Melee Weapons* list can take a solarite power gauntlet instead. (as a master crafted power fist)
- Any **Terminator** unit may take Teleport transponders.
- Any **Terminator** unit can replace a Heavy flamer with an Iliastus assault cannon.

WARGEAR	DESCRIPTION
Teleport transponders	Teleport transponders grant the unit the **Teleport Assault** ability. • **Teleport Assault:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
Vigil-pattern storm shield	This model gains a 3+ invulnerable save.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Iliastus assault cannon	24"	Heavy 6	6	-1	1	-
Master-crafted bolt pistol	12"	Pistol 1	4	-1	2	-
Master-crafted power fist	Melee	Melee	x2	-3	D3+1	When attacking with this weapon, you must subtract 1 from the hit roll.
Solarite power gauntlet	Melee	Melee	x2	-3	D3	-
Storm's teeth	When attacking with this weapon, choose one of the profiles below.					
- Reaping slash	Melee	Melee	User	-2	1	Make 3 hit rolls for each attack with this weapon, instead of 1. Any attacks which roll a 6+ to wound cause +1 Damage.
- Sundering blow	Melee	Melee	x2	-3	3	Any attacks which roll a 6+ to wound cause +1 Damage.
The black sword	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls when attacking with this weapon if the target is a **Character** or **Monster**.
The voice of Terra	24"	Rapid Fire 3	5	-1	2	-

Legion Points

Unit	Models per Unit	Points per Model
Templar Brethren	5-10	20*
Phalanx Warder Squad	10-20	14*
Sigismund	1	126
Alexis Polux	1	146
Rogal Dorn	1	400

* Does not include wargear

Wargear/Weapon	Points per Item
Iliastus assault cannon	21
Master-crafted bolt pistol	0
Master-crafted power fist	0
Solarite power gauntlet	24
Storm's teeth	0
Teleportation transponder	2
The black sword	0
The voice of Terra	0
Vigil-pattern storm shield (**Characters**)	15
Vigil-pattern storm shield (other models)	5

Legion Rites of War

Hammerfall Strike Force

This rite may only be taken by a Patrol or Battalion detachment.

- **Landing Force:** Phalanx Warders can be taken as Troops choices in this detachment.
- **Teleport Array:** Any Imperial Fists Infantry unit in this detachment may take a teleportation transponder and gain the **Teleport Assault** ability.
  - **Teleport Assault**: During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
- **Blinding Luminescence:** Any unit from this detachment that deploys via Teleport Assault gains the benefit of cover until their next turn. In addition, enemy units within 12" and line of sight of the unit must re-roll successful hits with ranged weapons against them for the rest of the battle round.

- During deployment, any **Vehicle** must be set up in the Second Wave instead of being placed on the battlefield. At the end of your second Movement phase these units can join the battle - set them up so that all models in the unit are within 7" of your rearmost battlefield edge and more than 9" from enemy models.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units without the **Imperial Fists** keyword.

The Stone Gauntlet

This rite may only be taken by a Patrol or Battalion detachment.

- **Defense Force:** Phalanx Warders can be taken as Troops choices in this detachment.
- **Resolve of Stone:** Units in this detachment equipped with Storm Shields or Boarding Shields add 1 to their Toughness characteristic, unless they Advanced or charged this turn.
- **Shield Charge:** Units in this detachment equipped with Storm Shields or Boarding Shields add 1 to their Attacks characteristic when they charge.

- Legion Breacher Squads must fill the compulsory Troops slots in this detachment.
- With the exception of **Champions**, this detachment may only include one **Consul**.
- This detachment cannot include more Elites and Fast Attack choices combined than it has Troops choices.

Legion Stratagem

BOLTER DRILL — 1 CP

Imperial Fists Stratagem

Use this Stratagem just before an **Imperial Fists Infantry** unit attacks in the Shooting phase. Each time you make a hit roll of 6+ for a model firing a 'bolt' weapon, that model can immediately make another hit roll using the same weapon at the same target (these bonus attacks cannot themselves generate further attacks).

Legion Warlord Trait

TEMPLAR

You can add 1 to all hit and wound rolls made for this Warlord in the Fight phase when targeting enemy **Characters**.

Templar Brethren

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Templar Brethren	6"	3+	3+	4	4	1	2	8	2+
Chapter Champion	6"	3+	3+	4	4	2	2	9	2+

This unit consists of 1 Chapter Champion and 4 Templar Brethren. It can include up to 5 additional Templar Brethren **(Power Rating +7)**.

- Each model is armed with a power sword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Solarite power gauntlet	Melee	Melee	x2	-3	D3	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• Two Templar Brethren can replace their bolt pistols with plasma pistols. • Any model in the unit can take a combat shield. • One Templar Brethren can take a nuncio-vox. • One Templar Brethren can take a vexilla. • The Chapter Champion can replace his power sword with a power maul, power axe, power fist, solarite power gauntlet or thunder hammer. • The Chapter Champion can replace his bolt pistol with a plasma pistol or archaeotech pistol.
ABILITIES	**Furious charge:** You can add 1 to this unit's Attacks characteristic in the Fight phase if it charged in the preceding Charge phase. **Paragons of Battle:** This unit can make Heroic Intervention moves. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	<Fealty>, Legiones Astartes, Imperial Fists
KEYWORDS	Infantry, Astartes, Templar Brethren

Phalanx Warder Squad

13 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Phalanx Warder	5"	3+	3+	4	4	1	1	7	3+
Veteran Sergeant	5"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Veteran Sergeant and 9 Phalanx Warders. It can include up to 5 additional Phalanx Wardens **(Power Rating +7)** or up to 10 additional Phalanx Warders **(Power Rating +13)**

- Each model is armed with a boltgun, bolt pistol, boarding shield, hardened armour, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Breaching charge	Melee	Grenade 1	8	-4	D6	When targeting a **Building** this weapon has damage 6 and you can re-roll failed wound rolls. This weapon can only be used once per game.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• For every five models in the unit, one model can replace its boltgun with either a thunder hammer, breaching charge, meltagun, plasma gun or flamer, or an item from the *Combi-Weapons* list. • Any model may replace its boltgun with a power axe. • One Phalanx Warder can take a legion vexilla. • One Phalanx Warder can take a nuncio-vox. • The Veteran Sergeant can replace his boltgun or bolt pistol with a thunder hammer, power weapon, power fist or plasma pistol.
ABILITIES	**Hardened Armour:** This unit has a 5+ invulnerable save. **Boarding Shields:** Add 1 to the Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1. **Shield Wall:** If this unit has at least five models remaining, and is not within 1" of an enemy unit at the start of the enemy Charge phase, its Weapon Skill characteristic is increased to 2+ if it is charged.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Imperial Fists**
KEYWORDS	**Infantry, Astartes, Void Hardened, Phalanx Warder**

Sigismund

First Captain of the Imperial Fists

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sigismund	6"	2+	3+	4	4	5	4	10	2+

Sigismund is a single model armed with the black sword, a master-crafted bolt pistol, frag grenades and krak grenades . Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted bolt pistol	12"	Pistol 1	4	-1	2	-
The black sword	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls when attacking with this weapon if the target is a **Character** or **Monster**.

ABILITIES	**Death's Champion:** This model always fight first in the Fight phase even if he didn't charge. If the enemy has units that have charged, or that have a similar ability, then alternate choosing units to fight, starting with the player whose turn is taking place. In addition, this model may re-roll failed Charge rolls. **Dolorous Fighter:** In the Fight phase, enemy models who suffer wounds from this model must reduce any invulnerable saves by 1 (so 4+ becomes 5+). **Iron Halo:** This model has a 4+ invulnerable save. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Imperial Fists** units within 6"
WARLORD TRAIT	**Slayer of Kings:** If Sigismund is the warlord, and the enemy warlord is slain during a Fight phase in which Sigismund inflicted at least one wound on him, you score an additional victory point. In addition, for the rest of the battle, enemy models in combat with **Imperial Fists** units count their Leadership characteristic as one less than normal.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Imperial Fists**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Sigismund**

Alexis Polux

Captain of the 405th Company

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Alexis Polux	6"	2+	3+	5	4	5	3	9	3+

Alexis Polux is a single model armed with a master-crafted power fist, a combi-melta , frag grenades, krak grenades and a vigil-pattern storm shield. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted power fist	Melee	Melee	x2	-3	D3+1	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES	**Hammer Blow:** At the start of any Fight phase, you may opt to lower Pollux's Attacks characteristic by 1. If you do this, then he may attack using his power fist without sufferin the usual -1 to Hit modifier. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Imperial Fists** units within 6" **Vigil-pattern Storm Shield & Hardened Armour:** This model has a 3+ invulnerable save and gains the **Void Hardened** keyword. **Void Commander:** Any **Imperial Fists Infantry** unit within 3" of this model may re-roll Morale tests. In addition. during deployment, you can set up one friendly **Imperial Fists Infantry** unit in a teleportarium chamber instead of deploying it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport strike - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
WARLORD TRAIT	**Master Tactician:** If this model is the warlord, after both sides have set up, but before the first turn is decided, you can remove from the table and re-set up one friendly **Imperial Fists Infantry** unit within your deployment zone, but 9" away from enemy units..
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Imperial Fists**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Void Hardened, Master of the Legion, Alexis Pollux**

Rogal Dorn

Primarch of the Imperial Fists

20 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rogal Dorn	8"	2+	2+	6	6	9	5	10	2+

Rogal Dorn is a single model armed with storm's teeth, the voice of terra and frag grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Storm's teeth	When attacking with this weapon, choose one of the profiles below.					
- Reaping slash	Melee	Melee	User	-2	1	Make 3 hit rolls for each attack with this weapon, instead of 1. Any attacks which roll a 6+ to wound cause +1 Damage.
- Sundering blow	Melee	Melee	x2	-3	3	Any attacks which roll a 6+ to wound cause +1 Damage.
The voice of Terra	24"	Rapid Fire 3	5	-1	2	-

ABILITIES	**The Auric Armour:** Rogal Dorn has a 4+ invulnerable save. In addition, he may never be wounded on any roll better than a 3+. **Sire of the VII Legion:** You can re-roll any failed hit and wound rolls with friendly **Imperial Fists** units within 6" of Rogal Dorn. While Rogal Dorn is on the table, enemy models in combat with **Imperial Fists** units count their Leadership characteristic as one less than normal. Units of Phalanx Warders gain the **Objective Secured** ability. **Furious Charge:** Rogal Dorn and any **Imperial Fists** units within 6" of him add 1 to their Attacks characteristic in the Fight phase if they charged in the preceding Charge phase. **Unshakeable Defence:** After deployment, but before the first battle round pick three terrain pieces which would normally provide a +1 save due to cover. These three terrain pieces now provide a +2 save. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Imperial Fists**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Rogal Dorn**

Legion VIII - Night Lords

Even before the dropsite massacre, the Night Lords legion were renegade in all but name, having entirely devoted themselves to that arts of terror and murder. The legion's Primarch Konrad Curse is the master of the unheralded strike from the least anticipated quarter, an attack delivered with such brutality and wanton cruelty entire planetary populations were brought to their knees in abject surrender. Never given to mercy, few who oppose the Night Lords ever live to tell the tale, unless they are allowed by design to escape in order to sow the seeds of dread still further. Given the dark demeanour of the legion, it takes an equally ruthless leader to rein in its propensity for atrocity, at least until such time as it is called for.

Legion Traits

If your army is Battle-forged, all **Night Lords Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **From the Shadows:** In the first battle round of the game, **Night Lords** models may claim the Benefit of Cover, even when in the open. If they already are in cover, then the benefit of cover is increased to +2.
- **A Talent for Murder:** If there are more friendly models with this trait than enemy models in a combat at the start of the Fight phase, friendly models with this trait get can add 1 to their Hit and Wound rolls until the end of the Fight phase. When counting models on either side, models with the **Jump Pack, Biker** or **Terminator** keywords counts as two models.
- **Nostraman Blood:** If an **Astartes** unit with this trait fails a Morale test, roll a D6; on a 4+, one additional casualty is caused.
- **Seeds of Dissent:** If a **Night Lords** Warlord is slain, every **Astartes** model with this trait in the same detachment reduces their Leadership by 1 for the rest of the battle round.

Legion Wargear

Night Lords models have access to the following wargear:

- Any **Terminator** unit may take Teleport transponders.
- Any model with access to the *Melee Weapons* list can take a Nostraman chainglaive instead.
- Any **Character** may take Trophies of judgement. If an enemy unit must take a morale test because of casualties caused by this character, they take that test at -1 Leadership.

WARGEAR	DESCRIPTION
Teleport transponders	Teleport transponders grant the unit the **Teleport Assault** ability. • **Teleport Assault:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
Trophies of judgement	Enemy units within 3" of this unit suffer -1 Leadership. This ability does not stack with itself.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted nostraman chainglaive	Melee	Melee	+1	-2	2	Wound rolls of 6+ are resolved at AP -3.
Mercy & forgiveness	Melee	Melee	User	-3	2	You may re-roll failed wound rolls with this weapon. If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Nostraman chainglaive	Melee	Melee	+1	-2	1	Wound rolls of 6+ are resolved at AP -3.
Red jaqa	Melee	Melee	User -1	-3	2	If you roll a 6 to wound with this weapon, that hit is resolved at Damage D6.
The widowmakers	12"	Assault 3	4	0	1	This weapon may target a Character even if it is not the closest enemy unit. If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.

Legion Points

Unit	Models per Unit	Points per Model
Terror Squad	5-10	19*
Night Raptor Squad	5-15	18*
Flaymaster Mawdrym Llansahai	1	98
'Sevatar'	1	108
Kheron Ophion of the Kyroptera	1	108
Konrad Curze	1	415

Wargear/Weapon	Points per Item
Master-crafted nostraman chainglaive	0
Mercy & forgiveness	0
Nostraman chainglaive	6
Red jaqa	0
Teleportation transponders	5
The widowmakers	0
Trophies of judgement	2

Legion Warlord Trait

TERROR TACTICS

Enemy units within 6" of this model suffer -1 Leadership.

* Does not include wargear

Legion Rites of War

Horror Cult

This rite may only be taken by a Outrider detachment. This detachment generates 3 Command Points.

- **Raptor Cult:** Night Raptor squads must be taken as the compulsory Fast Attack choices in this detachment.
- **Beyond Judgement:** Any **Astartes** unit in this detachment may take Trophies of Judgement.
- **Talons of Fear:** Legion Kharybdis Assault Claws may be taken as Dedicated Transports in this detachment.

- All models in this detachment must have the **Traitor** keyword.
- **Astartes** models in this detachment must always declare a charge if there are non-**Vehicle** units within 12" of them at the start of their Charge phase.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Terror Assault

This rite may only be taken by a Vanguard detachment. This detachment generates 3 Command Points.

- **Terror Tactics:** Terror Squads must be taken as the compulsory Elites choices in this detachment..
- **Claw Assault:** Drop Pods may be taken as a Dedicated Transport.
- **Night Raider:** The army gains access to the Night Raider stratagem.

- This detachment may only include one **Consul**.
- This detachment may only include one Heavy Support choice.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Legion Stratagems

COVER OF DARKNESS — 1 CP

Night Lords Stratagem

Use this Stratagem when a **Night Lords Infantry** unit is targeted by a shooting attack. For the rest of the phase, your opponent must subtract 1 from all hit rolls that target that unit.

NIGHT RAIDER — 2+ CP

Terror Assault Stratagem

Use this Stratagem at the start of the second battle round. The effects of the From The Shadows trait are extended until the end of this battle round. You may use this Stratagem again at the start of each battle round after this, but if you ever choose not to, then it may not be used again for the rest of the battle.

Terror Squad

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Executioner	6"	3+	3+	4	4	1	2	8	3+
Headsman	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Headsman and 4 Executioners. It can inculde up to 5 additional Executioners **(+6 Power Rating)**.

- Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy chainsword	Melee	Melee	+2	0	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Nostraman chainglaive	Melee	Melee	+1	-2	1	Wound rolls of 6+ are resolved at AP -3.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR OPTIONS	• Any model in the squad can take a boltgun, heavy chainblade, volkite charger. • One model in the unit can take a rotor cannon or flamer. • The Headsman can replace his chainsword with a power weapon, nostraman chainglaive, power fist or lightning claw. • The Headsman can replace his bolt pistol with a hand flamer or plasma pistol. • The Headsman can take melta bombs.
ABILITIES	**Executioners:** This unit can re-roll failed hit rolls against **Infantry**. Enemy units within 3" of one or more **Terror Squads** reduces its Leadership by 1. **Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Night Lords**
KEYWORDS	**Infantry, Astartes, Terror Squad**

Night Raptor Squad

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Night Raptor	12"	3+	3+	4	4	1	1	7	3+
Huntmaster	12"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Huntmaster and 4 Night Raptors. It can include up to 5 additional Night Raptors **(Power Rating +6)** or up to 10 additional Night Raptors **(Power Rating +12)**.

- Each model is armed with a chainsword, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Nostraman chainglaive	Melee	Melee	+1	-2	1	Wound rolls of 6+ are resolved at AP -3.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Volkite serpenta	10"	Pistol 1	5	0	2	-

WARGEAR OPTIONS	• For every five models in the unit, one Night Raptor can replace its bolt pistol with a flamer, meltagun, plasma gun, plasma pistol or hand flamer. • Any model in the squad can replace their chainsword with a power weapon, nostraman chainglaive or lightning claw. • Any model can replace both its chainsword and bolt pistol with two lightning claws. • The Huntmaster can replace his bolt pistol with a volkite serpenta, hand flamer or plasma pistol. • The Huntmaster can melta bombs.
ABILITIES	**Jump Pack Assault:** During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models. **Onslaught:** This unit gets +D3 Attacks on the charge **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Night Lords**
KEYWORDS	**Infantry, Astartes, Jump Pack, Fly, Night Raptors**

Flaymaster Mawdrym Llansahai

Fallen Primus Medicae of the Night Lords

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mawdrym Llansahai	6"	3+	3+	4	4	4	3	9	3+

Mawdrym Llansahai is a single model armed with the red jaqa, an archaeotech pistol, frag grenades and krak grenades and carrying a narthecium . Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Red jaqa	Melee	Melee	User -1	-3	2	If you roll a 6 to wound with this weapon, that hit is resolved at Damage D6.

ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **The Devil's Luck:** Roll a dice for each wound Llansahai suffers; on a 5+, that wound is ignored. **Narthecium:** At the end of any of your Movement phases, Llansahai can attempt to heal or revive a single model. Select a friendly **Night Lords Infantry** or **Biker** unit within 3" of Llansahai. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen units contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 4+ a single slain model is returned to the unit with 1 wound remaining. If Llansahai fails to revive a model he can do nothing for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn. **Unfit for Command:** This model has the **Support** keyword and may never be chosen as the army's warlord.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Night Lords**
KEYWORDS	**Infantry, Character, Astartes, Primus Medicae, Consul, Support, Mawdrym Llansahai**

'Sevatar'

Jago Sevatarion, First Captain of the Night Lords

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sevatar	6"	2+	2+	4	4	5	4	8	3+

Sevetar is a single model armed with a master-crafted nostraman chainglaive, bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted nostraman chainglaive	Melee	Melee	+1	-2	2	Wound rolls of 6+ are resolved at AP -3.

ABILITIES

Iron Halo: This unit has a 4+ invulnerable save.

Dirty Fighter: When targetting a **Character** in the Fight phase, Sevatar's weapons inflict +1 Damage.

Master of the Atremnatar: If this model is on the battlefield at the start of the turn, any **Night Lords Terminator** units that are set up from reinforcements witin 3" of this model may arrive 1" closer to the enemy than normal.

Trophies of Judgement: Enemy units within 3" of this unit suffer -1 Leadership. This ability does not stack with itself.

WARLORD TRAIT

Master of Ambush: If this model is the warlord, D3 **Night Lords Infantry** units in the same detachment may be given the Concealed Position ability:

Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.

PSYKER

This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. It knows the *Natural Precognition* power.

Natural Precognition
Warp charge 7
If manifested, until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for this unit and he always fights first in the Fight phase, even if they didn't charge. If the enemy also has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.

FACTION KEYWORDS

Traitor, Legiones Astartes, Night Lords

KEYWORDS

Infantry, Character, Astartes, Praetor, Psyker, Master of the Legion, Sevatar

Kheron Ophion of the Khyroptera

Captain of the 39th Company

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kheron Ophion	6+	2+	2+	4	4	5	4	9	3+

Kheron Ophion is a single model armed with a power axe, melta bombs, volkite serpenta, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Power axe	Melee	Melee	+1	-2	1	-
Volkite serpenta	10"	Pistol 1	5	0	2	-

ABILITIES	**Refractor Field & The Bloody Aegis:** This model has a 5+ invulnerable save, which improves to 3+ during the Fight phase. In addition, enemy models that target Ophion during the Fight phase subtract 1 from their hit rolls for the duration of that phase. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Night Lords** units within 6" **The Coward:** After Ophion has suffered a wound, roll a dice for each additional wound he suffers during the battle; on a 5+, that wound is ignored.
WARLORD TRAIT	**Aberrant Bravery:** If this model is the warlord, keep track of victory points as they are scored. While your enemy has more victory points than you do, **Night Lords** units within 12" of this model can re-roll failed Morale tests. In addition, in games where a dice is rolled to determine if there is an additional turn, you may decide that the dice is re-rolled.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Night Lords**
KEYWORDS	**Infantry, Astartes, Character, Praetor, Master of the Legion, Kheron Ophion**

Konrad Curze

Primarch of the Night Lords

21 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Konrad Curze	14"	2+	2+	6	6	9	7	10	2+

Conrad Curze is a single model armed with mercy & forgiveness, the widowmakers and frag grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Mercy & forgiveness	Melee	Melee	User	-3	2	You may re-roll failed wound rolls with this weapon. If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
The widowmakers	12"	Assault 3	4	0	1	This weapon may target a Character even if it is not the closest enemy unit. If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.

ABILITIES	**The Nightmare Mantle:** Konrad Curze has a 4+ invulnerable save. In addition, if he finishes a charge within 1" of an enemy unit, roll a D6; on a 4+ that unit suffers D3 mortal wounds. **Sire of the VIII Legion:** You can re-roll any failed hit and wound rolls with friendly **Night Lords** units within 6" of Konrad Curze. While Konrad Curze is on the table, enemy models within 6" of any friendly **Night Lords** units suffer a -1 penalty to their Leadership characteristic. **King of Terrors:** Enemy units within 6" of Konrad Curze suffer a -2 penalty to their Leadership characteristic. In addition, if Konrad Curze is part of an assault in which all the enemy models are slain, this ability extends to 12" until the end of the turn. **Shadow Hunter:** Your opponent must subtract 1 from hit rolls made by ranged weapons that target Konrad Curze. Curze can Fall Back and charge in the same turn. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Night Lords**
KEYWORDS	**Infantry, Jump Pack, Fly, Character, Astartes, Master of the Legion, Primarch, Konrad Curze**

Legion IX - Blood Angels

The Blood Angels, of all the warriors of the LEgiones Astartes, evidenced perhaps the greatest degree of transformation of their flesh from their human origins. The aggressive overwriting of the aspirant's gene-helix by the blood of their Primarch was capable of transforming the rad-scarred and twisted inhabitant's of Baal to create 'perfected' warriors; living icons of the physical ideal of the Legiones Astartes. In battle, the Blood Angels Legion was the incarnation of the Emperor's wrath upon those who rejected the gift of Unity, and their coming often nothing less than apocalyptic judgement delivered upon the guilty from on high.

Legion Traits

If your army is Battle-forged, all **Blood Angels Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Encarmine Fury: Astartes** units with this trait can add 1 to their Wound rolls in the Fight phase, but still fail to wound on a roll of 1.
- **Host of Angels:** A **Blood Angels** detachment may not have more units in a detachment with the **Vehicle** keyword than those with the **Astartes** keyword. Units from the the Dedicated Transport Battlefield Role are not included for when making this calculation. Additionally models must always consolidate the full 3" directly towards the nearest enemy model.

Legion Wargear

Blood Angels models have access to the following wargear:

- Any model with access to a Volkite serpenta may instead take a Hand flamer.
- Any model with access to a Plasma pistol may instead take an Inferno pistol.
- Any **Character** with access to the *Melee Weapons* list may take a Blade of perdition.
- Any model with a Heavy flamer can replace it with an Iliastus assault cannon.
- Any **Predator** can replace its Predator autocannon with a Twin iliastus assault cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade of perdition	Melee	Melee	User	-3	2	You can re-roll one failed to hit roll with this weapon each time the bearer fights.
Iliastus assault cannon	24"	Heavy 6	6	-1	1	-
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Twin iliastus assault cannon	24"	Heavy 12	6	-1	1	-

Legion Points

Unit	Models per Unit	Points per Model

Wargear/Weapon	Points per Item
Blade of perdition	14
Iliastus assault cannon	21
Inferno pistol	9
Twin iliastus assault cannon	35

* Does not include wargear

Legion Stratagem

WITHOUT REMORSE, WITHOUT RELENT — 1 CP

Blood Angels Stratagem

Use this Stratagem when a **Blood Angels** unit with **Fly** Advances. That unit can still shoot and charge this turn.

Legion Warlord Trait

VISAGE OF SANGUINIUS

Friendly **Blood Angels** units within 6" of your Warlord automatically pass Morale tests.

Legion Rites of War

The Day of Revelation

This rite may only be taken by a Patrol or Battalion detachment.

- **Cometh the Host:** Any **Jump Pack** units in this detachment must arrive on the first turn of the game.
- **With Fire & Thunder:** Any units in this detachment that are deployed as reinforcements gain the benefit of cover until their next turn.
- **The Opening of the Seal:** Any **Infantry** units in this detachment that arrive from reinforcements may re-roll hit rolls in the following Shooting phase.

- Compulsory Troops and HQ choices in this detachment must have the **Jump Pack** keyword..
- This detachment must include one compulsory Fast Attack choice, which must have the **Fly** keyword.
- This detachment may not include any **Artillery** units.
- Your army may not include a Fortification Network detachment.
- Your army may not include a Super-heavy or Super-heavy Auxilliary detachment unless the choices within it are Sanguinius or models with the **Fly** keyword.

The Day of Sorrows

This rite may only be taken by a Patrol or Battalion detachment.

- **Resolute Defense:** All units in this detachment ignore negative modifiers to their Leadership. Additionally, they can re-roll failed Morale tests when in their own deployment zone.
- **Aura of Wrath:** Enemy models in combat with **Blood Angels Astartes** units in this detachment count their Leadership characteristic as one less than normal.
- **By Blood Sworn:** If a unit of **Blood Angels Astartes** from this detachment is at 50% or less of its starting size, the models within it may roll a dice for each wound suffered; on a roll of 6, they ignore the wound.
- **Bloody-Handed:** If in base contact with an enemy **Character**; a **Blood Angels Character** in this detachment must direct all of his attacks against the enemy **Character**.
- **To the Bitter Dregs:** If a unit of **Blood Angels Astartes** from this detachment is at 50% or less of its starting size at the end of the game, they count as being destroyed for the purposes of victory points.

Legion X - Iron Hands

The Iron Hands are masters of the engines of war, wielding weapons and armoured tanks with the skill a master swordsman might a blade. Proud and relentless, the Legion has fought for many years at the forefront of the Great Crusade, and seen victories uncounted, though many have labelled them as callous and as inhuman as they manchines they employ with such devastating skill.

Legion Traits

If your army is Battle-forged, all **Iron Hands Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Inviolate Armour:** If a model with this trait is attacked by a ranged weapon, reduce the Strength of the attack by 1.
- **Stand and Fight:** Units with this trait suffer a -1" penalty to Advance moves.
- **Rigid Tactics:** A detachment containing units with this trait cannot have more units with the **Jump Pack** and **Biker** keywords than units with the **Infantry** keyword (not including units that also have the **Jump Pack** keyword).

Legion Wargear

Iron Hands models have access to the following wargear:

- Any **Praetor** can be upgraded to a Iron-father.
- Any **Vehicle** can take Blessed Autosimulacra.

WARGEAR	DESCRIPTION
Blessed Autosimulacra	At the start of each Movement phase roll a D6, on a 5+ regain 1 lost wound.
Iron-Father	• This model gains the **Iron-father** keyword. • This model has a servo arm. • **Battlesmith:** At the end of your Movement phase this model can repair a single **Iron Hands Vehicle** within 1". That model regains D3 wounds. A model can only be repaired once per turn. • **Exquisite Bionics:** Roll a D6 each time this model suffers a wound, on a 6+ that wound is ignored.

+1 Power

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium fists	Melee	Melee	User	-3	2	-
Albian power gladius	Melee	Melee	+1	-3	2	On a wound roll of 6+, that hit is resolved at AP -4.
Forgebreaker	Melee	Melee	x2	-4	3	-

Legion Points

Unit	Models per Unit	Points per Model
Iron-Father	n/a	+20
Gorgon Terminator Squad	5-10	36*
Medusan Immortals Squad	5-15	17*
Spearhead-Centurion Castrman Orth	1	99
Iron-Father Autek Mor	1	174
Shadrak Meduson	1	107
Ferrus Manus	1	420

Wargear/Weapon	Points per Item
Blessed Autosimulacra	15
Forgebreaker	30

Legion Stratagem

MACHINE EMPATHY — 1 CP

Iron Hands Stratagem

Use this Stratagem just before an **Iron Hands Vehicle** attacks in the Shooting phase. Until the end of the phase, that vehicle can ignore the penalties for moving and firing a Heavy weapon, or for Advancing and firing an Assault weapon.

* Does not include wargear

Legion Warlord Trait

MURDEROUS ARSENAL

Each time you roll a hit roll of 6+ for your Warlord, make one extra attack at the same target using the same weapon (these bonus attacks cannot themselves generate any further attacks).

Legion Rites of War

The Head of the Gorgon

This rite may only be taken by a Patrol or Battalion detachment. This detachment generates 1 less Command Point than normal (to a minimum of -1).

- **Chosen Ground: Iron Hands Infantry** units in this detachment may re-roll Morale tests while inside their own deployment zone.
- **War-relics:** Any model in this detachment which can be armed with a flamer may instead be armed with a graviton gun. In addition, **Vehicles** in this detachment gain the **Blessed Autosimulcra** ability.
  - **Blessed Autosimulcra :** At the start of each Movement phase roll a D6, on a 5+ regain 1 lost wound.
- **Iron Scions:** This detachment may include units of Castellax or Vorax battle-automata as Elites choices.
- **Armoured Encirclement: Vehicles** in this detachment (without the **Fly**, **Dreadnought** or **Titanic** keywords) gain the **Flanking Manoeuvres** ability.
  - **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.

- This detachment may only include one Fast Attack choice.
- This detachment may only include a single **Consul**.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Company of Bitter Iron

This rite may only be taken by a Patrol or Battalion detachment. It may not be taken by Shattered Legions armies.

- **Company of Immortals:** Medusan Immortals may be taken as Troops choices in this detachment.
- **Immortal Hatred:** All **Astartes** models in this detachment may re-roll hit rolls in the Fight phase against **Traitors**.
- **Bitter Duty:** Medusan Immortals may re-roll Morale tests when inside the enemy deployment zone.

- All models in your army must be **Loyalist**.
- Your army may not include Ferrus Manus.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Gorgon Terminator Squad

15 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gorgon Terminator	5"	3+	3+	4	4	2	2	7	2+
Gorgon Hammerbearer	5"	3+	3+	4	4	2	3	8	2+

This unit consists of 1 Gorgon Hammerbearer and 4 Gorgon Terminators. It can include up to 5 additional Gorgon Terminators **(Power Rating +14)**.

- Each Gorgon Terminator is armed with a combi-bolter and power axe.
- The Gorgon Hammerbearer is armed with a combi-bolter and thunder hammer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power axe	Melee	Melee	1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Reaper autocannon	36"	Heavy 4	7	-1	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• Any model can replace its combi-bolter with an item from the *Combi-Weapons* list. • Any model can replace its power axe with a power fist, chainfist or lightning claw. • Any model can replace its power axe and combi-bolter with two lightning claws. • For every five models in the unit, one model can replace its combi-bolter with a heavy flamer, reaper autocannon or graviton gun. • The Gorgon Hammerbearer can take a grenade harness. • The Gorgon Hammerbearer can take a cyber-familiar.
ABILITIES	**Gorgon Terminator Armour:** This unit has a 5+ invulnerable save and roll a dice for each wound this unit suffers; on a 5+, that wound is ignored.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Iron Hands**
KEYWORDS	**Infantry, Astartes, Terminator, Gorgon Terminators**

Medusan Immortals Squad

14 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Medusan Immortal	5"	3+	3+	4	4	1	1	7	3+
Veteran Sergeant	5"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Veteran Sergeant and 9 Medusan Immortals. It can include up to 5 additional Medusan Immortals **(Power Rating +7)** or up to 10 Medusan Immortals **(Power Rating +13)**.

- Each model is armed with a boltgun, bolt pistol, boarding shield, hardened armour, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Breaching charge	Melee	Grenade 1	8	-4	D6	When targeting a **Building** this weapon has damage 6 and you can re-roll failed wound rolls. This weapon can only be used once per game.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR OPTIONS	• For every five models in the unit, one model can replace its boltgun with either a graviton gun, meltagun, lascutter or flamer. • Any model can replace its boltgun with a volkite charger • One Medusan Immortal can take a legion vexilla. • One Medusan Immortal can take a nuncio-vox. • The Veteran Sergeant can replace his boltgun and/or bolt pistol with items from the *Ranged Weapons* list. • The Veteran Sergeant can take a single breaching charge or melta bombs.
ABILITIES	**Hardened Armour:** This unit has a 5+ invulnerable save. **Boarding Shields:** Add 1 to the Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1. **Feel No Pain:** Roll a dice for each wound this unit suffers; on a 5+, that wound is ignored. **Gun Them Down!:** If an enemy unit Falls Back from this unit, this unit may immediately make a shooting attack at them after they have completed their move. This shooting attack is carried out exactly like an Overwatch attack would be in the Charge phase. Once this shooting attack is over, the enemy player may resume the turn.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Iron Hands**
KEYWORDS	**Infantry, Astartes, Void Hardened, Medusan Immortals**

Spearhead-Centurion Castrmen Orth

Commander of the 'Subjugator' Armoured Battalion

+2 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Castrmen Orth (Tank Commander)	--- As Vehicle --		2+	---------- As Vehicle ----------					
Castrmen Orth (Infantry)	6"	3+	2+	4	4	4	3	8	3+

A single **Iron Hands Tank** in your army with at least 11 Wounds can take Castrmen Orth as an upgrade. Only one Castrman Orth may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power maul	Melee	Melee	+2	-1	1	-

ABILITIES	**Cyber-familiar:** A unit with a cyber-familiar is never slowed by battlefield terrain. **Refractor Field:** This unit has a 5+ invulnerable save. **Spearhead Commander:** Castrmen Orth begins the game commanding a vehicle (see above). Whilst commanding the vehicle, use that vehicle's normal profile, weapons, abilities, keywords and characteristics, with the exception of it's Ballistic Skill - use Orth's Ballistic Skill of 2+ when firing with the vehicle instead. If his vehicle is reduced to 0 wounds, set him up within 3" before removing the vehicle from the battlefield. He is treated as a passenger departing from a destroyed transport. Assuming he survives, Castrmen Orth then uses the Infantry profile above and the keywords below. He is equipped with a bolt pistol, frag grenades, krak grenades, a refractor field and a cyber-familiar.
WARLORD TRAIT	**Tank Crushers:** If this model is the warlord, all **Iron Hands Tanks** in the same detachment add 1 to their Weapon Skill characteristic.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Iron Hands**
KEYWORDS	**Infantry, Character, Astartes, Centurion, Castrmen Orth**

Iron-Father Autek Mor

Lord of the Morragul Clan

9 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Autek Mor	4"	2+	2+	4	4	6	4	9	2+

Autek Mor is a single model armed with a paragon blade and volkite charger and equipped with a cortex controller and servo-arm. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Paragon blade	Melee	Melee	+2	-3	D3	-
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.
Volkite charger	15"	Assault 2	5	0	2	-

ABILITIES	**Battlesmith:** At the end of your Movement phase this model can repair a single **Iron Hands Vehicle** within 1". That model regains D3 wounds. A model can only be repaired once per turn. **Cataphractii Armour:** This model has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. **Cortex Controller:** This model gains the **Cortex Controller** keyword. Friendly **Cybernetica Cortex** units within 6" do not need to target the nearest visible enemy unit in the Shooting or Charge phases. Additionally for each model with this item one Thallax Cohort, Castellax Battle-automata or Vorax Battle-automata unit can be taken as a Heavy Support choice. **Jealous Command:** Autek Mor must always be your army's Warlord, unless Ferrus Manus is also included. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Iron Hands** units within 6"
WARLORD TRAIT	**Murderous Arsenal:** If this model is the warlord, each time you roll a hit roll of 6+ for your Warlord, make one extra attack at the same target using the same weapon (these bonus attacks cannot themselves generate any further attacks).
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Iron Hands**
KEYWORDS	**Infantry, Astartes, Character, Terminator, Praetor, Cortex Controller, Master of the Legion, Autek Mor**

Shadrak Meduson

Master of the Shattered Legions

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shadrak Meduson	6"	2+	2+	4	4	5	4	9	2+

Shadrak Meduson is a single model armed with an albian power gladius, master-crafted boltgun, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Albian power gladius	Melee	Melee	+1	-3	2	On a wound roll of 6+, that hit is resolved at AP -4.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-

ABILITIES	**Iron Halo:** This unit has a 4+ invulnerable save. **Master of the Shattered Legions:** When selecting a Rite of War for a detachment containing Shakrak Meduson, you may choose rites which are normally only available to Raven Guard or Salamanders detachments. In this case, all **Astartes** in the detachment count as having the requisite version of the **<Legion>** keyword to match the rite. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Iron Hands** units within 6"
WARLORD TRAIT	**Raise the Storm:** If this model is your warlord then, once per game at the start of your turn, you may raise the storm. For the duration of that turn, all friendly **Iron Hands Infantry** units add 1 to their Charge distances, can make 1 additional attack in the Fight phase if they have charged that turn, and can re-roll failed hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Iron Hands**
KEYWORDS	**Infantry, Characters, Astartes, Praetor, Master of the Legion, Shadrak Meduson**

Ferrus Manus

Primarch of the Iron Hands

21 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ferrus Manus	6"	2+	2+	7	7	9	6	10	2+

Ferrus Manus is a single model armed with adamantium fists, a heavy flamer, graviton gun, servo arm, plasma blaster, grenade harness and nuncio vox. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Adamantium fists	Melee	Melee	User	-3	2	-
Forgebreaker	Melee	Melee	x2	-4	3	-
Graviton gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade harness	12"	Assault D6	4	-1	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Servo arm	Melee	Melee	x2	-2	3	Each servo arm can only be used to make one attack each time this model fights. When a model attacks with this weapon subtract 1 from the hit roll.

WARGEAR OPTIONS	• Ferrus Manus can take forgebreaker.
ABILITIES	**The Medusan Carapace:** Ferrus Manus has a 3+ invulnerable save. In addition, if Ferrus Manus is attacked by a ranged weapon, reduce the Strength of the attack by 1. **Sire of the X Legion:** You can re-roll any failed hit and wound rolls with friendly **Iron Hands** units within 6" of Ferrus Manus. While Ferrus Manus is on the table, friendly **Iron Hands** units have a 6+ invulnerable save. **Master of Mechanisms:** At the start of the Movement phase **Iron Hands Vehicles** within 6" that have Toughness 7+ regain 1 lost wound. **Battlesmith:** At the end of your Movement phase this model can repair a single **Iron Hands Vehicle** within 1". That model regains D3 wounds. A model can only be repaired once per turn. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Iron Hands**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Ferrus Manus**

Legion XII - World Eaters

Of all the Space Marine Legions in the Emperor's service, the World Eaters were among the most feared.The whisper of their coming was enough to quell rebellion and send armies to flight in terror. Tales of their predations and massacres were numberless, and their reputation was as the Emperor's war hounds - beasts, butchers and madmen whose fury was fuelled by bloodshed, and was such that no sane warrior would willingly stand against them.

Legion Traits

If your army is Battle-forged, all **World Eaters Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Incarnate Violence:** When a unit with this trait makes a successful charge, you can make one additional attack with each of is models in the subsequent Fight phase, and can re-roll any Wound rolls of a 1.
- **Bloodlust:** Units with this trait must always consolidate the full 3" directly towards the nearest enemy model, and attempt to get within 1" if possible.

Legion Wargear

World Eaters models have access to the following wargear:

- Any **Character** with access to the *Melee Weapons* list may take a Barb-hook lash, Excoriator chainaxe, Meteor hammer or Twin falax blades instead.
- Any model may replace their Chainsword with a Chainaxe.
- **World Eaters Apothecaries** and **Primus Medicae** may choose to take the Exhortation of Butchery ability. If chosen, all **World Eaters Apothecaries** and **Primus Medicae** must take it.

WARGEAR	DESCRIPTION
Exhortation of Butchery	One friendly **World Eaters Astartes** unit within 3" of this model at the start of their Fight phase may choose to increase it's Attacks characteristic by 1 until the end of that phase. However, if this is chosen, roll a D6 for each model in the unit at the end of the phase; on a roll of 1, that model is slain.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barb-hook lash	Melee	Melee	*	-1	1	This weapon always wounds on a 2+; except against **Vehicles** where it always needs a 6+.
Chainaxe	Melee	Melee	+1	-1	1	-
Excoriator chainaxe	Melee	Melee	+1	-2	1	You suffer -1 to hit rolls with this weapon. Re-roll failed wounds with this weapon.
Gorechild	Melee	Melee	+1	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Gorefather & gorechild	Melee	Melee	+1	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Master-crafted chainaxe	Melee	Melee	+1	-1	2	-
Meteor hammer	Melee	Melee	+2	0	2	You get +1 to hit rolls with this weapon.
Spite furnace	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	2	-
- Supercharge	12"	Pistol 1	8	-3	3	If this weapon rolls a 1 to hit the bearer suffers a mortal wound.
The cutter	Melee	Melee	User	-2	1	If you roll a 6+ to wound with this weapon, that hit is resolved at AP -3.
Twin falax blades	Melee	Melee	User	-1	1	Each time the bearer fights exclusively with this weapon in the Fight phase, it makes 2 extra attacks with this weapon.

Legion Points

Unit	Models per Unit	Points per Model
The Red Butchers	5-10	39*
Rampager Squad	5-10	17*
Centurion Shabran Darr	1	83
Khârn the Bloody	1	110
Endryd Haar	1	123
Gahlan Surlak	1	118
The Primarch Angron	1	380

Wargear/Weapon	Points per Item
Barb-hook lash	6
Chainaxe	0
Excoriator chainaxe	8
Gorechild	15
Gorefather & gorechild	0
Master-crafted chainaxe	0
Meteor hammer	7
Spite furnace	0
The cutter	0
Twin falax blades	4

* Does not include wargear

Legion Stratagem

THE BUTCHER'S NAILS — 3 CP

World Eaters Stratagem

Use this Stratagem at the end of the Fight phase. Select a **World Eaters Infantry** or **Biker** unit - that unit can immediately fight an additional time.

Legion Warlord Trait

SLAUGHTERBORN

If there are at least 10 enemy models within 6" of your Warlord when he fights in the Fight phase, add D3 to his Attacks characteristic until the end of the phase.

Legion Rites of War

Berserker Assault

This rite may only be taken by a Patrol or Battalion detachment,. If taken by a Battalion detachment, that detachment only generates 2 Command Points.

- **Beserk Charge:** All **World Eaters** models in this detachment may re-roll Hit rolls of 1 in the Fight phase when outside their own deployment zone.
- **Unstoppable Wave:** All **World Eaters** models in this detachment may re-roll Advance rolls of 1 and may re-roll charge rolls of 1.

- This detachment must take an additional compulsory Troops choices.
- This detachment may not include more than one **Consul**, and may not include any **Librarians**.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

The Crimson Path

This rite may only be taken by a Patrol or Battalion detachment.

- **Forlorn Hope: Infantry** models from this detachment who are in the enemy deployment zone may roll a dice each time they suffer a wound; on a 5+, that wound is ignored.
- **Unto Death: Characters** from this detachment who are in the enemy deployment zone can roll a dice at the start of each of your turns - on a 5+, they regain a lost wound.

- This detachment may not include any **Artillery** units or models equipped with Cataphractii Terminator Armour.
- If the mission being played awards victory points using the Linebreaker or Attrition rules and you do not achieve these, the enemy player gains 1 additional victory point for each..
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

The Red Butchers

13 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Butcher Terminator	4"	2+	4+	4	4	3	2	7	2+
Devoured	4"	2+	4+	4	4	3	3	8	2+

This unit consists of 1 Devoured and 4 Butcher Terminators. It can include up to 5 additional Butcher Terminators **(Power Rating +13)**.

- Each model is armed with a combi-bolter and power axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• Any model can replace its combi-bolter with a power axe. • Any model can replace its power axe and combi-bolter with two lightning claws. • The Devoured can replace any of its power axes with a power fist, chainfist or thunder hammer. • The Devoured can replace its combi-weapon with an item from the *Combi-Weapons* list.
ABILITIES	**Ravening Madmen:** This unit can never re-roll their failed hit rolls, for any reason. If this unit is within 1" of an enemy unit is automatically passes any Morale tests it is required to take. Enemy units targeting this unit during the Fight phase can never hit on worse than a 3+. **Dark Fury:** If this model is equipped with two melee weapons, it gains +1 Attack. **Unstoppable Charge:** This unit can re-roll failed charge rolls. **Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances.
FACTION KEYWORDS	<Fealty>, Legiones Astartes, World Eaters
KEYWORDS	Infantry, Terminator, Astartes, Red Butchers

Rampager Squad

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Rampager	6"	3+	3+	4	4	1	2	7	3+
Rampager Champion	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Rampager Champion and 4 Rampagers. It can include up to 5 additional Rampagers **(Power Rating +6)**.

- Each model is armed with a chainaxe, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Barb-hook lash	Melee	Melee	*	-1	1	This weapon always wounds on a 2+; except against **Vehicles** where it always needs a 6+.
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainaxe	Melee	Melee	+1	-1	1	-
Excoriator chainaxe	Melee	Melee	+1	-2	1	You suffer -1 to hit rolls with this weapon. Re-roll failed wounds with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Heavy chainsword	Melee	Melee	+2	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Meteor hammer	Melee	Melee	+2	0	2	You get +1 to hit rolls with this weapon.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Twin falax blades	Melee	Melee	User	-1	1	Each time the bearer fights exclusively with this weapon in the Fight phase, it makes 2 extra attacks with this weapon.

UNIT OPTIONS	• The entire unit can be equipped with jump packs, gaining the **Jump Pack** and **Fly** keywords **(+1 Power rating per 5 models)**.
WARGEAR OPTIONS	• Any model can replace its chainaxe with a heavy chainsword, barb-hook lash, excoriator chainaxe, meteor hammer or twin falax blades. • The Rampager Champion can replace its bolt pistol with a plasma pistol. • The Rampager Champion can replace its chainaxe with a lightning claw, power fist, or an item from the *Power Weapons* list.
ABILITIES	**Vanguard:** Once both side are deployed but before the first player takes their turn, this unit can move as if it were their Movement phase. If both players have units that can do this, the player who is taking the first turn moves their units first. If all of the models embarked on a transport vehicle have this ability, then the transport vehicle can make the move instead. **Feel No Pain:** Roll a dice for each wound this unit suffers; on a 6, that wound is ignored.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, World Eaters**
KEYWORDS	**Infantry, Astartes, Rampagers**

Centurion Shabran Darr

Adjutant to the 11th Assault Company

4 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Shabran Darr	6"	2+	3+	4	4	4	3	8	3+

Shabran Darr is a single model armed with a master-crafted chainaxe, bolt pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted chainaxe	Melee	Melee	+1	-1	2	-

ABILITIES	**Head-hunter:** When targetting enemy **Characters** in the Fight phase, any Wound rolls of 6 are resolved at AP-4. **Feel No Pain:** Roll a dice for each wound this unit suffers; on a 6, that wound is ignored. **Rage:** When this model makes a successful charge, you can make one additional attack in the subsequent Fight phase. This is in addition to the Incarnate Violence trait.
WARLORD TRAIT	**Bloody-handed:** If this model is the warlord, increase his Attacks characteristic by 1.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, World Eaters**
KEYWORDS	**Infantry, Character, Astartes, Centurion, Shabran Darr**

Khârn the Bloody

Captain of the 8th Assault Company

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khârn	6”	2+	2+	4	4	5	4	9	2+

Khârn is a single model armed with the cutter, a plasma pistol, frag grenades and krak grenades and equipped with an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The cutter	Melee	Melee	User	-2	1	If you roll a 6+ to wound with this weapon, that wound is resolved at AP-4.
Frag grenade	6”	Grenade D6	3	0	1	-
Krak grenade	6”	Grenade 1	6	-1	D3	-
Gorechild	Melee	Melee	+1	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12”	Pistol 1	7	-3	1	-
- Supercharge	12”	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.

UNIT OPTIONS	• Kharn can replace the cutter with gorechild.
ABILITIES	**Iron Halo:** This unit has a 4+ invulnerable save. **Rampage:** If this model is in base contact with more than 1 enemy model at the start of the Fight phase, he adds D3 to his Attacks characteristic until the end of that phase. If possible, he must always attempt to move into combat with an enemy **Character** when piling in or consolidating. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **World Eaters** units within 6”. **Warlord’s Pride:** Kharn must always be your army’s Warlord, unless Angron is also included.
WARLORD TRAITS	**Savage Assault:** If this model is the warlord, and the mission being played allows you to sieze the initiative, you may do so on a 4+ rather than on a 6.
FACTION KEYWORDS	**Traitor, Legiones Astartes, World Eaters**
KEYWORDS	**Infantry, Astartes, Character, Praetor, Master of the Legion, Kharn**

Endryd Haar

Praetor of the Black Shield

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Endryd Haar	6"	2+	3+	4	5	5	4	9	2+

Endryd Haar is a single model armed with a master-crafted power fist, archaeotech pistol, frag grenades and krak grenades and equipped with an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted power fist	Melee	Melee	x2	-3	D3+1	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES	**Iron Halo:** This unit has a 4+ invulnerable save. **Agent of the Emperor:** This model may be included in any **Legiones Astartes** detachment, even though he may have a different **<Legion>** keyword to the rest of the detachment. In addition, this model may embark onto any **Astartes** transport, even if the transport in question might normally only permit models with other Faction keywords to do so. **Bitter Blood**: Any **Loyalist** unit within 3" of this model can re-roll failed Wound rolls in the Fight phase when targeting **Traitor** models. **Savage Discipline:** This model and any **World Eaters** unit within 3" of him ignore the effects of the Bloodlust Legion Trait.
WARLORD TRAITS	**The Fangs of the Emperor:** If this model is the warlord, pick up to three **Astartes Infantry** units in the same detachment. These units gain the Scout ability: **Scout:** At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, World Eaters**
KEYWORDS	**Infantry, Astartes, Character, Praetor, Master of the Legion, Endryd Harr**

Gahlan Surlak

Medicae Master of Inductii

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Gahlan Surlak	6"	3+	3+	4	4	4	3	8	3+

Gahlan Surlak is a single model armed with a master-crafted needle pistol, a power axe, frag grenades and krak grenades and equipped with a refractor field and a narthecium. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted needle pistol	12"	Pistol 1	1	0	2	A needle pistol always wounds on a 2+, unless the target model is a **Vehicle**.
Power axe	Melee	Melee	+1	-2	1	-

ABILITIES	**Refractor Field:** This unit has a 5+ invulnerable save. **Exhortation of Butchery:** One friendly **World Eaters Astartes** unit within 3" of this model at the start of their Fight phase may choose to increase it's Attacks characteristic by 1 until the end of that phase. However, if this is chosen, roll a D6 for each model in the unit at the end of the phase; on a roll of 1, that model is slain. **Master of Inductii:** Any Legion Tactical Squads in a detachment containing this model may be augmented. Augmented squads add 1 to their Strength characteristis but reduce their Ballistic Skill characteristic to 4+. In addition, these models may roll a D6 each time they suffer a wound; on a roll of 6 that wound is ignored. An augmented unit may never hold objectives and, if the mission being played awards victory points for destroying units, sugmented units are never worth any victory points. **Narthecium:** At the end of any of your Movement phases, Surlak can attempt to heal or revive a single model. Select a friendly **World Eaters Infantry** or **Biker** unit within 3" of Surlak. If that unit contains a wounded model, it immediately regains D3 lost wounds. If the chosen units contains no wounded models, but one or more of its models have been slain during the battle, roll a D6. On a 3+ a single slain model is returned to the unit with 1 wound remaining. If Surlak fails to revive a model he can do nothing for the remainder of the turn (shoot, charge, fight, etc.) as he recovers the gene-seed of the fallen warrior. A unit can only be the target of the Narthecium ability once in each turn. **Sacred Trust:** If the mission being played awards victory points for destroying units, and this model is within 6" of a friendly Astartes unit when its last model is slain, roll a D6; on a 5+ both you and the enemy player gain the victory points for destroying the unit.
FACTION KEYWORDS	**Traitor, Legiones Astartes, World Eaters**
KEYWORDS	**Infantry, Character, Astartes, Primus Medicae, Consul, Support, Gahlan Surlak**

Angron

Primarch of the World Eaters

19 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Angron	8"	2+	2+	7	6	8	7	10	2+

Angron is a single model armed with gorefather & gorechild and the spite furnace. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gorefather & gorechild	Melee	Melee	+1	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Spite furnace	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	2	-
- Supercharge	12"	Pistol 1	8	-3	3	If this weapon rolls a 1 to hit the bearer suffers a mortal wound.

ABILITIES	**The Armour of Mars:** Angron has a 4+ invulnerable save. In addition, roll a dice for each wound Angron suffers; on a 6, that wound is ignored. **Sire of the XII Legion:** You can re-roll any failed hit and wound rolls with friendly **World Eaters** units within 6" of Angron. Friendly **World Eaters** units within 12" of Angron automatically pass Morale tests. **The Butchers Nails:** Enemy models attacking Angron in the Fight phase must subtract 1 from their hit rolls. In addition, if Angron makes a successful charge he gains an additional Attack, and may re-roll Wound rolls of 1. **The Red Sands:** For each **Character** and/or **Infantry** or **Biker** that Angron slays during the Fight phase, add 1 to his Attack characteristic for the rest of the game. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Traitor, Legiones Astartes, World Eaters**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Angron**

Legion XIII - Ultramarines

The Ultramarines legion prosecutes the Emperor's wars with reason, discipline and resolve; every warrior striving to match the example of their Primarch. The most numerous of the legions, they have long formed the bulwark of the Emperor's domains in the galactic east.

Legion Traits

If your army is Battle-forged, all **Ultramarines Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Certainty and Resolve: Astartes** units with this trait count as taking one less casualty than normal when taking a Morale test.
- **Interlocking Tactics:** When targeting a unit that has already been shot at by an **Ultramarines** unit a unit with this trait can re-roll hit rolls of 1. When charging a unit that is within 1" of an **Ultramarines** unit a unit with this trait can re-roll charge distance.
- **Rigid Chain of Command:** If all the HQ choices in a detachment containing units with this trait are slain, the opponent gets +1 VP. In addition, every **Ultramarines** model in the detachment reduces their Leadership by 1 for the rest of the battle round.

Legion Wargear

Ultramarines models have access to the following wargear:

- Any **Character** with access to the *Melee Weapons* list may take a Legatine axe instead.
- In any **Breacher Squad**, the entire unit may replace their boltguns with power swords.
- A **Damocles Command Rhino** can be taken as a Dedicated Transport for an **Ultramarines Master of Signals**.
- A Praetor can take a Mantle of Ultramar

WARGEAR	DESCRIPTION
Mantle of Ultramar	Roll a dice for each wound this model suffers; on a 5+, that wound is ignored.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gladius incandor	Melee	Melee	+1	-4	D3	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Hand of dominion	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Legatine axe	Melee	Melee	User	-3	1	Any hit rolls of a 6+ wound automatically.
The arbitrator	18"	Assault 2	6	-1	2	-

Legion Points

Unit	Models per Unit	Points per Model
Invictarus Suzerain Squad	5-10	20*
Locutarus Storm Squad	5-10	19*
Fulmentarus Terminator Strike Squad	5-10	36*
Honoured Telemechrus	1	
Captain Remus Ventanus	1	118
Roboute Guilliman	1	400

Wargear/Weapon	Points per Item
Gladius incandor	0
Hand of dominion	0
Legatine axe	6
Mantle of Ultramar	20
The arbitrator	0

* Does not include wargear

Legion Warlord Trait

ADEPT OF WAR

Whilst your Warlord is alive, roll a dice each time you spend a Command Point to use a Stratagem; on a 5+ that CP is immediately refunded.

Legion Rites of War

The Logos Lectora

This rite may only be taken by a Patrol or Battalion detachment. This detachment generates 2 more Command Points than normal.

- **The Logos:** Your army gains access to the Full March, Hold Fast and Retribution Strike Stratagems.
- This detachment must take an additional compulsory Troops choices.
- This detachment must take an additional compulsory HQ choice, which must be either a **Master of Signals** or a **Damocles Command Rhino**.

- This detachment may not include more **Tank** and Flyer units than **Infantry** units.
- Units in this detachment may not utilise any abilities that allow them to arrive from reinforcements, or allow them to deploy outside their deployment zone.

Vigil Opertii Mission

This rite may only be taken by a Patrol or Battalion detachment.

- **Vigil Auxilia:** All **Infantry** units in the Vigil Auxilia detachment gain the **Objective Secured** and **Concealed Positions** abilities.
  - **Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more tha 9" from the enemy deployment zone.
- Legion Recon Squads in this detachment lose the **Support** keyword.

- This detachment must include a **Vigilator**.
- Your army must be comprised entirely of **Loyalist** models.
- Your army must include a Vigil Auxilia detachment - this is a Patrol detachment with the **Militia** faction keyword and the *Gene-crafted* and *Warrior Elite* provenances. The Patrol detachment may not include Inducted Levy squads.

Legion Stratagems

SCIONS OF GUILLIMAN — 1 CP
Ultramarines Stratagem

Use this Stratagem when an **Ultramarines Infantry** or **Biker** unit is selected to attack in a Shooting or Fight phase. You can re-roll all hit rolls of 1 with that unit for the rest of the phase (if the unit is a Legion Tactical Squad or Legion Tactical Support, re-roll all failed hit rolls instead).

FULL MARCH — 1 CP
Logos Lectora Stratagem

Use this Stratagem at the start of your turn. All **Ultramarine** units in a detachment using the Logos Lectora can re-roll Advance rolls. This remains in play until another Logos Lectora Stratagem is used.

HOLD FAST — 1 CP
Logos Lectora Stratagem

Use this Stratagem at the start of your turn. All **Ultramarine** units in a detachment using the Logos Lectora hit on 5+ when firing Overwatch. This remains in play until another Logos Lectora Stratagem is used.

RETRIBUTION STRIKE — 1 CP
Logos Lectora Stratagem

Use this Stratagem at the start of your turn. If any **Ultramarine** units in a detachment using the Logos Lectora are charged in the Charge phase, they may re-roll hit rolls of 1 in the subsequent Fight phase. This remains in play until another Logos Lectora Stratagem is used.

Invictarus Suzerain Squad

8 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Invictus Suzerain	6"	3+	3+	4	4	1	2	9	2+

This unit consists of 5 Invictus Suzerain. It can include up to 5 additional Invictus Suzerain **(Power Rating +8)**.

- Each model is armed with a bolt pistol, legatine axe, boarding shield, refractor field, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Legatine axe	Melee	Melee	User	-3	1	Any hit rolls of a 6+ wound automatically.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• Any model can replace its bolt pistol with a plasma pistol. • Any model can replace its legatine axe with a thunder hammer.
ABILITIES	**Lords of Ultramar:** Any friendly **<Allegiance>** unit with either the **Ultramarines** keyword or no **<Legion>** keyword within 12" of a model from this unit adds 1 to their Leadership. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Ultramarines**
KEYWORDS	**Infantry, Invictarus Suzerain, Astartes**

Locutarus Storm Squad

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Locutarus	12"	3+	3+	4	4	1	1	7	2+
Locutarus Strike Leader	12"	3+	3+	4	4	1	2	8	2+

This unit consists of 1 Locutarus Strike Leader and 4 Locutarus. It can include up to 5 additional Locutarus **(Power Rating +6)**.

- Each model is armed with a bolt pistol, power sword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS	• For every five models in this unit, one Locutarus may replace their bolt pistol with a hand flamer or a plasma pistol. • The Locutarus Strike Leader can take a combat shield. • The Locutarus Strike Leader can take melta bombs. • The Locutarus Strike Leader can replace his power sword with a power axe, lightning claw or power fist. • The Locutarus Strike Leader can replace his bolt pistol with a plasma pistol or hand flamer.
ABILITIES	**Jump Pack Assault:** During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 8" away from any enemy models. **Opening Salvo:** When this unit is deployed, they may fire any weapons with the Pistol type twice in the following Shooting phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Ultramarines**
KEYWORDS	**Infantry, Jump Pack, Fly, Locutarus Storm Squad, Astartes**

Fulmentarus Terminator Strike Squad

17 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Fulmentarus Terminator	4"	3+	2+	4	4	2	2	7	2+
Fulmentarus Decurion	4"	3+	2+	4	4	2	2	8	2+

This unit consists of 1 Fulmentarus Decurion and 4 Fulmentarus Terminators. It can include up to 5 additional Fulmentarus Terminators **(+17 Power rating)**.

- Each model is armed with a power maul and combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Twin missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy 2D6	4	0	1	-
- Krak missile	48"	Heavy 2	8	-2	D6	-

UNIT OPTIONS	• The entire unit can replace its combi-bolters with combi-meltas or reaper autocannons. OR • The entire unit can take twin missile launchers.
WARGEAR OPTIONS	• Any model in the squad can replace its power maul with a power axe, power sword or power fist.
ABILITIES	**Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances. **Peritarch Targeters:** As long as there are at least 5 models remaining in the unit, the whole unit adds 1 to the Strength of its weapons when targeting **Vehicles**. As long as there are at least 8 models remaining in the unit, any enemy targeted by this unit reduces any cover save it has by 1.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Ultramarines**
KEYWORDS	**Infantry, Terminator, Fulmentarus Terminators, Astartes**

Honoured Telemechrus

Last of the old 92nd

13 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Telemechrus	9"	2+ 3+ 4+	2+ 3+ 4+	7	7	7-12 3-6 1-2	4 3 D3	8	2+

Telemechrus is a single model armed with . Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Dreadnought close combat weapon	Melee	Melee	x2	-3	3	-
Kheres assault cannon	24"	Heavy 6	7	-1	1	-

ABILITIES	**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. **Atomantic Shielding:** This model has a 5+ invulnerable save. **Venerable:** Roll a D6 each time this model loses a wound, on a roll of a 6 that wound is ignored. **Brutal Charge:** Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Ultramarines**
KEYWORDS	**Vehicle, Dreadnought, Contemptor, Telemechrus**

Captain Remus Ventanus

Commander of the 4th Company, 1st Chapter

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Remus Ventanus	6"	3+	3+	4	4	5	3	9	3+

Remus Ventanus is a single model armed with a power sword, bolt pistol, melta bombs, legion banner, nuncio vox, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol						
Frag grenade						
krak grenades						
melta bomb						
power sword						

UNIT OPTIONS	
ABILITIES	**Iron Halo:** This model has a 4+ invulnerable save. **Legion Banner:** **Ultramarines** units within 6" of any friendly this model add 1 to their Leadership. In addition, roll a D6 each time a **Ultramarines Infantry** model is destroyed within 6" of this model before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as though it were the Shooting phase, or make a single attacks if it were the Fight phase. **Cunning Strategist:** An army containing this model has +1 Command Point. **Nuncio-vox:** You may re-roll any hit rolls of 1 made for friendly **Ultramarines** Basilisks, Medusas, Whirlwinds or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model.
WARLORD TRAIT	**Resolute Planning:** If this model is your warlord, **Ultramarines Astartes** units within 3" of an objective may re-roll failed morale tests.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Ultramarines**
KEYWORDS	**Infantry, Charachter, Astartes, Herald, Master of the Legion, Remus Ventanus**

Roboute Guilliman

Primarch of the Ultramarines

20 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Roboute Guilliman	8"	2+	2+	6	6	9	6	10	2+

Roboute Guilliman is a single model armed with the hand of dominion, gladius incandor, arbitrator, a nuncio-vox and frag grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Gladius incandor	Melee	Melee	+1	-4	D3	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Hand of dominion	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
The arbitrator	18"	Assault 2	6	-1	2	-

ABILITIES	**The Armour of Reason:** Roboute Guilliman has a 4+ invulnerable save. In addition, he may re-roll the first failed save of each phase. **Sire of the XIII Legion:** You can re-roll any failed hit and wound rolls with friendly Ultramarines units within 6" of Roboute Guilliman. While Roboute Guilliman is on the table, friendly Ultramarines units add 1 to their Leadership characteristic and units of Invictarus Suzerains gain the Objective Secured ability. **Master of Battle:** Add 1 to advance and charge rolls for Loyalist units within 9". **Preturnatural Strategy:** If your army is Battle-forged, you recieve an additional 3 Command Points if Roboute Guilliman is your Warlord. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Ultramarines**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Roboute Guilliman**

Legion XIV - Death Guard

The Death Guard are stalwart and implacable fighters who have made a speciality of both endurance under the harshest of circumstances and of overcoming the more nightmarish and inhospitable of war zones. Their name is a byword for unflinching determination and victory through bloody, gruelling attrition when all else fails, as well as for expertise in the darker arts of warfare, such as the use of bio-alchem and rad weaponry.

Legion Traits

If your army is Battle-forged, all **Death Guard Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Remorseless:** Units with this trait ignore negative modifiers to their Leadership characteristic.
- **Sons of Barbarus:** Units with this trait are never slowed by and never take damage from Battlefield Terrain.
- **Intractable: Astartes** units with this trait may only move 2" when performing a Heroic Intervention or Consolidate move.

Legion Wargear

Death Guard models have access to the following wargear:

- Any model with access to the *Melee Weapons* list may take a power scythe as it's choice from the list.
- Any unit equipped with flamers, hand flamers or heavy flamers may take Chem-munitions. Make clear which units have chem-munitions.

WARGEAR	DESCRIPTION
Chem-munitions	This unit may re-roll failed wound rolls with their flamers, hand flamers or heavy flamers. However, if the dice roll to determine the number of shots the weapon makes is a 1, the bearer suffers 1 mortal wound after all the weapon's shot have been resolved.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Krak grenade	18"	Assault 2	6	-1	D3	-
- Toxin grenade	18"	Assault 2D6	*	-1	1	This weapon always wounds on a 3+; except against **Vehicles** where it always needs a 6+.
Master-crafted power scythe	Melee	Melee	+3	-3	3	This weapon can re-roll wound rolls of 1.
Power scythe	Melee	Melee	+3	-3	D3	This weapon can re-roll wound rolls of 1.
Silence	When attacking with this weapon, choose one of the profiles below.					
- Reaping scythe	Melee	Melee	User	-2	1	Make 3 hit rolls for each attack with this weapon, instead of 1.
- Eviscerating blow	Melee	Melee	x2	-4	D6	-
The lantern	18"	Pistol 1	8	-3	3	If you hit with this weapon, draw a straight line between the closest point of Mortarion's base and that of the closest model in the target unit. Make a single wound roll against the target unit and each unit the centre of the line passes over.

Legion Points

Unit	Models per Unit	Points per Model
Grave Warden Terminator Squad	5-10	34*
Deathshroud Terminator Squad	2-10	36*
Section Leader Crysos Morturg	1	108
Marshal Durak Rask	1	118
Calas Typhon	1	190
Mortarion the Reaper	1	435

Wargear/Weapon	Points per Item
Assault grenade launcher	16
Chem-munitions	1
Master-crafted power scythe	0
Power scythe	17
Silence	0
The lantern	0

* Does not include wargear

Legion Stratagem

ENDURANCE — 1 CP

Death Guard Stratagem

Use this Stratagem when a **Death Guard** unit loses a wound. Roll a D6 for that wound, and for each wound lost by the unit for the rest of the phase; on a 6, that wound is not lost.

Legion Warlord Trait

RESILIENT

The Warlord adds 1 to his Wounds characteristic. In addition, roll a d6 each time he loses a wound; on a 6+ that wound is not lost.

Legion Rites of War

The Reaping

This rite may only be taken by a Battalion detachment.

- **Superior Firepower:** Legion Veteran Tactical Squads and Legion Heavy Support Squads can be taken as non-compulsory Troops choices and gain the **Objective Secured** ability.
- **Dark Arsenal:** Models in this detachment with access to melta bombs can also take rad grenades.

- This detachment cannot include more than one Fast Attack choice.
- Models in this detachment cannot Advance.
- Units in this detachment may not arrive from reinforcements.

Creeping Death

This rite may only be taken by a Patrol or Battalion detachment.

- **Mist-clad:** Death Guard Infantry in this detachment gain the benefit of cover from any ranged attack originating from more than 12" away.
- **Toxin Weapons:** All frag grenades and frag missiles used by models in this detachment add 1 to their Strength.
- **Bio-phage Bombardment:** After deployment, but before the first battle round, roll a dice for each piece of terrain on the battlefield. On a 4+ that terrain piece no longer grants the benefit of cover. In addition, roll a dice each time a model Advances of charges across the terrain; on a roll of 1, the model's unit suffers a mortal wound.

- All units in this detachment must be **Traitors**.
- This detachment must include a **Siege Breaker**.
- Your army may not include a Fortification Network detachment.
- In missions which have an Attacker and a Defender, your army must be the Attacker.
- Your army may not include any units without the **Death Guard** keyword.

Grave Warden Terminator Squad

16 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Grave Warden Terminator	4"	3+	3+	4	4	2	2	7	2+
Chem-master	4"	3+	3+	4	4	2	3	8	2+

This unit consists of 1 Chem-master and 4 Grave Warden Terminators. It can include up to 5 additional Grave Warden Terminators **(Power Rating +16)**.

- Each model is armed with a power fist and assault grenade launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Krak grenade	18"	Assault 2	6	-1	D3	-
- Toxin grenade	18"	Assault 2D6	*	-1	1	This weapon always wounds on a 3+; except against **Vehicles** where it always needs a 6+.
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• Any model can replace its power fist with a chainfist. • For every five models in this unit, one Grave Warden Terminator can replace its assault grenade launcher with a heavy flamer and chem-munitions. • The Chem-master can replace its assault grenade launcher with an item from the *Combi-Weapons* list.
ABILITIES	**Death Cloud:** **Infantry** and **Biker** units charging this unit do not get to strike during the 'chargers' portion of the Fight phase. Instead they can be activated in the alternating activation stage along with units that did not charge. **Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Death Guard**
KEYWORDS	**Infantry, Terminator, Grave Wardens, Astartes**

Deathshroud Terminator Squad

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Deathshroud	5"	3+	3+	4	4	3	2	9	2+

This unit consists of 2 Deathshroud Terminators. It can include up to 4 additional Deathshroud **(Power Rating +14)** or up to 8 additional Deathshroud **(Power Rating +28)**.

- Each model is armed with a power scythe, hand flamer and chem-munitions.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Power scythe	Melee	Melee	+3	-3	D3	This weapon can re-roll wound rolls of 1.

ABILITIES	**Favoured of Mortarion:** Roll a D6 each time a friendly **Death Guard Master of the Legion** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the **Death Guard Master of the Legion** does not lose a wound, but this unit suffers a mortal wound. **Terminator Armour:** This unit has a 5+ invulnerable save.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Death Guard**
KEYWORDS	**Infantry, Terminator, Deathshroud, Astartes**

Section Leader Crysos Morturg

Loyalist blackshield, former Librarian of the Death Guard

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Crysos Morturg	6"	3+	3+	4	4	5	4	8	3+

Crysos Morturg is a single model armed with a combi-flamer, power sword, bolt pistol, frag grenades, krak grenades and rad grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Melee	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-
Rad grenade	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any **Infantry** or **Biker** units that have suffered any hits from rad grenades or rad missiles until the end of the turn.

ABILITIES	**Hardened Armour**: This unit has a 5+ invulnerable save and gains the **Void Hardened** keyword. **Concealed Position**: When you set up Morturg during deployment, he can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
WARLORD TRAIT	**Master of Ambush:** If this model is the warlord, D3 **Death Guard Infantry** units in the same detachment may be given the Concealed Position ability (as well as Morturg himself).
PSYKER	*Crysos Morturg* can attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. He knows the *Smite* and *Endurance* powers. **Endurance** *Warp charge 7* If manifested, until the start of your next Psychic phase you can roll a dice for each wound this model suffers; on a 4+, that wound is ignored.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Death Guard**
KEYWORDS	**Infantry, Character, Astartes, Consul, Librarian, Psyker, Void Hardened, Crysos Morturg**

Marshal Durak Rask

Siegemaster of the Death Guard

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Durak Rask	6"	2+	2+	4	4	5	4	9	2+

Durak Rask is a single model armed with a thunder hammer, volkite serpenta, frag grenades, krak grenades and a phosphex bomb, and carrying a nuncio vox. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Phosphex bomb	12"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against **Infantry** and **Biker** units. This weapon can only be used once per battle.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Volkite serpenta	10"	Pistol 1	5	0	2	-

ABILITIES	**Art of Destruction:** At the start of the Shooting phase, you can choose one **Death Guard** unit which is within 3" of this model. For the duration of that Shooting phase, the chosen unit may add 1 to the Strength of its weapons when targetting **Vehicles** or **Buildings.** **Nuncio-vox:** You may re-roll any hit rolls of 1 made for friendly **Death Guard** Basilisks, Medusas, Whirlwinds or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model.
WARLORD TRAIT	**Target Priority:** If this model is the warlord, friendly **Death Guard** units within 12" may re-roll results of 1 to Hit in the Shooting phase, as long as they are targettting enemy units within 3" of an objective.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Death Guard**
KEYWORDS	**Infantry, Character, Astartes, Consul, Siege Breaker, Master of the Legion, Durak Rask**

Calas Typhon

First captain of the Death Guard

10 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Calas Typhon	4"	2+	2+	4	4	6	4	9	2+

Calas Typhon is a single model armed with a master-crafted power scythe, a hand flamer with chem-munitions, a grenade harness and rad grenades, and carries a nuncio vox with which he can call in a chem-bombardment. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chem-bombarment	100"	Heavy 2D6	1	-1	D3	This weapon can only be fired once per battle, and cannot be used if the bearer moved. This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover. This weapon always wounds on a 4+, unless the target is a **Vehicle.**
Grenade harness	12"	Assault D6	4	-1	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Master-crafted power scythe	Melee	Melee	+3	-3	3	This weapon can re-roll wound rolls of 1.

ABILITIES	**Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this unit Advances. **Chem-munitions:** This unit may re-roll failed wound rolls with its hand flamer. However, if the dice roll to determine the number of shots the weapon makes is a 1, the bearer suffers 1 mortal wound after all the weapon's shot have been resolved. **Nuncio-vox:** You may re-roll any hit rolls of 1 made for friendly **Death Guard** Basilisks, Medusas, Whirlwinds or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Death Guard** units within 6" **Warlord's Pride:** Typhon must always be your army's warlord, unless Mortarion is also included.
WARLORD TRAIT	**Comes the Reaper:** If this model is the warlord, enemy units within 3" of him cannot hold objectives for any reason.
PSYKER	This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and one power from the *Librarius* discipline.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Death Guard**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Psyker, Master of the Legion, Typhon**

Mortarion the Reaper

Primarch of the Death Guard

22 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mortarion	7"	2+	2+	6	7	9	5	10	2+

Mortarion is a single model armed with silence, the lantern, frag grenades and phosphex bombs. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Phosphex bomb	12"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against **Infantry** and **Biker** units. This weapon can only be used once per battle.
Silence	When attacking with this weapon, choose one of the profiles below.					
- Reaping scythe	Melee	Melee	User	-2	1	Make 3 hit rolls for each attack with this weapon, instead of 1.
- Eviscerating blow	Melee	Melee	x2	-4	D6	-
The lantern	18"	Pistol 1	8	-3	3	If you hit with this weapon, draw a straight line between the closest point of Mortarion's base and that of the closest model in the target unit. Make a single wound roll against the target unit and each unit the centre of the line passes over.

ABILITIES	**The Barbaran Plate:** Mortarion has a 4+ invulnerable save. In addition, weapons that wound on a fixed value require a 6 to wound Mortarion. **Sire of the XIV Legion:** You can re-roll any failed hit and wound rolls with friendly Death Guard units within 6" of Mortarion. While Mortarion is on the table, Death Guard units may re-roll failed Morale tests. **Preternatural Resilience:** Roll a D6 at the start of each friendly turn; on a 4+ Mortarion regains 1 lost wound. In addition, roll a dice for each wound Mortarion suffers; on a 6, that wound is ignored. **Witch-spite:** Mortarion may attempt to Deny one psychic power in each enemy Psychic phase. **Shadow of the Reaper:** Units within 6" of Mortarion suffer a -1 penalty to their Leadership. At the end of any Movement phase in which Mortarion is not engaged, he may be redeployed. Place him anywhere on the board that is more than 9" away from any enemy models. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Death Guard**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Mortarion**

Legion XV - Thousand Sons

The Thousand Sons are a Space Marine Legion bound up with occult lore, mysticism and the otherworldly powers of the psyker. It was these esoteric arts of war that made them one of the most formidable Legions, but also one of the most distrusted, and would eventually see them subject to the Emperor's judgement against them.

Legion Traits

If your army is Battle-forged, all **Thousand Sons Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Prosperine Lore:** The Warlord in any detachment containing units with this trait must take the Psyker upgrade, detailed below in 'Legion Wargear'.
- **Cult Arcana:** Units with this trait gain the **<Cult>** keyword. Compulsory choices must choose the same **<Cult>** as the Warlord if possible. The five cults and their respective abilities are listed here:
  - **Athanean:** Enemy Psykers suffer -1 to attempts to manifest psychic powers within 18" of models from the Athenaean cult.
  - **Corvidae:** Models from the Corvidae cult can re-roll hit rolls of 1 in Shooting phase, if they were stationary in the Movement phase.
  - **Pavoni:** Models from the Pavoni cult can re-roll failed charge rolls.
  - **Pyrae:** Models from the Pyrae cult are equipped with Psychic flames.
  - **Raptora:** Models from the Raptora cult have a 6+ invulnerable save.
- **Signs & Portents:** If any unit with this trait suffers a wound as a result of Perils of the Warp, every unit with the **Thousand Sons** and **Astartes** keywords suffers -1 to its Leadership when taking Morale tests for the rest of the battle round.

Legion Wargear

Thousand Sons models have access to the following wargear:

- A **Character** (without the **Psyker** keyword), Legion Veteran Tactical Squads and Legion Terminator Squads can take the Psyker upgrade.
- Any **Psyker Character** can replace their chainsword with a force sword, force axe or force stave.
- Any **Character**, **Veteran Tactcal Squad**, Legion Terminator Squad or **Tactical Support Squad** can take Asphyx shells.
- Any **Contemptor Dreadnought** can take the Osirion upgrade.
- Any model can replace it's Plasma cannon/Heavy plasma cannon with a Ætherfire cannon.

WARGEAR	DESCRIPTION
Asphyx shells	Bolt pistols, boltguns, combi-bolters, the boltgun profile of combi-weapons, mauler pattern bolt cannons and rotor cannons get +1 to wound rolls againt **Infantry**.
Osiron	This model gains the **Psyker** keyword, knows Smite and two other psychic powers. They may attempt to manifest two psychic power in each friendly Psychic phase and attempt to Deny one one psychic power in each enemy Psychic phase. It replaces it's Dreadnought close combat weapon with a Dreadnought force blade and has the Psychic Hood ability. • **Psychic Hood:** You can add 1 to Deny the Witch tests you take for this model against enemy **Psykers** within 12".
Psyker (**Praetor**)	This model gains the **Psyker** keyword. They may attempt to manifest two psychic powers in each friendly Psychic phase and attempt to Deny two psychic powers in each enemy Psychic phase. They know the *Smite* power and two other psychic powers chosen from their Cult Discipline.
Psyker (other **Characters**)	This model gains the **Psyker** keyword. They may attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. They know the *Smite* power and one other psychic power chosen from their Cult Discipline.
Psyker (other units)	This unit gains the **Psyker** keyword and knows one psychic power. They may attempt to manifest one psychic power in each friendly Psychic phase. When manifesting or Denying a psychic power, first select a model in the unit - measure range, visibility etc from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ætherfire cannon	24"	Heavy D3	7	-3	D3	-
Dreadnought force blade	Melee	Melee	+4	-4	3	-
Psychic flames	8"	Pistol D6	5	0	1	This weapon automatically hits its target. Only one model in each unit can use this weapon each phase.

Legion Points

Unit	Models per Unit	Points per Model
Castellax-Achea Battle-automata Maniple	1-5	62*
Sekhmet Terminator Cabal	5-10	40*
Khenetai Occult Blade Cabal	5-10	23*
Ammitara Occult Intercession Cabal	5-10	20*
Ahzek Ahriman	1	140
Magistus Amon	1	168
The Primarch Magnus the Red	1	450

Wargear/Weapon	Points per Item
Ætherfire cannon	26
Asphyx shells	2
Dreadnought force blade	40
Osiron	70
Psyker (**Praetor**)	40
Psyker (other **Characters**)	20
Psyker (other units)	20

* Does not include wargear

Legion Rites of War

The Axis of Dissolution

This rite may only be taken by a Patrol or Battalion detachment.

- **The Alembic of Adamant: Thousand Sons** units in this detachment ignore Morale tests when they are within 6" of an objective.
- **The Caustic of Grace: Thousand Sons** units in this detachment hit on 5+ when firing overwatch.
- **The Transition of Vitriol: Thousand Sons** units in this detachment may re-roll failed hit and wound rolls against enemy units which Fell Back in their previous turn.

- All Troops choices in this detachment must be at the maximum possible unit size.
- This detachment may not have more units with the **Vehicle** keyword (except **Dreadnoughts**) than it has with the **Infantry** keyword.

The Guard of the Crimson King

This rite may only be taken by a Vanguard detachment.

- **Wreathed in Lightning, They Rend the Veil: Thousand Sons Terminator** and **Character** units gain the **Teleport Assault** ability and, when they are set up on the board, can re-roll failed invulnerable saves of 1 until their next turn.
  - **Teleport Assault:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
- **The Initiates of the Scarab:** Sekhmet Cabals must be the compulsory Elites choices in this detachment.
- **The Bidding of the Crimson King:** Magnus the Red may be selected as a HQ choice in this detachment.

- The Warlord must be in this detachment, and that Warlord must either be Magnus the Red, Ahzek Ahriman or a **Thousand Sons Praetor**.
- This detachment may not have more units with the **Vehicle** keyword than it has with the **Astartes** keyword.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units without the **Thousand Sons** keyword.

Legion Stratagem

COVENANT OF SORCERERS — 1 CP

Thousand Sons Stratagem

Use this Stratagem at the start of a Psychic phase if a **Thousand Sons Psyker** is within 6" of at least 2 other friendly **<Cult>** units. The psyker can immeidately attempt to manifest one additional psychic power this turn and you can add 2 to the psychic test.

Legion Warlord Trait

PSYCHIC EXEMPLAR

The Warlord may add 1 to any Psychic tests made to manifest powers from their Cult Discipline. Any rolls of 12+ count as Perils of the Warp.

Cult Disciplines

Before the battle, generate the psychic powers for Psykers that can use powers from the Cult disciplines using the appropriate table below. You can either roll a D3 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have. **Thousand Sons Psykers** generate their psychic powers from the discipline of their Cult.

Athanean Discipline	
D3 Roll	Power
1	**Mind Control** *Warp charge 6* If manifested, pick an enemy model within 12" of the psyker and roll 3D6. If the score is less than that model's Leadership nothing happens, but if it is equal to or greater, that model can immediately shoot another enemy unit of your choice, or make a single close combat attack against it, as if it were part of your army. Models cannot attack themselves, but they can attack other members of their unit.
2	**Horrify** *Warp charge 6* Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from the Leadership of that unit until your next Psychic phase.
3	**Mass Hypnosis** *Warp charge 7* If manifested, select a visible enemy unit within 18" of the psyker. Until the start of your next Psychic phase, the target cannot fire Overwatch, fights last in the Fight phase even if it charged, and must subtract 1 from its hit rolls

Corvidae Discipline

D3 Roll	Power
1	**Prescience** *Warp Charge 7* If manifested, select a **Thousand Sons** unit within 18" of the psyker. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase.
2	**Forewarning** *Warp charge 6* If manifested, select a **Thousand Sons** unit within 18" of the pskyer. Until the start of your next Psychic phase, you can add 1 to any invulnerable saves taken for the unit. Models that do not have an invulnerable save instead gain a 5+ invulnerable save.
3	**Reveal** *Warp charge 6* If manifested, choose an enemy unit within 18" of the psyker – this unit does not gain any bonus to its saving throws for being in cover until your next Psychic phase.

Pavoni Discipline

D3 Roll	Power
1	**Blood Boil** *Warp charge 5* If manifested, select a visible enemy unit within 18" of the psyker and roll three dice. The target suffers a mortal wound for each result that equals or exceeds its Toughness characteristic
2	**Iron Arm** *Warp charge 5* If manifested, select a friendly **Thousand Sons** unit within 18" of the psyker. Until the start of your next Psychic phase, each time that unit loses a wound, roll a D6; on a 5+, the damage is ignored and the unit does not lose that wound.
3	**Renewal** *Warp charge 5* If manifested, select a friendly non-**Vehicle Thousand Sons** unit within 18" of the psyker. That unit recovers D3 wounds lost earlier in the battle.

Pyrae Discipline

D3 Roll	Power
1	**Inferno** *Warp Charge 5* If manifested, select a visible enemy unit within 18" of the psyker. Roll one dice for each model in that unit – the unit suffers a mortal wound for each roll of 6.
2	**Burning Blades** *Warp charge 6* If manifested, pick a friendly **Thousand Sons** unit within 12" of the psyker. Add 1 to any wound rolls you make for that unit's Melee weapons until the start of your next Psychic phase.
3	**Sunburst** *Warp charge 8* If manifested, a vortex opens above the nearest visible enemy model within 12" of the psyker. That model's unit, and every other unit within 3" of that model suffers D3 mortal wounds. The number of mortal wounds inflicted is increased to D6 if the power is manifested with a Psychic test of 12+.

Raptora Discipline

D3 Roll	Power
1	**Levitate** *Warp charge 6* If manifested, pick a friendly **Thousand Sons** unit within 3" of the psyker. That unit can immediately move as if it were its Movement phase. You cannot use Levitate on a unit more than once in each Psychic phase.
2	**Psychic Barrier** *Warp charge 6* If manifested, choose a friendly **Thousand Sons** unit within 12" of the psyker. Until the start of your next Psychic phase, add 1 to that unit's saving throws.
3	**Nightshroud** *Warp charge 6* If manifested, choose a friendly **Thousand Sons** unit within 12" of the psyker. Until the start of your next turn, any enemy unit that targets the chosen unit with a ranged weapon suffers a -1 penalty to its hit rolls.

Castellax-Achea Battle-automata Maniple

10 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Castellax-Achea	7"	4+	3+	6	7	6	2	6	3+

A Castellax-Achea Battle-automata Maniple consists of 1 Castellax-Achea. It can include up to 4 additional Castellax-Achea **(Power Rating +10 per model).**

- Each model is armed with a mauler bolt cannon, two boltguns, shock chargers and asphyx shells.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ætherfire cannon	24"	Heavy D3	7	-3	D3	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Mauler bolt cannon	24"	Heavy 3	6	-2	1	-
Shock chargers	Melee	Melee	User	-3	1	-

WARGEAR OPTIONS	• Any Castellax-Achea can reeplace its mauler pattern bolt cannon with an Ætherfire cannon.
ABILITIES	**Psi-Control Matrix:** This model automatically passes Morale tests. Additionally, unless a friendly **Thousand Sons Psyker Character** unit is within 12"; this model can only target the nearest visible enemy unit if it shoots, and if it charges it can only declare a charge against the nearest visible enemy unit. **Refractor Field:** This model has a 5+ invulnerable save. **Reactor Blast:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Thousand Sons**
KEYWORDS	**Monster, Castellax-Achea, Support**

Sekhmet Terminator Cabal

16 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sekhmet Terminator	5"	3+	3+	4	4	3	2	7	2+
Sekhmet Inceptor	5"	3+	3+	4	4	3	3	8	2+

This unit consists of 1 Sekhmet Inceptor and 4 Sekhmet Terminators. It can include up to 5 additional Sekhmet Terminators **(Power Rating +16)**.

- Each model is armed with a combi-bolter, force weapon and asphyx shells.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Force axe	Melee	Melee	+1	-2	D3	-
Force lance	Melee	Melee	+2	-1	D3	-
Force stave	Melee	Melee	+2	-1	D3	-
Force sword	Melee	Melee	User	-3	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.

UNIT OPTIONS	• A Sekhmet Terminator Cabal can take Cataphractii Armour. If it does its Move characteristic is reduced to 4". OR • A Sekhmet Terminator Cabal can take Tartaros Armour. If it does its Move characteristic is increased to 6".
WARGEAR OPTIONS	• Any model can replace its force weapon with a power fist, chainfist or lightning claw. • The Sekhmet Inceptor can replace its combi-bolter with an item from the *Combi-Weapons* list.
ABILITIES	**Psyker:** This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. It knows the Smite power and one psychic power from the relevant Cult Discipline. When manifesting or Denying a psychic power, first select a model in the unit - measure range, visibility etc from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain. **Terminator Armour:** This unit has a 5+ invulnerable save. **Cataphractii Armour:** A model equipped with Cataphractii Armour has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances.
FACTION KEYWORDS	<Fealty>, Legiones Astartes, Thousand Sons
KEYWORDS	Infantry, Terminator, Sekhmet, Astartes, Psyker, <Cult>

Khenetai Occult Blade Cabal

9 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Khenetai Blade	6"	2+	3+	4	4	1	2	7	3+
Khenetai Blademaster	6"	2+	3+	4	4	1	3	8	3+

This unit consists of 1 Khenetai Blademaster and 4 Khenetai Blades. It can include up to 5 additional Khenetai Blades **(Power Rating +9)**.

- Each model is armed with a bolt pistol, frag grenades, krak grenades and two force swords.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	User	-3	D3	-
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.

WARGEAR OPTIONS	• For every five models in the unit, one model can replace its bolt pistol with a plasma pistol or hand flamer. • The Khenetai Blademaster can take melta bombs.
ABILITIES	**Psyker:** This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. It knows the Smite power and one psychic power from the relevant Cult Discipline. When manifesting or Denying a psychic power, first select a model in the unit - measure range, visibility etc from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain. **Mindsong of Blades:** Depending on the number of models in the squad, each model gains a bonus in the Fight phase. If the squad numbers 4-10 models, every model may re-roll hit rolls of 1 in the Fight phase. If the squad numbers 9-10 models, every model adds 1 to its Attacks characteristic.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Thousand Sons**
KEYWORDS	**Infantry, Khenetai Blades, Astartes, Psyker, <Cult>**

Ammitara Occult Intercession Cabal

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ammitara Intercessor	6"	3+	2+	4	4	1	1	8	4+
Ammitara Fate	6"	3+	2+	4	4	1	2	9	4+

This unit consists of 1 Ammitara Fate and 4 Ammitara Intercessors. It can include up to 5 additional Ammitara Intercessors **(Power Rating +7)**.

- Each model is armed with a bolt pistol, chainsword, sniper rifle, frag grenades, krak grenades and shroud bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** units that have suffered any hits from shroud bombs until the end of the turn.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a **Character** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.

WARGEAR OPTIONS

- For every five models in this unit, one Ammitara Intercessor can replace its sniper rifle with a meltagun or plasmagun.
- The Ammitara Fate may take a nuncio-vox
- The Ammitara Fate may take melta bombs.

ABILITIES

Psyker: This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. It knows the Smite and Mind Killer powers.

When manifesting or Denying a psychic power, first select a model in the unit - measure range, visibility etc from this model. If this unit suffers Perils of the Warp, it suffers D3 mortal wounds as described in the core rules, but units within 6" will only suffer damage if the Perils of the Warp cause the last model in the manifesting unit to be slain.

Mind Killer

Warp charge 7

If manifested, pick a friendly **Thousand Sons Ammitara Intercessors** unit within 3" of the psyker. That unit can re-roll failed hit and wound rolls made for shooting attacks until the start of the next Psychic phase. Additionally, until the start of the next Psychic phase units targeted by this unit's ranged attacks do not gain the benefits of being in cover to their saving throw.

Recon Armour: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.

Vanguard: Once both side are deployed but before the first player takes their turn, this unit can move as if it were their Movement phase. If both players have units that can do this, the player who is taking the first turn moves their units first. If all of the models embarked on a transport vehicle have this ability, then the transport vehicle can make the move instead.

FACTION KEYWORDS <Fealty>, Legiones Astartes, Thousand Sons

KEYWORDS Infantry, Ammitara Intercessors, Astartes, Psyker, <Cult>

Ahzek Ahriman

Chief Librarian of the Thousand Sons

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ahzek Ahriman	6"	2+	2+	4	4	5	4	9	2+

Ahzek Ahriman is a single model armed with a master-crafted force axe, a master-crafted bolt pistol, asphyx shells, frag grenades and krak grenades and equipped with an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted force axe	Melee	Melee	+1	-2	D3+1	-

ABILITIES	**Iron Halo:** This unit has a 4+ invulnerable save. **Ahriman's Cabal:** If a Legion Command Squad is taken because of Ahriman's Master of the Legion rule, the squad must take the Psyker upgrade as listed in Legion Wargear section. Their Cult Arcana is always Corvidae. **Asphyx Shells:** Bolt pistols, boltguns, combi-bolters, the boltgun profile of combi-weapons, mauler pattern bolt cannons and rotor cannons get +1 to wound rolls againt **Infantry**.
WARLORD TRAIT	**Pattern of Fates:** If this model is the warlord, pick up to three **Thousand Sons Astartes** units in the same detachment. These units gain the Scout ability: **Scout:** At the start of the first battle round but before the first turn begins, you can move this unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.
PSYKER	Ahriman may attempt to manifest two psychic powers in each friendly Psychic phase and attempt to Deny two psychic powers in each enemy Psychic phase. He knows the *Smite* power and all three psychic powers in the *Corvidae* discipline.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Thousand Sons**
KEYWORDS	**Infantry, Character, Astartes, Consul, Librarian, Psyker, Master of the Legion, Ahzek Ahriman, Corvidae**

Magistus Amon

Captain of the Ninth Fellowship

8 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Magistus Amon	6"	2+	2+	4	4	5	4	9	2+

Magistus Amon is a single model armed with a master-crafted force sword, archaeotech pistol, frag grenades and krak grenades and carrying the dust of the devourers. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Dust of the Devourers	Melee	Melee	*	-2	1	When attacking with this weapon, a model may only ever make a single attack, however this attack does D6 automatic hits, or 2D6 automatic hits if the target unit comprises 6 or more models. This weapon always wounds on a 4+, unless the target model is a **Vehicle**. This weapon can only be used once per battle.
Master-crafted force sword	Melee	Melee	User	-3	D3+1	-

ABILITIES	**Armour of Shades:** This model has a 5+ invulnerable save. In addition, this model may always claim the benefit of cover, even if in the open. **Hidden Servants & Secret Scryings:** If this model is in your army and the mission gives you the option to sieze the initiative, you may re-roll the result. In addition, models arriving from reinforcements may not arrive within 12" of Amon, or 24" if they are using the Flanking Manouevres ability.
WARLORD TRAIT	**Lord of the Hidden Paths:** If this model is the warlord, pick one **Thousand Sons** unit in the same detachment (without the **Fly** or **Titanic** keywords). This unit gains the Flanking Manoeuvres ability: **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.
PSYKER	Amon may attempt to manifest two psychic powers in each friendly Psychic phase and attempt to Deny two psychic powers in each enemy Psychic phase. He knows the *Smite* power and two psychic powers in the *Corvidae* or *Athanean* disciplines.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Thousand Sons**
KEYWORDS	**Infantry, Character, Astartes, Psyker, Amon, Corvidae, Athanean**

Magnus the Red

Primarch of the Thousand Sons

23 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Magnus	8"	2+	2+	7	6	9	6	10	2+

Magnus is a single model armed with the blade of ahn-nunurta and the psyfire serpenta. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Blade of ahn-nunurta	Melee	Melee	+2	-4	D3+1	-
Psyfire serpenta	15"	Pistol D3	8	-3	2	-

ABILITIES	**The Horned Raiment:** Magnus the Red has a 4+ invulnerable save. In addition, all damage suffered by Magnus the Red is halved (rounding up). **Sire of the XV Legion:** You can re-roll any failed hit and wound rolls with friendly Thousand Sons units within 6" of Magnus the Red. While Magnus is on the table friendly Thousand Sons units may use his Leadership. Units of Sekhmet Terminators gain the Objective Secured ability. **Arch Sorceror:** Magnus the Red is a member of all of the Cults of Prospero and can thus choose psychic power from any of them, also Troops choices in an army where he is Warlord can be from any of the Cults. Additionally he may roll 3 dice to manifest or Deny psychic powers (and only suffers from Perils of the Warp on a total of 16 or more). **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles).
PSYKER	Magnus the Red can attempt to manifest three psychic powers in each Psychic phase, and attempt to Deny three psychic powers in the enemy Psychic phase. Magnus knows the *Smite* psychic power and three other powers from the *Cult* or *Librarius* disciplines.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Thousand Sons**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Psyker, Magnus**

Legion XVI - Sons of Horus

One of the most aggressive Legions, the combat doctrines of the Sons of Horus were those of the application of overwhelming force directed to where the foe was weakest. These shattering blows were used to utterly destroy enemy command cadres, vital strategic support structures and wreak terrible slaughter on the pride of an enemy's forces, often turning the tide of a conflict with a single, well-placed attack.

Legion Traits

If your army is Battle-forged, all **Sons of Horus Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Merciless Fighters:** Hit rolls of a 6+ in the Fight phase generate an additional attack (additional attacks do not generate further attacks).
- **Death Dealer:** Models with this trait get a +1 bonus to hit rolls when making attacks with Rapid Fire or Assault type weapons within 9" of the target unit.
- **Bitter Pride:** May only benefit from special abilities or psychic powers that are provided by Sons of Horus models. In addition, in missions that award Victory Points for killing the Warlord, a Sons of Horus Warlord is worth one more VP than normal.

Legion Wargear

Sons of Horus models have access to the following wargear:

- Any **Character** or **Seeker Squad** can take Banestrike rounds.
- An Anvillus Pattern Dreadclaw Drop Pod can be taken as a Dedicated Transport for **Sons of Horus** units.

WARGEAR	DESCRIPTION
Banestrike rounds	Bolt pistols, boltguns, combi-bolters, the boltgun profile of combi-weapons and heavy bolters have their AP value increased to -2. Special issue boltguns increase the AP value of their standard rounds to -2.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainaxe	Melee	Melee	+1	-1	1	-
Master-crafed bolt pistol	12"	Pistol 1	4	0	2	-
Cthonian culling blade	Melee	Melee	User	-1	2	If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. If targeting **Characters**, you may re-roll failed hit rolls with this weapon.
The Warmaster's Talon	This weapon has both a melee and a ranged profile. The melee profile is used during the Fight phase, the ranged profile is used during the Shooting phase and for Overwatch.					
- Melee	Melee	Melee	User	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage. You can re-roll failed wound rolls with this weapon. Any model wounded by this weapon suffers a -1 to hit rolls until the start of the next Fight phase.
- Ranged	24"	Assault 6	5	-2	1	-
Worldbreaker	Melee	Melee	10	-4	4	When attacking with this weapon, you must subtract 1 from the hit roll.

Legion Points

Unit	Models per Unit	Points per Model
Justaerin Terminator Squad	5-12	37*
Reaver Attack Squad	5-15	17*
Reaver Attack Squad with Jump Packs	5-15	20*
Maloghurst the Twisted	1	89
Ezekyle Abaddon	1	170
Garviel Loken	1	105
Tybalt Marr	1	95
Horus the Warmaster	1	470

Wargear/Weapon	Points per Item
Banestrike rounds	3
Chainaxe	1
Cthonian culling blade	0
The Warmaster's Talon	0
Worldbreaker	0

* Does not include wargear

Legion Stratagem

SPEARTIP STRIKE — 2

Sons of Horus Stratagem

Use this Stratagem when a **Sons of Horus** unit arrives from reinforcements. You can set up this unit D3" closer to the enemy.

Legion Warlord Trait

CHOLERIC

The Merciless Fighters trait generates additional attacks on a 5+, instead of on a 6+ for models in friendly Sons of Horus units that are within 6" of your Warlord.

Legion Rites of War

The Black Reaving

This rite may only be taken by a Patrol or Battalion detachment.

- **The Eye of the Warmaster:** Justaerin Terminator units gain the **Teleport Assault** ability
  - **Teleport Assault:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
- **Reaver Onslaught:** Reaver Attack Squads can be taken as Troops choices.
- **Encirclement: Sons of Horus Infantry** units in this detachment that arrive on the board by using the **Flanking Manoeuvres** ability can re-roll charge rolls in the following Charge phase.
- **Cut them Down:** Any unit in this detachment that charge in the Charge phase can re-roll wound rolls of 1 in the following Fight phase.

- This detachment must take an additional compulsory Troops choices.
- This detachment must take more Fast Attack choices than Heavy Support choices.
- This detachment must take a **Master of Signals** as a compulsory HQ choice.
- Your army may not include a Fortification Network detachment.

The Long March

This rite may only be taken by a Patrol or Battalion detachment. It may not be taken by Shattered Legions armies.

- **The Warmasters Eyes:** Legion Terminator Squads can be taken as non-compulsory Troops choices.
- **Relentless March: Sons of Horus Infantry** in their own deployment zone may ignore the -1 hit modifier for moving and firing heavy weapons. **Sons of Horus Infantry** in neither deployment zone may re-roll Advance rolls. **Sons of Horus Infantry** in the enemy deployment zone may re-roll Charge rolls.
- **The Warmaster's Portion:** On the first turn of the game, models in this detachment may re-roll hit rolls of 1.

- All units in this detachment must be **Traitors**.
- Any models with Cataphractii Terminator Armour must be deployed inside a transport vehicle or deploy via the **Teleport Assault** ability (this Rite does not grant the ability).
- Your army may not include a Fortification Network detachment.
- Your army may not include any units without the **Sons of Horus** keyword.

Justaerin Terminator Squad

15 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Justaerin Terminator	4"	3+	3+	4	4	3	2	9	2+

This unit consists of 5 Justaerin Terminators. It can include up to 7 additional Justaerin Terminators **(Power Rating +21)**.

- Each model is armed with a combi-bolter and power weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Reaper autocannon	36"	Heavy 4	7	-1	1	-

WARGEAR OPTIONS	• Any model can replace its power weapon with a power fist, chainfist or lightning claw. • Any model can replace its combi-bolter with an item from the *Combi-Weapons* list. • For every five models in the unit, one model can replace its combi-bolter with a heavy flamer, reaper autocannon or multi-melta.
ABILITIES	**Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. **Favoured of Horus:** Roll a D6 each time a friendly **Sons of Horus Master of the Legion** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the **Sons of Horus Master of the Legion** does not lose a wound, but this unit suffers a mortal wound. **Furious Charge:** This unit adds 1 to their Attacks characteristic in the Fight phase if they charged in the preceding Charge phase. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Sons of Horus**
KEYWORDS	**Infantry, Terminator, Justaerin, Astartes**

Reaver Attack Squad

8 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reaver	6"	3+	3+	4	4	1	2	7	3+
Reaver Chieftian	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Reaver Chieftian and 4 Reavers. It can include up to 5 additional Reavers **(Power Rating +8)** or up to 10 additional Reavers **(Power Rating +16)**.

- Each model is armed with a bolt pistol, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainaxe	Melee	Melee	+1	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Volkite charger	15"	Assault 2	5	0	2	-

UNIT OPTIONS	• The entire unit can be equipped with jump packs, gaining the **Jump Pack** and **Fly** keywords **(+1 Power rating per 5 models)**. • The entire unit can take banestrike rounds.
WARGEAR OPTIONS	• Any model can replace its chainsword with a chainaxe, power weapon or power fist. • Any model can take a boltgun, volkite charger or an item from the *Combi-Weapons* list. • For every five models in the unit, one model can replace its bolter with a flamer, meltagun, plasma gun or plasma pistol. • The Reaver Chieftian can take melta bombs. • The Reaver Chieftian can take a hand flamer.
ABILITIES	**Assassins Eye:** Enemy **Character** models within 12" can be targeted even if they are not the nearest visible enemy unit. **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Sons of Horus**
KEYWORDS	**Infantry, Reavers, Astartes**

Maloghurst the Twisted

Equerry of the Warmaster

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Maloghurst	5"	3+	3+	4	4	4	3	9	3+

Maloghurst is a single model armed with a power sword, bolter, boltpistol, banestrike shells, frag grenades and krak grenades and equipped with a refractor field and a legion banner. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-

ABILITIES	**Refractor Field:** This model has a 5+ invulnerable save. **Banestrike Rounds:** Bolt pistols, boltguns, combi-bolters, the boltgun profile of combi-weapons and heavy bolters have their AP value increased to -2. Special issue boltguns increase the AP value of their standard rounds to -2. **Bearer of the Eye:** If this model is included in a detachment, you may take Legion Veteran Tactical Squads and Reaver Attack Squads as Troops choices in that detachment. **Broken in Body:** This model may not Advance or make consolidation moves. **Legion Banner:** **Sons of Horus** units within 6" of any friendly this model add 1 to their Leadership. In addition, roll a D6 each time a **Sons of Horus Infantry** model is destroyed within 6" of this model before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds; it can either shoot with one of its weapons as though it were the Shooting phase, or make a single attacks if it were the Fight phase.
WARLORD TRAIT	**Battle Standard of the Rebellion:** If this model is the warlord, he gains the Objective Secured ability.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Sons of Horus**
KEYWORDS	**Infantry, Character, Astartes, Consul, Herald, Master of the Legion, Maloghurst**

Ezekyle Abaddon

First Captain of the Sons of Horus

9 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ezekyle Abaddon	4"	2+	2+	4	4	6	5	9	2+

Ezekyle Abaddon is a single model armed with a master-crafted power fist, a grenade harness and either a combi-bolter or a power sword. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	-
Master-crafted power fist	Melee	Melee	x2	-3	D3+1	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-

ABILITIES	**Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Sons of Horus** units within 6". **Teleport Assault:** This model and one other **Sons of Horus Terminator** unit in the same detachment gain the **Teleport Assault** ability. • **Teleport Assault:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
WARLORD TRAIT	**Intimidating Presence:** If this model is the warlord, enemy units within 6" of this model suffer -1 Leadership.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Sons of Horus**
KEYWORDS	**Infantry, Character, Astartes, Pretor, Master of the Legion, Abaddon**

Garviel Loken

Last Captain of the Luna Wolves

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Garviel Loken	6"	2+	2+	4	4	5	4	9	3+

Garviel Loken is a single model armed with a paragon blade, bolt pistol, frag grenades, krak grenades and equipped with an iron halo. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Paragon blade	Melee	Melee	+2	-3	D3	-

ABILITIES	**Born Survivor:** The first time this model is slain, roll a D6; on a result of 2+ the model stays on the battlefield with 1 wound remaining. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Sons of Horus** units within 6".
WARLORD TRAIT	**Inspiring Presence:** If this model is the warlord, friendly **Sons of Horus** units within 12" may use his Leadership characteristic when taking Morale tests.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Sons of Horus**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Garviel Loken**

Tybalt Marr

Captain of the 18th Company

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tybalt Marr	6"	2+	2+	4	4	5	4	9	2+

Tybalt Marr is a single model armed with a cthonian culling blade, master-crafted bolt pistol, frag grenades and krak grenades and equipped with an iron halo and banestrike rounds. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafed bolt pistol	12"	Pistol 1	4	0	2	-
Cthonian culling blade	Melee	Melee	User	-1	2	If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage. If targeting **Characters**, you may re-roll failed hit rolls with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Iron Halo:** This model has a 4+ invulnerable save. **Banestrike Rounds:** Bolt pistols, boltguns, combi-bolters, the boltgun profile of combi-weapons and heavy bolters have their AP value increased to -2. Special issue boltguns increase the AP value of their standard rounds to -2. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Sons of Horus** units within 6".
WARLORD TRAIT	**By the Hunter's Moon:** If this model is the warlord, enemy models within 24" of this model at end of deployment may not Advance on their first turn.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Sons of Horus**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Tybalt Marr**

Horus the Warmaster

Primarch of the Sons of Horus

23 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Horus Lupercal	8"	2+	2+	7	6	9	7	10	2+

Horus Lupercal is a single model armed with worldbreaker, the warmaster's talon, a bombardment, cognis-signum and frag grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bombardment	100"	Heavy D6	8	-2	D3	This weapon can only be fired once per battle, and cannot be used if the bearer moved. This weapon can target units that are not visible to the bearer (when doing so, subtract 1 from the hit rolls). You may only use one Bombardment per turn, regardless of how many Masters of Signals you have in your army.
Frag grenade	6"	Grenade D6	3	0	1	-
The Warmaster's Talon	This weapon has both a melee and a ranged profile. The melee profile is used during the Fight phase, the ranged profile is used during the Shooting phase and for Overwatch.					
- Melee	Melee	Melee	User	-3	2	If you roll a 6+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage. You can re-roll failed wound rolls with this weapon. Any model wounded by this weapon suffers a -1 to hit rolls until the start of the next Fight phase.
- Ranged	24"	Assault 6	5	-2	1	-
Worldbreaker	Melee	Melee	10	-4	4	When attacking with this weapon, you must subtract 1 from the hit roll.

ABILITIES	**The Serpent's Scales:** Horus Lupercal has a 3+ invulnerable save, and may ignore the effects of any enemy psychic power targetting him on a 3+. **Sire of the XVI Legion:** You can re-roll any failed hit and wound rolls with friendly **Sons of Horus** units within 6" of Horus Lupercal. While Horus Lupercal is on the table, friendly **Sons of Horus** units add 1 to their Leadership characteristic. Units of Justaerin Terminators and Legion Veteran Tactical Squads gain the Objective Secured ability. **Weapon Mastery:** If all enemy models in combat with Horus Lupercal at the start of the Fight phase have a worse Weapon Skill characteristic than he does, he gains D3 additional attacks. **The Point of the Spear:** During deployment, you can set up Horus Lupercal and/or one friendly Sons of Horus Terminator unit in a teleportarium chamber instead of deploying it on the battlefield. At the end of any of your Movement phases this/these unit(s) can perform a teleport strike - set it/them up anywhere on the battlefield that is more than 9" away from any enemy models. **God of Battle:** In missions where a player has the option to Sieze the initiative, an army containing Horus Lupercal may seize the initiative on a 4+. In addition, any unit in an army containing Horus may be set up using the **Flanking Manoeuvres** ability: **Flanking Manoeuvres:** During deployment, you can set up this unit moving around the flanks instead of placing it on the battlefield. At the end of any of your Movement phases the unit can join the battle - set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" from enemy models. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Sons of Horus**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Horus**

Legion XVII - Word Bearers

Where once the XVII legion brought the light of the Emperor to benighted humanity, now the Word Bearers bring the darkness of Old Night. No longer driven by duty and honour, but by the thirst for forbidden lore and undeserved power, they seek to Warp itself and enslave its denizens to their will. When the Word Bearers march to war, the fabric of reality is distorted and dread things from the abyss march at their side.

Legion Traits

If your army is Battle-forged, all **Word Bearers Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **True Believers:** You can re-roll failed Morale tests for units with this trait.
- **Infernal Knowledge: Traitor Psykers** and **Diabolists** with this trait can make use of Daemonic Rituals.
- **Charismatic Leadership:** If an army contains one or more detachments that use the **Word Bearers** keyword and allow more than one HQ choice, one of those detachments must take an additional compulsory HQ choice. This must be a model with either the **Centurion** or **Chaplain** keywords.

Legion Wargear

Word Bearers models have access to the following wargear:

- Any **Traitor Centurion** without a current Consul upgrade can be upgraded to a Diabolist Consul.
- Any **Traitor Praetor**, **Centurion**, **Diabolist** or **Chaplain** can take Burning Lore.
- Any model with access to the *Melee Weapons* list can take a Tainted weapon as it's choice from the list.
- If the detachment includes a **Diabolist**, any **Tactical Squad**, **Assault Squad**, **Breacher Squad**, **Veteran Tactical Squad** or Legion Terminator Squad can take Dark Channelling.

WARGEAR	DESCRIPTION
Burning Lore	This model gains the **Psyker** keyword, knows Smite and one other psychic power from the *Librarius* discipline. They may attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase.
Dark Channelling	At the start of the game, roll D3 on the following table: 1. The unit may re-roll failed hit rolls in the first round of combat. 2. The models in the unit have +1 Strength. 3. The unit has a 5+ invulnerable save.
Diabolist Consul	• This model loses the **Centurion** keyword and gains the **Diabolist**, **Consul** and **Daemon** keywords. • **Daemonic:** This model has a 5+ invulnerable save. • **Boundless Rage:** This model can re-roll failed to hit rolls during the Fight phase when targeting models with the **Loyalist** keyword. • May not take a power fist, chainfist, thunder hammer, Bike, Jetbike or Terminator armour. +0 Power

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anakatis blade	Melee	Melee	User	-2	2	If you roll a 5+ to wound with this weapon, it inflicts a mortal wound in addition to its usual damage.
Axe-rake	Melee	Melee	+1	0	1	Roll off if an enemy **Infantry** unit within 1" wishes to Fall Back, the enemy unit can only Fall Back if the player commanding it wins the roll-off.
Azurda Char'is	Melee	Melee	+2	-1	D3	-
Curs'd boltspitter	24"	Assault 2	4	-1	1	-
Digi flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target. This weapon can only be used once per battle.
Illuminarum	Melee	Melee	+2	-3	D3+1	-
Master-crafted power maul	Melee	Melee	+2	-1	2	-
Tainted powerclaw	Melee	Melee	10	-3	3	Invulnerable saves cannot be made against this weapon.
Tainted weapon	Melee	Melee	User	-1	D6	-
Warpfire plasma cannon	36"	Heavy D3	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.

Legion Points

Unit	Models per Unit	Points per Model
Mhara Gal Tainted Dreadnought	1	145*
Gal Vorbak Dark Bretheren	5-10	48*
The Ashen Circle	5-10	20*
Diabolist Consul	n/a	+8
High Chaplain Erebus	1	135
Kor Phaerun	1	142
Hol Beloth	1	125
Zardu Layak	1	138
Anakati Kul Blade-slaves	2	68
Lorgar	1	340
Lorgar Transfigured		375

* Does not include wargear

Wargear/Weapon	Points per Item
Anakatis blade	0
Axe rake	1
Azurda Char'is	0
Burning Lore	20
Curs'd boltspitter	3
Dark Channeling	20
Digi flamer	0
Illuminarum	0
Master-crafted power maul	0
Tainted powerclaw	45
Tainted weapon	8
Warpfire plasma cannon	40

Legion Rites of War

The Dark Brethren

This rite may only be taken by a Battalion detachment.

- **Arch-Traitors: Characters** in this detachment can re-roll hit and wound rolls of 1 against **Loyalist Astartes**.
- **Signs & Portents:** At the start of the game, select one of the Troops choices from this detachment and roll a dice. On a roll of 1-3, that unit can re-roll hit and wound rolls of 1. On a roll of 4-6, enemy units can re-roll hit and wound rolls of 1 when targeting this unit.
- **Hell follows with Them:** Enemy **Psykers** who suffer Perils of the Warp take one more mortal wound than normal.

- This detachment must include a **Diabolist**.
- This detachment cannot include more than one Heavy Support choice.
- Your army may include a Patrol detachment made up of Warhammer 40,000 units with the **Chaos** and **Daemon** keywords (but without the **Renegade Astartes** or **Renegades and Heretics** keywords).
- Your army may not include a Fortification detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Last of the Serrated Sun

This rite may only be taken by a Vanguard detachment.

- **Company of Monsters:** Gal Vorbak must be taken as the compulsory Elites choices in this detachment, and gain the **Objective Secured** ability. They must be deployed inside a Drop Pod or Dreadclaw Drop Pod.
- **Drop Elite: Drop Pods** are available as Dedicated Transports.
- **Burning Sun:** Enemy units within 12" of the landing point of a Drop Pod or Dreadclaw Drop Pod count their Leadership as one less than normal until the end of the battle round.

- **Infantry** units in this detachment must be deployed inside a Drop Pod or Dreadclaw Drop Pod, deployed via Teleport Assault, or transported inside a Flyer.
- This detachment cannot include any **Artillery** units.
- Your army may not include a Fortification detachment.
- Your army may not include any units without the **Word Bearers** keyword.

CUT THEM DOWN!
Word Bearers Stratagem

1 CP

Use this Stratagem when a **Word Bearers Infantry** unit wipes out it's enemy in the Fight phase. It may consolidate 6" instead of 3".

Legion Warlord Trait

VOICE OF LORGAR

Increases the range of any aura abilities on your Warlord's datasheet by 3".

Mhara Gal Tainted Dreadnought

12 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mhara Gal Tainted Dreadnought	9"	2+	2+	7	7	6-12	4	8	3+
	6"	3+	3+			3-5			
	4"	4+	4+			1-2			

A Mhara Gal Tainted Dreadnought is a single model equipped with a tainted power claw, curs'd boltspitter and warpfire plasma cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Curs'd boltspitter	24"	Assault 2	4	-1	1	-
Multi-melta	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Tainted powerclaw	Melee	Melee	10	-3	3	Invulnerable saves cannot be made against this weapon.
Twin autocannon	48"	Heavy 4	7	-1	2	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-
Warpfire plasma cannon	36"	Heavy D3	8	-3	2	-

WARGEAR OPTIONS	• This model can replace its warpfire plasma cannnon with a tainted power claw and curs'd boltspitter. • This model can replace its tainted power claw and curs'd boltspitter with a multi-melta, twin autocannon, twin lascannon or warpfire plasma cannon.
ABILITIES	**Dark Fury:** If this model is equipped with two melee weapons, it gains +1 Attack. **Howling Death:** If a unit has any models slain by a **Mhara Gal**, the unit subtracts 2 from its Leadership for the rest of the turn. This modifier is not cumulative. **Accursed:** Enemy units within 6" of the **Mhara Gal** suffer a -1 penalty to their Leadership. At the start of each friendly Psychic phase **Psyker** and/or **Daemon** units within 6" of the **Mhara Gal** (not including the **Mhara Gal**) must roll a D6, on a 4+ they suffer a mortal wound. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds. **Shroud of Dark Fire:** This model has a 4+ invulnerable save. **The Earth Recoils:** This unit may move through ruins as if it had the **Infantry** keyword. However, it may still not move above the ground floor.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Word Bearers**
KEYWORDS	**Vehicle, Dreadnought, Mhara Gal, Daemon**

Gal Vorbak Dark Brethren

13 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dark Brethren	7"	3+	3+	5	5	3	3	9	3+
Dark Martyr	7"	3+	3+	5	5	4	4	9	3+

This unit consists of 1 Dark Martyr and 4 Dark Brethren. It can include up to 5 additional Dark Brethren **(Power Rating +13)**.

- Each model is armed with a boltgun, bolt pistol, chainsword, rending claws, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Power axe	Melee	Melee	+1	-2	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Rending claws	Melee	Melee	User	-1	1	Every time you make a Wound roll of 6+ with this weapon, that wound is resolved with an AP of -4 instead of -1.

WARGEAR OPTIONS	• For every five models in the unit, one model can replace its boltgun with a flamer, meltagun, plasma gun, power sword, power axe or power maul. • The Dark Martyr can replace its chainsword with an item from the *Melee Weapons* list. • The Dark Martyr can replace its chainsword and bolt pistol with two lightning claws. • The Dark Martyr can take melta bombs.
ABILITIES	**Daemonic:** This unit has a 5+ invulnerable save. **Warp Strike:** During deployment, you may set this unit up in the warp instead of placing it on the battlefield. At the end of any of your Movement phases the unit may use a warp rift to arrive on the battlefield - set it up anywhere on the battlefield that is more than 9" away from enemy models. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Word Bearers**
KEYWORDS	**Infantry, Daemon, Gal Vorbak**

The Ashen Circle

9 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Incendiary	11"	3+	3+	4	4	1	1	8	3+
Iconoclast	11"	3+	3+	4	4	1	2	9	3+

This unit consists of 1 Iconoclast and 4 Incendiaries. It can include up to 5 additional Incendiaries **(Power Rating +9)**.

- Each model is armed with a hand flamer, axe-rake, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Axe-rake	Melee	Melee	+1	0	1	Roll off if an enemy **Infantry** unit within 1" wishes to Fall Back, the enemy unit can only Fall Back if the player commanding it wins the roll-off.
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Phosphex bomb	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against **Infantry** and **Biker** units. This weapon can only be used once per battle.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-

WARGEAR OPTIONS

- Any model can replace its axe-rake with a power axe.
- The Iconoclast can replace his hand flamer with a plasma pistol or inferno pistol.
- The Iconoclast can take up to three phosphex bombs.
- The Iconoclast can take melta bombs.

ABILITIES

Jump Pack Assault: During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

Burning Descent: Immediately after deploying this unit via the Jump Pack Assault ability, select 1 unit within 12". That unit suffers 2D6 Strength 3, AP -1, Damage 1 hits.

Scorched Earth: Roll a D6 for each model that finishes a charge move within 1" of an enemy. On a 6 it takes a mortal wound.

Hardened Armour: This unit has a 5+ invulnerable save.

Legion Elite: This unit can re-roll hit rolls of 1 during the Fight phase.

FACTION KEYWORDS

<Fealty>, Legiones Astartes, Word Bearers

KEYWORDS

Infantry, Jump Pack, Fly, Ashen Circle, Astartes, Void Hardened, Destroyer

High Chaplain Erebus

The Dark Apostle

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Erebus	6"	2+	3+	4	4	5	4	9	2+

Erebus is a single model armed with a master-crafted power maul, plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted power maul	Melee	Melee	+2	-1	2	-
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.

ABILITIES	**Burning Lore** **Iron Halo:** This model has a 4+ invulnerable save. **Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly **Word Bearers** units within 6" of this model.
WARLORD TRAITS	**Intimidating Presence:** If this model is this warlord, enemy units within 12" of this model suffer -1 to their Leadership characteristic. In addition, if this model is the warlord, your army may include a Patrol detachment made up of Warhammer 40,000 units with the **Chaos** and **Daemon** keywords (but without the **Renegade Astartes** or **Renegades and Heretics** keywords).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Word Bearers**
KEYWORDS	**Infantry, Character, Astartes, Consul, Chaplain, Diabolist, Master of the Legion, Erebus**

Kor Phaeron

First Captain of the Word Bearers

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kor Phaeron	4"	3+	3+	4	3	5	3	9	2+

Kor Phaeron is a single model armed with two lightning claws and a digi-flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Digi-flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target. This weapon may only be used once per battle.
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.

ABILITIES	**Burning Lore** **Jealous Command:** Kor Phaeson must always be your army's Warlord, unless Lorgar is also included. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Word Bearers** units within 6". **The Terminus Consolaris:** This model has a 4+ invulnerable save. In addition, roll a D6 at the start of each friendly turn; on a 6+ Kor Phaeron regains 1 lost wound.
WARLORD TRAIT	**Dark Oratory:** If this model is the warlord, all **Word Bearers Astartes** units in the same detachment add 1 to their Leadership characteristic. In addition, if this model is the warlord, your army may include a Patrol detachment made up of Warhammer 40,000 units with the **Chaos** and **Daemon** keywords (but without the **Renegade Astartes** or **Renegades and Heretics** keywords).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Word Bearers**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Diabolist, Master of the Legion, Kor Phaeron**

Hol Beloth

Captain of the Graven star

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hol Beloth	6"	2+	2+	4	4	5	5	9	2+

Hol Beloth is a single model armed with a master-crafted power fist, a tainted weapon, a plasma pistol, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted power fist	Melee	Melee	x2	-3	D3+1	When attacking with this weapon, you must subtract 1 from the hit roll.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Tainted weapon	Melee	Melee	User	-1	D6	-

ABILITIES	**Exhortation of Battle:** Once per game, at the start of your Fight phase, Hol Beloth may use this ability. For the duration of that Fight phase, all friendly **Word Bearers Astartes** and **Dreadnought** units may add 1 to their Hit rolls. **Hexaglyphic Ward:** This model ignores the first failed saving throw of the battle. **Iron Halo:** This model has a 4+ invulnerable save. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Word Bearers** units within 6".
WARLORD TRAIT	**Bloody-handed:** The benefit of this trait has already been included in Hol Beloth's profile, above.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Word Bearers**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Hol Beloth**

Zardu Layak

The Crimson Apostle

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Zardu Layak	6"	3+	3+	4	5	4	3	9	2+

Zardu Layak is a single model armed with a bolt pistol, the panoply of flame, the azurda char'is, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Azurda char'is	Melee	Melee	+2	-1	D3	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Panoply of flame	8"	Heavy D6	5	-1	1	This weapon automatically hits its target. This weapon may only be used once per battle.

ABILITIES	**Binder of Souls:** Units in an army containing this model who roll on the Dark Channelling table may add 1 to their roll. In addition, once per game, this model may re-roll a single Psychic test. **Daemonic:** This model has a 5+ invulnerable save. **Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly **Word Bearers** units within 6" of this model. **Panoply of Flame:** Enemy models in combat with **Word Bearers** units within 6" of this model count their Leadership characteristic as one less than normal.
WARLORD TRAIT	**Reign of Fire:** If this model is the warlord, Ashen Circle units in the same detachment may be takes as Troops choices, but must purchase Dark Channelling. In addition, if this model is the Warlord, your army may include a Patrol detachment made up of Warhammer 40,000 units with the **Chaos** and **Daemon** keywords (but without the **Renegade Astartes** or **Renegades and Heretics** keywords).
PSYKER	This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the *Librarius* discipline.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Word Bearers**
KEYWORDS	**Infantry, Character, Astartes, Psyker, Consul, Diabolist, Daemon, Master of the Legion, Zardu Layak**

Anakatis Kul Blade-slaves

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Blade-slave	7"	2+	3+	6	5	4	4	8	3+

This unit consists of 2 Blade-slaves, each armed with an anakatis blade and a plasma pistol. Only one of this unit may be included in your army, and only if the army includes Zardu Layak.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Anakatis blade	Melee	Melee	User	-3	1	If you roll a 5+ to wound with this weapon, those wounds are resolved as two separate wounds that must be allocated and saved individually.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.

ABILITIES

Bodyguard: This unit does not fill any Battlefield Role Slots when choosing an army. Instead, you can only take this unit if **Zardu Layak** is present in the army. Should an effect be related to the unit's battlefield role, this unit counts as a HQ choice.

In addition, Roll a D6 each time **Zardu Layak** loses a wound while he is within 3" of this unit. On a 2+ a blade slave can intercept that hit. **Zardu Layak** does not suffer a wound but the blade slave suffers a mortal wound.

Daemonic: This unit has a 5+ invulnerable save.

Mindless Killers: If Zardu Layak is slain, this unit devolve into midless killers. Unless they are within 1" of a unit at the start of the turn, they will attempt to move towards the closest **Infantry** or **Monster** unit (friend or foe) and charge it, fighting normally againt wichever unit has the most models in base contact with it. They will always consolidate the full distance towards the closest unit.

Unnatural Vigour: Roll a D6 at the start of each friendly turn for each blade slave; on a 5+ that model regains 1 lost wound.

Legion Elite: This unit can re-roll hit rolls of 1 during the Fight phase.

FACTION KEYWORDS: **Traitor, Legiones Astartes, Word Bearers**

KEYWORDS: **Infantry, Astartes, Daemon, Blade Slaves**

Lorgar Aurelian

Primarch of the Word Bearers

17 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lorgar	8"	2+	2+	6	6	7	5	10	2+

Lorgar is a single model armed with illuminarum, an archaeotech pistol and frag grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Illuminarum	Melee	Melee	+2	-3	D3+1	-

UNIT OPTIONS	**Lorgar Transfigured (Power Rating +2):** If this upgrade is selected, Lorgar may attempt to manifest or Deny an extra psychic power per Psychic phase, and knows the Smite psychic power and three powers from the Librarius discipline. When attempting to manifest psychic powers, Lorgar reduces the warp charge cost by 1.
ABILITIES	**The Armour of the Word:** Lorgar has a 4+ invulnerable save, and may ignore the effects of any enemy psychic power targetting him on a 3+. **Sire of the XVII Legion:** You can re-roll any failed hit and wound rolls with friendly **Word Bearers** units within 6" of Lorgar Aurelian. While Lorgar Aurelian is on the table, **Word Bearer** units may use his Leadership. **Dark Fortune:** Once per game, at the start of any turn, you may choose a single enemy unit. That unit has -1 to its hit and wound rolls against Lorgar for the rest of the battle round. **Living Icon:** All **Word Bearers** units with a line of sight to Lorgar add 1 to their charge distance and Advance rolls. **Psyker:** This model can attempt to manifest two psychic powers in each Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. He may re-roll attempts to Deny psychic powers. Lorgar knows the Smite psychic power and two powers from the Librarius discipline. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Word Bearers**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Psyker, Lorgar**

Legion XVIII - Salamanders

The Salamanders are the exemplars of forge-wrought duty, masters of artifice and possessed of a fearsome and uncompromising sense of honour. They stand for toil and sacrifice, bearing arms and armour forged to the highest possible standards and often by the hands of the Legionnaires who bear them in battle. The Legion wields the tools of the smith as a weapon of war, bringing heat, iron and raw strength of arms to those who would deny the Imperial Truth.

Legion Traits

If your army is Battle-forged, all **Salamanders Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Strength of Will:** Units with this trait ignore any negative modifiers to their Leadership characteristic.
- **Promethean Cult:** Reduce the Strength of any flamer attack made against a unit with this trait by 1. For the purposes of this trait, a flame weapon is any weapon whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm cannon).
- **Nocturne Born:** When Advancing or charging, models with this trait reduce the dice roll by 1.

Legion Wargear

Salamanders models have access to the following wargear:

- Any **Character** can make one of their weapons Master-crafted.
- Any model can replace its Heavy bolter/Twin heavy bolter with a Heavy flamer/Twin heavy flamer.
- Any model can replace its Plasma pistol with an Inferno pistol.
- A **Praetor** can take a Mantle of the Elder Drake.
- Any **Terminator** model can replace its combi-bolter with a Dragonscale storm shield.

WARGEAR	DESCRIPTION
Dragonscale storm shield	A model equipped with a Dragonscale storm shield improves its invulnerable save by 1 (to a maximum of 3+).
Mantle of the Elder Drake	All damage suffered by a model with a Mantle of the Elder Drake is reduced by 1 (to a minimum of 1).
Master-crafted	A weapon that has been Master-crafted increases its Damage by 1.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Darkstar falling	Melee	Melee	+2	-3	2	-
Dawnbringer	When attacking with this weapon, choose one of the profiles below.					
- Standard	Melee	Melee	x2	-4	D3+2	When attacking with this weapon, you must subtract 1 from the hit roll.
- Earthshatter	Melee	Melee	8	-2	2	Make 2 hit rolls for each attack with this weapon, instead of 1. Units hit with this weapon halve their Move characteristic during their next turn.
Dreadfire heavy flamer	When attacking with this weapon, choose one of the profiles below.					
- Flamer	12"	Heavy D6	5	-1	1	This weapon automatically hits its target.
- Melta	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Pyroclast flame projector	When attacking with this weapon, choose one of the profiles below.					
- Flamer	8"	Heavy 1	5	-1	1	This weapon automatically hits its target.
- Melta	8"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
The furnace's heart	18"	Heavy 1	6	-3	1	Draw a line 18" long from this model; each unit (friend or enemy) that gets passed over/through by the line suffers D3 shots. If the line passes through/over a **Vehicle** unit it is terminated at that unit. The **Vehicle** unit suffers a mortal wounds in addition to the D3 shots.

Legion Points

Unit	Models per Unit	Points per Model
Pyroclast Squad	5-10	18*
Firedrake Terminator Squad	5-10	36*
Cassian Dracos	1	239
Cassian Dracos Reborn		271
Lord Chaplain Nomus Rhy'tan	1	136
Xiaphas Jurr	1	119
Vulkan	1	410

* Does not include wargear

Wargear/Weapon	Points per Item
Darkstar falling	0
Dawnbringer	0
Dragonscale storm shield	4
Dreadfire heavy flamer	0
Inferno pistol	20
Mantle of the Elder Drake	10
Master-crafted	6
Pyroclast flame projector	20

Legion Rites of War

The Covenant of Fire

This rite may only be taken by a Patrol or Battalion detachment. This detachment generates 1 more Command Point than normal.

- **Obsidian Forged: Vehicles** in this detachment gain a 5+ invulnerable save against weapons with the words melta, flamer, volkite or plasma in their name.
- **Veneration of Wrath:** Units in this detachment can re-roll hit rolls of 1 when using meltaguns, multi-meltas, inferno pistols and melta bombs.

- Units in this detachment cannot use the **Teleport Assault** ability to arrive from reinforcements.
- This detachment cannot take more combined Heavy Support and Fast Attack choices than Troops choices.
- With the exception of **Champions**, this detachment may only include one **Consul**.
- Your army may not include a Fortification Network detachment.

The Awakening Fire

This rite may only be taken by a Patrol or Battalion detachment.

- **Devils from the Dark:** Enemy models in combat with **Salamanders Infantry** units in this detachment count their Leadership characteristic as one less than normal.
- **Unto the Fires:** In missions where a dice roll is used to determine game length you may choose to add 2 to the result of the dice.
- **Fury of the Salamander: Librarians** in this detachment may choose Fury of the Salamander as one of their chosen psychic powers.

  Fury of the Salamander

  Warp Charge 7

  If manifested, pick an enemy unit within 18" of the psyker. The unit suffers D3 mortal wounds. For the purposes of Morale tests, each of these wounds counts as two wounds.

- This detachment must include a **Chaplain**.
- This detachment may only one unit with each of the following keywords: **Jump Pack**, **Fly**.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units without the **Salamanders** keyword.

Legion Stratagem

PROMETHEAN GIFT — 1 CP

Salamanders Stratagem

Use this Stratagem just before a **Salamander** unit attacks in the Shooting phase. Add 1 to the wound rolls made for all that unit's flame weapons. For the purposes of this Stratagem, a flame weapon is any weapon whose name includes the word 'flame' (e.g. flamer, heavy flamer, flamestorm cannon).

Legion Warlord Trait

ANVIL OF STRENGTH

Add 1 to the Strength characteristic of your Warlord.

Pyroclast Squad

10 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pyroclast	6"	3+	3+	4	4	1	1	8	2+
Pyroclast Warden	6"	3+	3+	4	4	1	2	8	2+

This unit consists of 1 Pyroclast Warden and 4 Pyroclasts. It can include up to 5 additional Pyroclasts **(Power Rating +10)**.

- Each model is armed with a pyroclast flame projector, chainsword, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Pyroclast flame projector	When attacking with this weapon, choose one of the profiles below.					
- Flamer	8"	Heavy 1	5	-1	1	This weapon automatically hits its target.
- Melta	8"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

WARGEAR OPTIONS	• The Pyroclast Warden can replace its combat blade with a power weapon or power fist. • The Pyroclast Warden can take melta bombs.
ABILITIES	**Mantle of Ash:** This unit has a 5+ invulnerable save.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Salamanders**
KEYWORDS	**Infantry, Pyroclasts, Astartes**

Firedrake Terminator Squad

14 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Firedrake	4"	3+	3+	4	4	3	2	8	2+
Firedrake Master	4"	3+	3+	4	4	3	3	8	2+

This unit consists of 1 Firedrake Master and 4 Firedrakes. It can include up to 5 additional Firedrakes **(Power Rating +14)**.

- Each Firedrake is armed with a combi-bolter and power weapon.
- The Firedrake Master is armed with a combi-bolter and master-crafted power weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-melta	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

WARGEAR OPTIONS	• Any model can replace its power weapon with a power fist, chainfist or thunder hammer. • Any model can replace its combi-bolter with a combi-flamer, combi-melta or dragonscale storm shield. • One Firedrake can replace its combi-bolter with a heavy flamer. • The Firedrake Master can replace its master-crafted power weapon with a master-crafted thunder hammer.
ABILITIES	**Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. **Favoured of Vulkan:** Roll a D6 each time a friendly **Salamanders Master of the Legion** loses a wound whilst they are within 3" of this unit; on a 2+ a model from this unit can intercept that hit - the **Salamanders Master of the Legion** does not lose a wound, but this unit suffers a mortal wound. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Salamanders**
KEYWORDS	**Infantry, Terminator, Firedrakes, Astartes**

Cassian Dracos

First Commander of the XVIII Legion

12 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Cassian Dracos	6"	2+	2+	6	8	9	4	9	3+

Cassian Dracos is a single model armed with two dreadnought close combat weapons and two dreadfire heavy flamers. Only one Cassian Dracos may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dreadnought close combat weapon	Melee	Melee	x2	-3	3	-
Dreadfire heavy flamer	When attacking with this weapon, choose one of the profiles below. Both dreadfire heavy flamers must use the same option.					
- Heavy flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
- Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

UNIT OPTIONS	• Cassian Dracos can be upgraded to Cassian Dracos Reborn, in which case he changes his warlord trait as described below, and gains the Voice of the Machine ability.
ABILITIES	**Smoke Launchers:** Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. **Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. **Frag Assault Launchers:** Roll a D6 each time this model finishes a charge move within 1" of an enemy unit; on a 4+ that unit suffers D3 mortal wounds. **Nuncio-vox:** You may re-roll any hit rolls of 1 made for friendly **Salamanders** Basilisks, Medusas, Whirlwinds or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model. **The Last Warlord:** Though this model is a **Character**, they may not be selected as the warlord unless they are the only **Character** in your army. **Wrought by Vulkan:** This model is immune to any melta or flamer weapons (any weapon with the words 'melta', 'flamer' or 'inferno' in the name. In addition, at the start of your turn roll a D6; on a 6, this model regains one previously lost wound. **Voice of the Machine:** *<awaiting Cybertheurgy rules>*
WARLORD TRAIT (Standard)	**Fires of Martyrdom:** If this model is the warlord, the enemy may not score any victory points for the Slay the Warlord objective. In addition, **Salamanders** models within 3" of this model may roll a D6 whenever they suffer a wound; on a 6, that wound is ignored.
WARLORD TRAIT (Reborn)	**Bloody Handed:** If this model is the warlord, increase it's Attacks characteristic by 1.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Salamanders**
KEYWORDS	**Vehicle, Dreadnought, Character, Cassian Dracos**

Lord Chaplain Nomus Rhy'tan

Keeper of the Keys of Prometheus

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Nomus Rhy'tan	6"	2+	3+	4	4	5	4	9	2+

Nomus Rhy'tan is a single model armed with darkstar falling, a combi-flamer, a bolt pistol, frag grenades and krak grenades and wearing a mantle fo the elder drake. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi-flamer	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	24"	Rapid Fire 1	4	0	1	-
- Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Darkstar falling	Melee	Melee	+2	-3	2	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Iron Halo:** This model has a 4+ invulnerable save. **Keeper of the Keys:** An army containing this model may take a single Contemptor Dreadnought Talon as a HQ choice. **Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly **Salamanders** units within 6" of this model. **Mantle of the Elder Drake:** All damage suffered by a model with a Mantle of the Elder Drake is reduced by 1 (to a minimum of 1)
WARLORD TRAIT	**Inspiring Presence:** If this model if the warlord, **Salamanders** units within 12" may use Nomus Rhy'tan's Leadership characteristic when taking Morale tests.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Salamanders**
KEYWORDS	**Infantry, Astartes, Character, Consul, Chaplain, Master of the Legion, Nomus Rhy'tan**

Xiaphas Jurr

The Prophet of Fire

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Xiaphas Jurr	6"	3+	3+	4	4	4	3	9	2+

Xiaphas Jurr is a single model armed with a master-crafted power maul, bolt pistol, frag grenades, krak grenades and carrying a dragonscale storm shield . Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted power maul	Melee	Melee	+2	-1	2	-

ABILITIES	**Burning Halo:** This model has a 4+ invulnerable save. In addition, if the bearer makes this invulnerable save in the Fight phase, all models (friend or foe) in base contact with this model suffer a single hit at S4, AP 0, Damage 1 **Dragonscale Storm Shield:** A model equipped with a Dragonscale storm shield improves its invulnerable save by 1 (to a maximum of 3+). **Litanies of Hate:** You can re-roll failed hit rolls in the Fight phase for friendly **Salamanders** units within 6" of this model.
WARLORD TRAIT	**Beacon of Hope:** If this model is the warlord and on the battlefield, you may ignore the first failed Morale test in each Morale phase.
PSYKER	This unit can attempt to manifest one psychic power in each friendly Psychic phase and attempt to Deny one psychic power in each enemy Psychic phase. It knows the *Precognition* and *Prescience* powers. **Prescience** *Warp charge 8* If manifested, select a **Salamanders** unit within 18" of the psyker. You can add 1 to all hit rolls made for that unit until the start of your next Psychic phase. **Precognition** *Warp charge 7* If manifested, select a **Salamanders** unit within 18" of the pskyer. Until the start of your next Psychic phase, you can re-roll charge rolls and Advance rolls for that unit and they always fight first in the Fight phase, even if they didn't charge. If the enemy also has units that have charged, or that have a similar ability, then alternate choosing units to fight with, starting with the player whose turn is taking place.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Salamanders**
KEYWORDS	**Infantry, Astartes, Character, Consul, Chaplain, Psyker, Xiaphas Jurr**

Vulkan

Primarch of the Salamanders

21 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Vulkan	7"	2+	2+	7	7	9	5	10	2+

Vulkan is a single model armed with dawnbringer, the furnace's heart and a heavy flamer. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dawnbringer	When attacking with this weapon, choose one of the profiles below.					
- Standard	Melee	Melee	x2	-4	D3+2	When attacking with this weapon, you must subtract 1 from the hit roll.
- Earthshatter	Melee	Melee	8	-2	2	Make 2 hit rolls for each attack with this weapon, instead of 1. Units hit with this weapon halve their Move characteristic during their next turn.
Heavy flamer	8"	Heavy D6	6	-1	1	This weapon automatically hits its target.
The furnace's heart	18"	Heavy 1	6	-3	1	Draw a line 18" long from this model; each unit (friend or enemy) that gets passed over/through by the line suffers D3 shots. If the line passes through/over a **Vehicle** unit it is terminated at that unit. The **Vehicle** unit suffers a mortal wounds in addition to the D3 shots.

ABILITIES	**The Draken Scale:** Vulkan has a 3+ invulnerable save. In addition, weapons with the words flamer, fusion, melta, volkite or plasma in their name half their Strength when targeting Vulkan. **Sire of the XVIII Legion:** You can re-roll any failed hit and wound rolls with friendly **Salamanders** units within 6" of Vulkan. While Vulkan is on the table, friendly **Salamanders** units add 1 to their Leadership characteristic and may re-roll attempts to Deny psychic powers. **Blood of Fire:** Roll a D6 at the start of each friendly turn; on a 4+ Vulkan regains 1 lost wound. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Salamanders**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Vulkan**

Legion XIX - Raven Guard

The Raven Guard are equal parts light and dark, quick to exact justice and retribution upon the tyrant and the oppressor by striking from the shadows with lightning speed and shocking strength. Though they master the full spectrum of war, the Raven Guard Legion favours the tactics of patience, guile and subtlety. It is adept at reconnaissance and infiltration, of identifying its foe's weakest point and then rapidly striking at that point with precisely applied force.

Legion Traits

If your army is Battle-forged, all **Raven Guard Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **By Wing and Talon: Infantry** units (except those with the **Biker**, **Jump Pack** and **Terminator** keywords) gain the Concealed Positions ability.
    - **Concealed Positions:** When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.
- **Furious Assault: Biker**, **Jump Pack** and **Terminator** units get +1 Strength during the Fight phase of the turn they charge.
- **Flesh over Steel:** A **Raven Guard** detachment cannot have more units with the **Tank** keyword than units with the **Astartes** keyword.

Legion Wargear

Raven Guard models have access to the following wargear:

- Any **Character** can take Cameleoline.
- Any model with a Lightning claw/pair of Lightning claws can upgrade them to Ravens Talons.

WARGEAR	DESCRIPTION
Cameleoline	This unit gets +2 armour save for being in cover, rather than the normal +1.
Nightfall Pattern Strato-vox	If Alvarex Maun is on the table at the start of the turn, any **Raven Guard Astartes** units that arrive from reinforcements and are deployed within 12" of him add 1 to their Attacks characteristic in the fight if they are charged by the enemy in the following enemy turn. In addition, you may re-roll any hit rolls of 1 made for friendly **Raven Guard** Basilisks, Medusas, Whirlwinds or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eclipse missiles	48"	Heavy 2D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** units that have suffered any hits from shroud bombs, or eclipse missiles, until the end of the turn.
Fulcrum hand cannon	18"	Pistol 1	4	-1	1	If you roll a 6+ to wound with this weapon, that hit is resolved at AP-3.
Panoply of the raven lord	Melee	Melee	User	-3	2	You can re-roll failed wounds with this weapon. Any attacks which roll a 6+ to wound cause +1 Damage.
Raven's talons	Melee	Melee	User	-2	2	You can re-roll failed wounds with this weapon. If a model is armed with two raven's talons, each time it fights it can make 1 additional attack with them. If you roll a 6+ to wound with this weapon, that hit is resolved at AP-3.

Legion Points

Unit	Models per Unit	Points per Model
Mor Deythan Strike Squad	1-10	20*
Dark Fury Assault Squad	1-10	23*
Darkwing Pattern Storm Eagle Gunship	1	
Strike Captain Alvarex Maun	1	113
Moritat Prime Kaedes Nex	1	141
Corvus Corax	1	420
Corvus Corax (Deadly Prey)		385

Wargear/Weapon	Points per Item
Cameleoline	3
Eclipse missiles	25
Fulcrum hand cannon	0
Nightfall Pattern Strato-vox	0
Panoply of the raven lord	0
Raven's talons	15/19

* Does not include wargear

Legion Warlord Trait

SILENT STALKER

Enemy units cannot fire Overwatch at your Warlord.

Legion Rites of War

Decapitation Strike

This rite may only be taken by a Patrol or Battalion detachment.

- **For Whom the Bell Tolls:** When targeting enemy **Characters**, **Astartes** units in this detachment may re-roll dice rolls of 1 to hit and to wound.
- **Predatory Strike:** If the mission involves rolling to Seize the Initiative, this army adds 1 to their roll.
- **Fury from Above: Drop Pods** may be taken as Dedicated Transports. However, they may only carry Legion Tactical Squads, Legion Veteran Tactical Squads, Legion Seeker Squads or Legion Heavy Support Squads.

- This detachment may only include a single **Consul**.
- This detachment may only include a single Heavy Support choice.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Liberation Force

This rite may only be taken by a Patrol or Battalion detachment. It may not be taken by Shattered Legions armies.

- **Freedom Fighters:** This army has access to the **Freedom Fighters** stratagem.
- **Slayer of Tyrants:** If the mission being played awards a victory point for slaying the enemy Warlord, you will each D3 victory points instead of 1.
- **Lead by Example:** Friendly **Militia** models within 6" of a **Raven Guard Astartes** model from this detachment may re-roll Morale tests.

- Your army must be entirely composed of **Loyalists**.
- Your army may not include a Fortification Network detachment.
- Your army may not include any **Artillery** units or models equipped with Cataphractii Terminator Armour.

Legion Stratagems

SHADOW STRIKE
1 CP

Raven Guard Stratagem

Use this Stratagem before a **Raven Guard Infantry** unit makes a charge roll in the Charge phase. If the unit is entirely within cover, you may add 1" to the charge roll and ignore any terrain penalties from charging through cover.

FREEDOM FIGHTERS
3 CP

Liberation Force Stratagem

Use this Stratagem at the start of your turn. Until your next turn, all models in your army ignore any Morale tests they are called to make and may re-roll hit rolls of 1 in the Fight phase.

Mor Deythan Strike Squad

8 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mor Deythan	6"	3+	2+	4	4	1	1	7	3+
Mor Deythan Shade	6"	3+	2+	4	4	1	2	8	3+

This unit consists of 1 Mor Deythan Shade and 4 Mor Deythan. It can inclued up to 5 additional More Deythan **(Power Rating +8)**.

- Each model is armed with a bolt pistol, chainsword, frag grenades, krak grenades and shroud bombs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Meltagun	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	48"	Heavy D6	4	0	1	-
- Krak missile	48"	Heavy 1	8	-2	D6	-
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Sniper rifle	36"	Heavy 1	4	0	1	This weapon can target a **Character** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Space marine shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Volkite charger	15"	Assault 2	5	0	2	-

UNIT OPTIONS	• Each model must take a space marine shotgun, sniper rifle or an item from the *Combi-Weapons* list.
WARGEAR OPTIONS	• For every three models in this unit, one can take a volkite charger, flamer, meltagun, plasma gun, plasma pistol or missile launcher with suspensor web instead of one of the above options. • The Mor Deythan Shade can take melta bombs.
ABILITIES	**Stealth:** Add 2 to saving throws made for models in this unit when they receive the benefits of cover, instead of 1. **Fatal Strike:** Once per game, at the start of the Shooting phase, you may declare that the unit is using this ability. For the duration of that Shooting phase, this unit can re-roll hit and wound rolls of 1.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Raven Guard**
KEYWORDS	**Infantry, Astartes, Mor Deythan**

Dark Fury Assault Squad

11 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Dark Fury	12"	3+	3+	4	4	1	2	7	3+
Chooser of the Slain	12"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Chooser of the Slain and 4 Dark Furies. It can include up to 5 additional Dark Furies **(Power Rating +11)**.

- Each model is armed with two raven's talons, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Raven's talons	Melee	Melee	User	-2	2	You can re-roll failed wounds with this weapon. If a model is armed with two raven's talons, each time it fights it can make 1 additional attack with them. If you roll a 6+ to wound with this weapon, that hit is resolved at AP-3.

WARGEAR OPTIONS	• The Chooser of the Slain can take melta bombs.
ABILITIES	**Jump Pack Assault:** During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models. **Sudden Strike:** Models killed by Overwatch can attack as normal when this unit is activated during the following Fight phase. **Fateful Descent:** When deploying via Jump Pack Assault this unit counts as being in cover until the start of your next movement phase. **Legion Elite:** The Chooser of the Slain can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Raven Guard**
KEYWORDS	**Infantry, Astartes, Jump Pack, Fly, Dark Furies**

Darkwing Pattern Storm Eagle Gunship

18 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Darkwing Pattern Storm Eagle Gunship	20-45" 20-30" 20"	6+	3+ 4+ 5+	8	7	9-16 5-8 1-4	3 D3 1	9	3+

A Darkwing Pattern Storm Eagle Gunship is a single model equipped with a twin heavy bolter, eclipse missiles and two twin lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eclipse missiles	48"	Heavy 2D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** units that have suffered any hits from shroud bombs, or eclipse missiles, until the end of the turn.
Twin heavy bolter	36"	Heavy 6	5	-1	1	-
Twin lascannon	48"	Heavy 2	9	-3	D6	-

ABILITIES	**Airborne:** This model cannot charge, can only be charged by units that can **Fly**, and can only attack or be attacked in the Fight phase by units that can **Fly**. **Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark; on a 6 it crashes and explodes, and each unit within 6" suffers D3 mortal wounds. **Supersonic:** Each time this model moves first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances increase its Move characteristic by 20" until the end of the phase - do not roll a dice. **Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. **Hover Jet:** Before this model moves in your Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase and it loses the **Airborne**, **Supersonic** and **Hard to Hit** abilities until the beginning of your next Movement phase. **Power of the Machine Spirit:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.
TRANSPORT	This model can transport 16 **<Legion> Infantry** models (each **Jump Pack**, **Terminator** or **Primarch** model takes up the space of two other models).
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Raven Guard**
KEYWORDS	**Vehicle, Transport, Fly, Darkwing**

Strike Captain Alvarex Maun

Master of Descent

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Alvarex Maun	6"	2+	2+	4	4	5	4	9	2+

Alvarex Maun is a single model armed with a bolt pistol, power sword, frag grenades, krak grenades and carrying in nightfall-pattern strato-vox . Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-

ABILITIES	**The Bleeding Edge:** If this model is set up on the battlefield at the start of the game then, in missions where you are given the option to sieze the initiative, you may re-roll the dice roll to do so. However, if this model is set up as reinforcements, he must arrive on the battlefield at the end of your first movement phase. **Nightfall-pattern Strato-Vox:** If Alvarex Maun is on the table at the start of the turn, any **Raven Guard Astartes** units that arrive from reinforcements and are deployed within 12" of him add 1 to their Attacks characteristic in the fight if they are charged by the enemy in the following enemy turn. In addition, you may re-roll any hit rolls of 1 made for friendly **Raven Guard** Basilisks, Medusas, Whirlwinds or Rapiers with Quad Launchers when they target enemy units at least 36" away in the Shooting phase, if the enemy unit is within sight of this model. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Raven Guard** units within 6".
WARLORD TRAIT	**Co-ordinated Planetstrike:** If this model is the warlord and on the battlefield at the start of the turn, **Raven Guard** units in the same detachment arriving using the **Drop Pod Assault** ability may be deployed 1" closer to the enemy than usual.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Raven Guard**
KEYWORDS	**Infantry, Character, Astartes, Praetor, Master of the Legion, Alvarex Maun**

Moritat-Prime Kaedes Nex

Attached to the 14th Interdiction Company

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Kaedes Nex	6"	2+	2+	4	4	4	4	8	3+

Kaedes Nex is a single model armed with two fulcrum hand cannon, frag grenades, krak grenades, melta bombs and shroud bombs. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Frag grenade	6"	Grenade D6	3	0	1	-
Fulcrum hand cannon	18"	Pistol 1	4	-1	1	If you roll a 6+ to wound with this weapon, that hit is resolved at AP-3.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** units that have suffered any hits from shroud bombs until the end of the turn.

ABILITIES	**Cameleoline:** Add 2 to saving throws made for this model when it receives the benefits of cover, instead of 1. **Chain Fire:** This model can add D6 to the Shots characteristic of its Pistol weapons in the Shooting phase (roll separately for each weapon). If it does, this model cannot charge this turn or make any ranged attacks during the next turn. **Gunfighter:** Kaedes Nex may use his fulcrum hand cannon in the Fight phase, in which case their range and type are replaces with Melee. **Ill-omened:** This model has the Support keyword and may never be chosen as the army's warlord. **Refractor field:** This model has a 5+ invulnerable save. **Relentless Stalker:** After all other units have been deployed, select one enemy Elites or HQ choice as Nex's chosen prey. You may then deploy this model. He may be deployed in your deployment zone as usual, or alternatively he may be deployed anywhere on the battlefield more than 9" away from his chosen prey, as long as no enemy model can trace a line of sight to him. **The Raven's Vengeance:** If Nex targets his chosen prey during the Fight phase, he may re-roll failed Hit rolls. In addition, if the chosen play is slain during a Fight phase in which Nex is involved in the combat, or during a Shooting phase in which Nex inflicted at least one wound on the prey, you score an additional victory point.
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Raven Guard**
KEYWORDS	**Infantry, Character, Astartes, Moritat, Consul, Support, Kaedes Nex**

Corvus Corax

Primarch of the Raven Guard

21 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Corvus Corax	14"	2+	2+	6	6	9	7	10	2+

Corvus Corax is a single model armed with the raven's panoply, two archaeotech pistols and shroud bombs. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech Pistol	12"	Pistol 1	6	-2	2	-
Heavy bolter	36"	Assault 3	5	-1	1	-
Panoply of the raven lord	Melee	Melee	User	-3	2	You can re-roll failed wounds with this weapon. Any attacks which roll a 6+ to wound cause +1 Damage.
Shroud bombs	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for **Infantry** units that have suffered any hits from shroud bombs until the end of the turn.

UNIT OPTIONS	**Deadly Prey:** Corax replaces his 2 Archaeotech pistols with an Assault 3 Heavy bolter, gets +1 Damage when targeting **Traitor** units. Reduce his Move to 8", his Wounds to 8 and his Attacks to 6, he also loses the **Jump Pack** and **Fly** keywords. This version of Corax is Power Rating 19.
ABILITIES	**The Sable Armour:** Corvus Corax has a 5+ invulnerable save. In addition, if he finishes a charge within 1" of an enemy unit, roll a D6; on a 4+ that unit suffers D3 mortal wounds. **Sire of the XIX Legion:** You can re-roll any failed hit and wound rolls with friendly **Raven Guard** units within 6" of Corax. While Corax is on the table, friendly **Raven Guard** units add 6" to their move when they Advance instead of rolling a dice. **The Shadowed Lord:** Your opponent must subtract 1 from hit rolls made by ranged weapons that target Corvus Corax. Corax can Fall Back and charge in the same turn. **Fighting Style:** At the begining of the Fight phase pick one of the following - +D3 Attacks; +1 to wound rolls; -1 to hit rolls that target Corax this phase. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Loyalist, Legiones Astartes, Raven Guard**
KEYWORDS	**Infantry, Jump Pack, Fly, Character, Astartes, Master of the Legion, Primarch, Corvus Corax**

Legion XX - Alpha Legion

Of all the Legiones Astartes, the least is known for certain about the Alpha Legion. All that is known is that the warriors of the Alpha Legion are the unsurpassed masters of misdirection and guile. Most foes have no inkling they are even fighting before the Legion's masterful stratagems cause their defense to collapse beneath them, torn apart from within so that when the final overwhelming attack finally comes, the enemy's defeat is total.

Legion Traits

If your army is Battle-forged, all **Alpha Legion Infantry**, **Biker** and **Dreadnought** units in a detachment gain the following Legion Traits. Note due to their nature, **Cybernetica Cortex**, **Thallax** and **Servo-automata** units are the exception and do not benefit from Legion Traits.

- **Mutable Tactics:** Before setting up your first unit, pick one ability from the list below. All **Alpha Legion Astartes** units gain this ability for the rest of the battle.
  - **Feigned Deployment:** At the start of the first battle round but before the first turn begins, you can move this unit up to 6". It cannot end this move within 9" of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.
  - **Advance Deployment**: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 18" from any enemy models.
  - **Technical Secrets:** When targetting enemy Vehicles, this unit may re-roll Wound rolls of 1.
  - **Combat Stimulants:** If this unit is charged in the Charge phase, it may re-roll Hit rolls of 1 in the following Fight phase.
  - **Advance Surveying:** This unit ignores any negative effects from Battlefield Terrain.
- **Martial Hubris:** If an **Alpha Legion** primary detachment suffers more destroyed units than the enemy's primary deatchment then it gives the opponent +1 VP.

Legion Wargear

Alpha Legion models have access to the following wargear:

- Any model with access to the *Melee Weapons* list can take a Power dagger in addition to their normal options..
- Any **Character** with Frag grenades can replace them with Venom spheres.
- Any model with a Grenade harness can replace it with a Venom sphere harness.
- Any Legion Veteran Tactical Squad, Legion Seeker Squad or Legion Terminator Squad can take Banestrike rounds.
- Any **Centurion** without a current Consul upgrade can be upgraded to a Saboteur Consul.

WARGEAR	DESCRIPTION
Banestrike rounds	Bolt pistols, boltguns, combi-bolters, the boltgun profile of combi-weapons and heavy bolters have their AP value increased to -2. Special issue boltguns increase the AP value of their standard rounds to -2.
Saboteur Consul	• This model loses the **Centurion** keyword and gains the **Saboteur** and **Consul** keywords. • This model has melta bombs. • **Cameleoline:** Add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1. • **Sabotage!:** Once both sides have deployed but before the first player takes their turn, this unit can inflict D3 mortal wounds to any one unit that is deployed on the board. **Character** units cannot be targeted by this ability. +0 Power

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Master-crafted plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	2	-
- Supercharge	18"	Assault 2	8	-3	3	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Power dagger	Melee	Melee	-1	-2	1	A model equipped with a power dagger can make one additional attack with it each time it fights.
The instrument	When attacking with this weapon, choose one of the profiles below.					
- Rapid shot	36"	Rapid Fire 2	5	-1	1	This weapon can target a **Character** even if it is not the closest enemy unit.
- Execution shot	36"	Heavy 1	6	-2	3	This weapon can target a **Character** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
The pale spear	Melee	Melee	User	-4	D6	-
Venom spheres	6"	Grenade D6	3	0	1	This weapon always wounds on a 2+, unless the target model is a **Vehicle**.
Venom sphere harness	12"	Assault D6	4	-1	1	This weapon always wounds on a 2+, unless the target model is a **Vehicle**.

Legion Points

Unit	Models per Unit	Points per Model
Headhunter Kill Team	5-10	17*
Lernaean Terminator Squad	5-10	32*
Saboteur Consul	n/a	+8
Armillus Dynat	1	134
Exodus	1	125
Autilon Skorr	1	89
Alpharius	1	375

* Does not include wargear

Wargear/Weapon	Points per Item
Banestrike rounds	3
Master-crafted plasma blaster	0
Power dagger	2
The instrument	0
The pale spear	0
Venom spheres	2
Venom sphere harness	10

Legion Rites of War

The Coils of the Hydra

This rite may only be taken by a Patrol or Battalion detachment.

- **Signal Corruption:** Enemy units deployed as reinforcements must be 1" further away than normal.
- **Subterfuge:** If the mission involves rolling to Seize the Initiative, this army may re-roll the dice roll.
- **The Rewards of Treason:** This detachment may select a single unit with a different **<Legion>** keyword as an Elites choice. This may not be a Character or a Primarch, or a unit which armies can only include one of. The chosen unit has the Alpha Legion Traits rather than its usual Legion Traits.

- **Infantry** units in this detachment must be deployed transported inside a **Vehicle**, unless they are deployed as reinforcements.
- With the exception of **Vigilators**, this detachment may only include a single **Consul**.
- This detachment must include an additional compulsory Troops choice.
- Your army may not include a Fortification Network detachment.
- Your army may not include any units with a different **<Legion>** keyword than the units in this detachment.

Headhunter Leviathal

This rite may only be taken by an Outrider detachment.

- **Headhunter Elite:** Headhunter Kill Teams must be the compulsory Fast Attack choices in this detachment, and gain the **Objective Secured** ability.
- **Sudden Strike:** If the mission involves rolling to Seize the Initiative, this army may add 1 to the dice roll.
- **False Flags:** In the first battle round, any enemy wishing to target an **Alpha Legion** unit in the Shooting phase must first roll equal to or under its Leadership characteristic on 2d6. If it fails, it may not shoot at all that phase.

- You must kill the enemy Warlord. If you have not achieved this by the end of the game, the enemy player gains D3 victory points.
- During deployment, any **Vehicle** must be set up in the Second Wave instead of being placed on the battlefield. At the end of your second Movement phase these units can join the battle - set them up so that all models in the unit are within 7" of your rearmost battlefield edge and more than 9" from enemy models.
- Your army may not include any units without the **Alpha Legion** keyword.

Legion Stratagem

SUBTERFUGE — 1+ CP

Alpha Legion Stratagem

Using this Stratagem allows you to re-use a Stratagem that you have already used this phase. This Stratagem costs CP equal to the Stratagem that is re-used +1.

Legion Warlord Trait

NO! I'M ALPHARIUS!

In addition to this Warlord Trait, your Walord has one randomly selected Legion Warlord Trait. If your Warlord is slain, you can immediately select another Alpha Legion Character in your army to take their place and generate a Warlord Trait for them (including this one). If the mission you are playing grants Victory Points for slaying the enemy Warlord, your opponent will only achieve that objective if all of the Alpha Legion Characters in your army have been slain.

Headhunter Kill Team

9 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Headhunter	6"	3+	2+	4	4	1	1	7	3+
Headhunter Prime	6"	3+	2+	4	4	1	2	8	3+

This unit consists of 1 Headhunter Prime and 4 Headhunters. It can include up to 5 additional Headhunters **(Power Rating +9)**.

- Each model is armed with a combi-bolter, power dagger, bolt pistol, venom spheres, krak grenades and banestrike rounds.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Heavy bolter	36"	Heavy 3	5	-1	1	-
Inferno pistol	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power dagger	Melee	Melee	-1	-2	1	A model equipped with a power dagger can make one additional attack with it each time it fights.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Venom spheres	6"	Grenade D6	3	0	1	This weapon always wounds on a 2+, unless the target model is a **Vehicle**.

WARGEAR OPTIONS

- Any model can replace its combi-bolter with an item from the *Combi-Weapons* list.
- One model can replace its combi-bolter with a heavy bolter with suspensor web.
- The Headhunter Prime can replace its bolt pistol with a plasma pistol, inferno pistol or power fist.
- The Headhunter Prime can replace its power dagger with a power weapon or power fist.
- The Headhunter Prime can take melta bombs.

ABILITIES

Concealed Positions: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.

Assassins Eye: Enemy **Character** models within 12" can be targeted even if they are not the nearest visible enemy unit.

Marked for Death: This unit can re-roll hit and wound rolls of 1, against **Character** units.

FACTION KEYWORDS

<Fealty>, Legiones Astartes, Alpha Legion

KEYWORDS

Infantry, Headhunters, Astartes

Lernaean Terminator Squad

13 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lernaean Terminator	4"	3+	3+	4	4	2	2	8	2+
Harrower	4"	3+	3+	4	4	2	3	8	2+

This unit consists of 1 Harrower and 4 Lernaean Terminators. It can include up to 5 additional Lernaean Terminators **(Power Rating +13)**.

- Each model is armed with a volkite charger and power axe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainfist	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Light c-beam cannon	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	1	-
- Supercharge	18"	Assault 2	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Venom sphere harness	12"	Assault D6	4	-1	1	This weapon always wounds on a 2+, unless the target model is a **Vehicle**.
Volkite charger	15"	Assault 2	5	0	2	-

WARGEAR OPTIONS	• Any model can replace its power axe with a power fist or chainfist. • For every five models in this unit, one can replace its volkite charger with a plasma blaster, heavy flamer or light c-beam cannon. • The Harrower can take a venom sphere harness.
ABILITIES	**Cataphractii Armour:** This unit has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. **Stubborn:** If you roll a 6 when taking a Morale test for this unit, the test is automatically passed. **Legion Elite:** This unit can re-roll hit rolls of 1 during the Fight phase.
FACTION KEYWORDS	**<Fealty>, Legiones Astartes, Alpha Legion**
KEYWORDS	**Infantry, Terminator, Lernaeans, Astartes**

Armillus Dynat

Harrowmaster of the Alpha Legion

7 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Armillus Dynat	6"	2+	2+	4	4	6	3	9	2+

Armillus Dynat is a single model armed with a thunder hammer, power sword, krak grenades, venom spheres and a phosphex bomb, and carrying a cognis signum. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Krak grenade	6"	Grenade 1	6	-1	D3	-
Power sword	Melee	Melee	User	-3	1	-
Phosphex bomb	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against **Infantry** and **Biker** units. This weapon can only be used once per battle.
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.
Venom spheres	6"	Grenade D6	3	0	1	This weapon always wounds on a 2+, unless the target model is a **Vehicle**.

ABILITIES	**Iron Halo:** This model has a 4+ invulnerable save. **Jealous Command:** Dynat must be your warlord, unless Alpharius is also present in the army. **Cognis signum:** At the start of the Shooting phase, you can choose one **Alpha Legion** unit which is within 3" of a model with the cognis-signum. You can add 1 to hit rolls made for your chosen unit's weapons this phase. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Alpha Legion** units within 6". **The Harrowing:** When in the enemy deployment zone, **Alpha Legion Astartes** and **Dreadnought** units in the same detachment as Dynat may consolidate 4" and add 1 to any Damage their attacks cause against **Vehicles**.
WARLORD TRAIT	**Hammerstrike Assault:** If this model is the warlord, one Infantry unit in the same detachment can be set up in reserve instead of being set up on the battlefield. At the end of any of your Movement phases this unit can make it's entrance - set it up anywhere on the battlefield that is more than 9" away from any enemy models.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Alpha Legion**
KEYWORDS	**Infantry, Astartes, Character, Praetor, Master of the Legion, Armillus Dynat**

Exodus

The Assassin

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Exodus	6”	3+	2+	4	4	5	3	8	3+

Exodus is a single model armed with The Instrument, a bolt pistol, power dagger, krak grenades, melta bombs and venom spheres, and wearing cameleoline . Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12”	Pistol 1	4	0	1	-
Krak grenade	6”	Grenade 1	6	-1	D3	-
Melta bomb	4”	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Power dagger	Melee	Melee	-1	-2	1	A model equipped with a power dagger can make one additional attack with it each time it fights.
The Instrument	When attacking with this weapon, choose one of the profiles below.					
- Rapid shot	36”	Rapid Fire 2	5	-1	1	This weapon can target a **Character** even if it is not the closest enemy unit.
- Execution shot	36”	Heavy 1	6	-2	3	This weapon can target a **Character** even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Venom spheres	6”	Grenade D6	3	0	1	This weapon always wounds on a 2+, unless the target model is a **Vehicle**.

ABILITIES	**Cameleoline:** Add 2 to saving throws made for this model when it receives the benefits of cover, instead of 1. **Concealed Position**: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9” from the enemy deployment zone and any enemy models. **Lone Killer:** This model has the **Support** keyword and may never be chosen as the army’s warlord. **Scout:** At the start of the first battle round but before the first turn begins, you can move this unit up to 9”. It cannot end this move within 9” of any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.
FACTION KEYWORDS	**Traitor, Legiones Astartes, Alpha Legion**
KEYWORDS	**Infantry, Character, Astartes, Consul, Support, Exodus**

Autilon Skorr

Consul-delegatus of the Alpha Legion

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Autilon Skorr	6"	3+	3+	4	4	4	3	9	2+

Autilon Skorr is a single model armed with a bolt pistol, master crafted power axe, frag grenades and krak grenades. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Master-crafted power axe	Melee	Melee	+1	-2	2	-

ABILITIES	**Refractor field:** This model has a 5+ invulnerable save. **Desparate for Glory:** When playing a mission that requires you to roll a dice to see if an additional turn is played, you may always choose to play the extra turn. During this extra turn, roll a dice each time Skorr suffers a wounding hit; on a 3+ you can ignore the hit.
FACTION KEYWORDS	Traitor, Legiones Astartes, Alpha Legion
KEYWORDS	Infantry, Character, Astartes, Consul, Delegatus, Master of the Legion, Autillon Skorr

Alpharius

Primarch of the Alpha Legion

19 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Alpharius	8"	2+	2+	6	6	8	7	10	2+

Alpharius is a single model armed with the pale spear a master-crafted plasma blaster, cognis signum, nuncio-vox, cameleoline and venom spheres. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted plasma blaster	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault 2	7	-3	2	-
- Supercharge	18"	Assault 2	8	-3	3	If this weapon rolls a 1 to hit the bearer suffers a mortal wound.
The pale spear	Melee	Melee	User	-4	D6	-
Venom spheres	6"	Grenade D6	3	0	1	This weapon always wounds on a 2+, unless the target model is a **Vehicle**.

ABILITIES	**The Pythian Scales:** Alparius has a 4+ invulnerable save. In addition, weapons that wound on a fixed value require a 6 to wound Alpharius. **Sire of the XX Legion:** You can re-roll any failed hit and wound rolls with friendly Alpha Legion units within 6" of Alpharius. While Alpharius is on the table, friendly Alpha Legion units may re-roll any hit rolls of 1. **One of Many:** During deployment, you can set up Alpharius hidden inside another unit instead of deploying him on the battlefield. Note down which unit he is hidden in. At the end of any of your movement phases this Alpharius can enter battle - set him up within 3" of the noted unit. If the noted unit is destroyed, set Alpharius up immediately, anywhere on the battlefield that is more than 9" away from an enemy model. **Insidious Mastermind:** In missions where a player has the option to sieze the initiative, an army containing Alpharius may seize the initiative on a 4+. **Heads of the Hydra:** If your army is Battle-forged, you recieve an additional 2 Command Points if Alpharius is your Warlord. **Lord of War:** If two models with this ability are participating in the same combat during the Fight phase, they must attempt to move within 1" of each other and direct attacks against each other. Additionally, any abilities which allow re-rolls to hit or to wound in the fight phase may not be used when targeting this model (this does not affect abilities attached to weapon profiles). All damage suffered by this model is reduced by 1 (to a minimum of 1).
FACTION KEYWORDS	**Traitor, Legiones Astartes, Alpha Legion**
KEYWORDS	**Infantry, Character, Astartes, Master of the Legion, Primarch, Alpharius**

Blackshields

The term 'Blackshields' came to be used during the period of the Horus Heresy known as the Age of Darkness to cover a wide range of Space Marine outcases, marauders and those of uncertain allegiance or origin. Mystery and suspicion attached themselves to auch warriors regardless of their true loyalties or intentions. Of those Blackshields who were truly rogue, many still fought their war with a bitter fervour that matched that of Loyalist or Traitor while others, perhaps starting on their path through a simple desire to survive, became reavers and renegades intent on forging their own destinies through the stars.

Blackshield Detachments

You may decide that a detachment of Legiones Astartes is a Blackshield detachment. Blackshield detachments have some important exceptions and deviations from the usual detachment rules, as detailed below.

- **No Fealty:** In matched play games using the Age of Darkness rules, a detachment containing **Blackshield** units may only contain other **Blackshield** units, and is referred to as a 'Blackshield detachment'. All units in a Blackshield detachment change their **<Fealty>** and **<Legion>** keywords to **Blackshield**.
- **Outcasts:** Despite being neither Loyalist nor Traitor, Blackshield detachments may be included in **Loyalist** or **Traitor** armies. If your army includes any non-Blackshield detachments, you must still pick between **Loyalist** or **Traitor** to apply to those detachments. However, if any non-Blackshield **Legiones Astartes** units are within 6" of a **Blackshield** unit at the start of the Morale phase, they suffer a -1 to their Leadership characteristic until the end of the phase.
- **Wrought by War:** A Blackshield detachment may never select a Rite of War. However, it may select one of the Wrought by War doctrines. All Blackshield detachments in the army must have the same Wrought by War doctrine (or lack of one).
- **Limited Resources:** A Blackshield detachment can only include one **Consul**, and cannot include any of the following units: **Praetor, Command Squad, Tactical Squad, Drop Pod, Dreadnought Drop Pod, Deathstorm Drop Pod**. In addition, a Blackshield detachment may not have more units with the **Vehicle** keyword than it has units with the **Infantry** keyword, excluding Dedicated Transports.

Blackshield Wargear

Blackshield models have access to the following wargear:

- Any unit with access to Boltguns can replace them with Pariah boltguns.
- Any unit with access to Flamers can replace them with Pariah flamers.
- Any unit with a 3+ save may take Pariah power armour.

WARGEAR	DESCRIPTION
Pariah power armour	Models equipped with pariah power has a 3+ save, decreasing to a 5+ against weapons with a Strength characteristic of 6 or higher. However, models equipped with pariah power armour may fire Pistol or Rapid Fire weapons in the Shooting phase even if they Advanced in the Movement phase, though they do so with a -1 to hit moifier.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Calibanite Flammbard	Melee	Melee	+1	-4	1	In the Fight phase, enemy models directing their attacks against the bearer of this weapon suffer -1 to their hit rolls.
Halo blade	Melee	Melee	+3	-2	D3	-
Lascarbine	24"	Rapid Fire 1	3	0	1	-
Laslock	18"	Assault 1	4	0	1	-
Pariah boltgun	16"	Assault 2	4	0	1	-
Pariah flamer	When attacking with this weapon, choose one of the profiles below.					
- Standard	8"	Assault D6	3	0	1	This weapon automatically hits its target.
- Overpressure	12"	Assault D6	4	0	1	This weapon automatically hits its target. Roll a D6 after firing this weapon; on a 1, the bearer is slain after all of this weapon's shots have been resolved.
Xenos Deathlock	18"	Assault 2	5	-2	1	Enemy models slain by this weapon in the Shooting phase count as two models in the following Morale phase.

Blackshield Points

Unit	Models per Unit	Points per Model
Blackshield Marauder Squad	5-20	13/10
Blackshield Reaver Lord	1	74
Blackshield Reaver Lord on Bike	1	98
Blackshield Reaver Lord on Jetbike	1	108
Blackshield Reaver Lord with Jump Pack	1	93
Blackshield Reaver Lord in Cataphractii Armour	1	125
Blackshield Reaver Lord in Tartaros Armour	1	126
The Nemean Reaver	1	122

Wargear/Weapon	Points per Item
Calibanite Flammbard	0
Halo Blade	21
Iron halo & kitcharion warplate	0
Lascarbine	-1
Laslock	0
Pariah boltgun	0
Pariah flamer	9
Xenos Deathlock	10

Wrought by War Doctrines

Death Seekers

These blackshields are motivated by an all-consuimg drive to offer up their lives on the altar of war. Psychologically unstable, either as a result of what they have witnessed or endured or through brutally enforced psycho-indoctrination, death has become the centre of their being.

- **Inured to Pain: Astartes** models in this detachment ignore casualties from shooting for the purposes of taking Morale tests. In addition, whenever an **Astartes** model in this detachment suffers a wound, roll a D6; on a 6, that wound is ignored.
- **The Lure of Battle: Astartes** units in this detachment must pass a Leadership test if they with to end their move further away from any visible enemy model than they were at the start of the Movement phase. If this test is failed, the unit moves D6" towards the nearest enemy unit, stopping 1" away. Units are not subject to thie rule if inside a Fortification or embarked on a building or transport.

Orphans of War

Having seen betrayal, atrocity and unthinking carnage at the behest of distant and uncaring masters, these warriors are hardened veterans who have survived against the odds and now trust only in the man next to them in the line of battle. For any great cause or primarch they have only scorn.

- **Brothers Through All:** If an **Astartes** unit in this detachment is within 6" of a friendly **Blackshield Astartes** unit of at least five models at the start of the Morale phase, it may add 1 to it's Leadership for the duration of that phase. If an **Astartes** unit in this detachment is within 6" of a friendly **Blackshield Astartes** unit of at least five models at the start of the Shooting or Assault phase, it it may re-roll results of 1 to hit for the duration of that phase. **Astartes** units in this detachment may not claim any other bonus to their Leadership granted by other models.
- **No Gods, No Masters:** No detachment in your army (Blackshield or otherwise) can include **Chaplains**, Agents of the Imperium or Agents of the Warmaster.

Outlanders

Seeing the depths to which both sides will sink in order to destroy the other, these blackshields have washed their hands of either side, and are now pursuing their own goals, having turned towards the path of the marauder and void-corsair to determine their fate.

- **Void Reavers:** Up to half of the **Infantry** units in the army who do not deploy inside a transport vehicle may be given the **Unstable Teleportation** ability in the deployment phase.
  - **Unstable Teleportation:** During deployment, you can set up this unit in the teleportarium chamber instead of placing it on the battlefield. At the end of any of your Movement phases this unit can perform a teleport assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. After setting up the unit, roll a D6; on a roll of a 1, that unit suffers D3 mortal wounds.
- **Unsanctioned Weaponry:** Any model with access to a combi-bolter in the detachment can replace it with a xenos deathlock. Any character model in the detachment can take rad grenades.
- **The Shadow of Oblivion:** Make a note of the number of **Blackshield** units in your army and share this with your opponent. Once half of those units have been destroyed, this rule takes effect. At the start of each of your turns, make a Leadership test for each remaining **Blackshield** unit; if the test is failed, that unit flees the battle and is destroyed.

Chymeriae

As the age of darkness progressed, there came into being Astartes that simply should not have existed. Some were the by-blows of failed rapid impantation and psycho-indoctrination procedures, others the result of prohibited experimentation on gene-seed stock or the influence of maligh forces from beyond.

- **Chymeriae Attributes:** At the start of the game, before deployment, you must choose one of the following options, which apply to all **Blackshield Astartes** models in the army for the rest of the battle.
  - **Tough:** Add 1 to their Strength and Toughness characteristics and reduce their Initiative characteristic by 1. Models with this ability recude their Advance and Charge moves by 1".
  - **Skilled**: Add 1 to their Ballistic and Weapon Skill characteristics (so, 3+ becomes 2+) and reduce their Leadership characteristic by 2.
  - **Furious:** Reduce their Ballistic Skill characteristic by 1 (so, 3+ becomes 4+). Models with this ability may re-roll Charge rolls and increase their Attacks by 1 on a turn in which they Charged. This unit must always consolidate as far as possible towards the nearest enemy unit.
- **Shunned and Distrusted:** You may not include any non-Blackshield detachment in your army, with the exception of Fortifications.

Legion Stratagem

STRIKE ONLY FROM A POSITION OF STRENGTH — 1 CP

Blackshield Stratagem

Use this Stratagem before the roll to see who picks the deployment map. You can choose to add 1 to your dice roll.

Legion Warlord Trait

CHARISMATIC PRESENCE

This model, and any **Blackshields** units within 3" of him, may ignore the effects of the 'Outcasts' trait on other models - they do not, therefore, inflict the usual -1 Leadership penalty on nearby **Legiones Astartes**.

Blackshield Marauder Squad

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Marauder	6"	3+	3+	4	4	1	2	7	3+
Marauder Chief	6"	3+	3+	4	4	1	2	8	3+

This unit consists of 1 Marauder Chief and 4 Marauders. It can include up to 5 additional Marauders **(Power Rating +5)**, up to 10 additional Marauders **(Power Rating +10)** or up to 15 additional Marauders **(Power Rating +10).**

- Each model is armed with a bolt pistol, frag grenades, krak grenades and either a combat blade, chainsword or chainaxe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Astartes shotgun	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Bolt pistol	12"	Pistol 1	4	0	1	-
Boltgun	24"	Rapid Fire 1	4	0	1	-
Chainaxe	Melee	Melee	+1	-1	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade launcher	When attacking with this weapon, choose one of the profiles below.					
- Frag grenades	24"	Assault D6	3	0	1	-
- Krak grenades	24"	Assault 1	6	-1	D3	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	36"	Heavy 3	5	-1	1	-
Heavy chainsword	Melee	Melee	+2	0	1	-
Heavy flamer	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Krak grenade	6"	Grenade 1	6	-1	D3	-
Lascutter	Melee	Melee	9	-3	D3	When attacking with this weapon, a model may only ever make a single attack
Lightning claw	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Melta bomb	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a **Vehicle**.
Pariah boltgun	16"	Assault 2	4	0	1	-
Pariah flamer	When attacking with this weapon, choose one of the profiles below.					
- Standard	8"	Assault D6	3	0	1	This weapon automatically hits its target.
- Overpressure	12"	Assault D6	4	0	1	This weapon automatically hits its target. Roll a D6 after firing this weapon; on a 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma gun	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	Melee	Melee	+1	-2	1	-
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	Melee	Melee	+2	-1	1	-
Power maul	Melee	Melee	+2	-1	1	-
Power sword	Melee	Melee	User	-3	1	-
Rotor cannon	30"	Rapid Fire 3	3	0	1	-
Xenos Deathlock	18"	Assault 2	5	-2	1	Enemy models slain by this weapon in the Shooting phase count as two models in the following Morale phase.

WARGEAR OPTIONS	• Any model can take one of the following options: lascarbine, astartes shotgun, laslock, bolt pistol, bolter, pariah bolter, heavy chainsword, lascutter. • Alternatively, for every five models in the unit, one Marauder can take one of the following options: sniper rifle, xenos deathlock, flamer, pariah flamer, rotor cannon, grenade launcher (frag & krak), heavy flamer, meltagun, plasma gun, heavy bolter, missile launcher (frag & krak), multi-melta OR replace their bolt pistol with a plasma pistol or hand flamer OR replace their combat blade with a power weapon. • One Marauder can take a nuncio-vox. • The Marauder Chief can replace his chainsword with a power first, lightning claw or thunder hammer. • The Marauder Chief can take a combi-weapon or a plasma pistol. • The Marauder Chief can take melta bombs.
FACTION KEYWORDS	**Blackshield, Legiones Astartes**
KEYWORDS	**Infantry, Astartes, Marauder Squad**

Blackshield Reaver Lord

5 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reaver Lord	6"	2+	2+	4	4	5	4	9	2+
Reaver Lord on Bike	14"	2+	2+	4	5	6	4	9	2+
Reaver Lord in Cataphractii Armour	4"	2+	2+	4	4	6	4	9	2+
Reaver Lord in Tartaros Armour	6"	2+	2+	4	4	6	4	9	2+

- A Reaver Lord is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades.
- A Reaver Lord on Bike is a single model armed with a chainsword, bolt pistol, frag grenades and krak grenades. His Legion Space Marine Bike is equipped with a twin boltgun.
- A Reaver Lord in Tartaros/Cataphractii Armour is a single model armed with a power weapon and combi-bolter.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Grenade harness	12"	Assault D6	4	-1	1	-
Halo blade	Melee	Melee	+3	-2	D3	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

UNIT OPTIONS	A Reaver Lordcan take one of the following upgrades: • A Reaver Lord can be upgraded to a Reaver Lord on Bike (**+1 Power Rating**). If it does, it replaces its **Infantry** keyword with **Biker**. • A Reaver Lord on Bike can replace its legion space marine bike with a legion scimitar jetbike (heavy bolter) (**+1 Power Rating**). If it does, its Move characteristic is increased to 16", and it gains the **Fly** keyword. • A Reaver Lord can be upgraded to a Reaver Lord in Tartaros Armour or in Cataphractii Armour (**+3 Power Rating**). If it does, it gains the **Terminator** keyword. • A Reaver Lord can take a jump pack (**+1 Power Rating**). If it does, its Move characteristic is increased to 12", and it gains the **Fly** and **Jump Pack** keywords.
WARGEAR OPTIONS	• This model can replace its chainsword with an item from the *Pistols* or *Melee Weapons* lists or for a Halo Blade. • This model can replace its bolt pistol with an item from the *Pistols* or *Melee Weapons* lists. • This model can replace take either a bolter, pariah bolter, combi-weapon, volkite charger or xenos deathlock. • This model can take an item from the *Protective Wargear* list* or an Iron Halo. • This model can replace its combi-bolter and/or power weapon with items from the *Melee Weapons* list or for a Halo Blade. • This model can replace its combi-bolter with items from the *Ranged Weapons* list or for a xenos dealthlock.. • This model can take digital lasers. • This model can take melta bombs*. • A Reaver Lord in Tartaros/Cataphractii Armour can take a grenade harness. * Not available to a Reaver Lord in Tartaros/CataphractiiArmour.
ABILITIES	**Iron Halo:** This model has a 4+ invulnerable save. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Blackshield** units within 6". **Turbo-boost:** A model on a legion space marine bike or legion scimitar jetbike adds 6" to it's move characteristic for that Movement phase, when it Advances, instead of rolling a dice. **Cataphractii Armour:** A model equipped with Cataphractii Armour has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far this model Advances. **Jump Pack Assault:** During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.
FACTION KEYWORDS	**Blackshield, Legiones Astartes**
KEYWORDS	**Infantry, Character, Reaver Lord, Astartes**

The Nemean Reaver

6 Power

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Nemean Reaver	6"	2+	2+	4	5	5	3	9	2+

The Nemean Reaver is a single model armed with a calibanite flammbard, master-crafted bolt pistol, frag grenades and krak grenades and wearing an iron halo and kitharion warplate. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Calibanite Flammbard	Melee	Melee	+1	-4	1	In the Fight phase, enemy models directing their attacks against the bearer of this weapon suffer -1 to their hit rolls.
Frag grenade	6"	Grenade D6	3	0	1	-
Master-crafed bolt pistol	12"	Pistol 1	4	0	2	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

ABILITIES	**Iron Halo & Kitharion Warplate:** This model has a 4+ invulnerable save. In addition, if a weapon would cause a random amount of damage against this model, the dice roll is assumed to be a 1. **Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Blackshield** units within 6". **Scars of the Xenocide:** This model is not affected by any Ability that would lower his Leadership characteristic. **Wrought by War (Outlanders):** The Nemean Reaver, and thus any **Blackshields** in the same army, use the Outlanders doctrine when deciding their Wrought by War rules.
WARLORD TRAIT	**First Lord of the Dark Brotherhood:** Enemy units within 1" of friendly **Blackshield** units within 12" of this model at the start of the Morale phase suffer a -1 penalty to their Leadership characteristic until the end of the phase.
FACTION KEYWORDS	**Blackshield, Legiones Astartes**
KEYWORDS	**Infantry, Character, Reaver Lord, Void Hardened, Nemean Reaver, Astartes**