

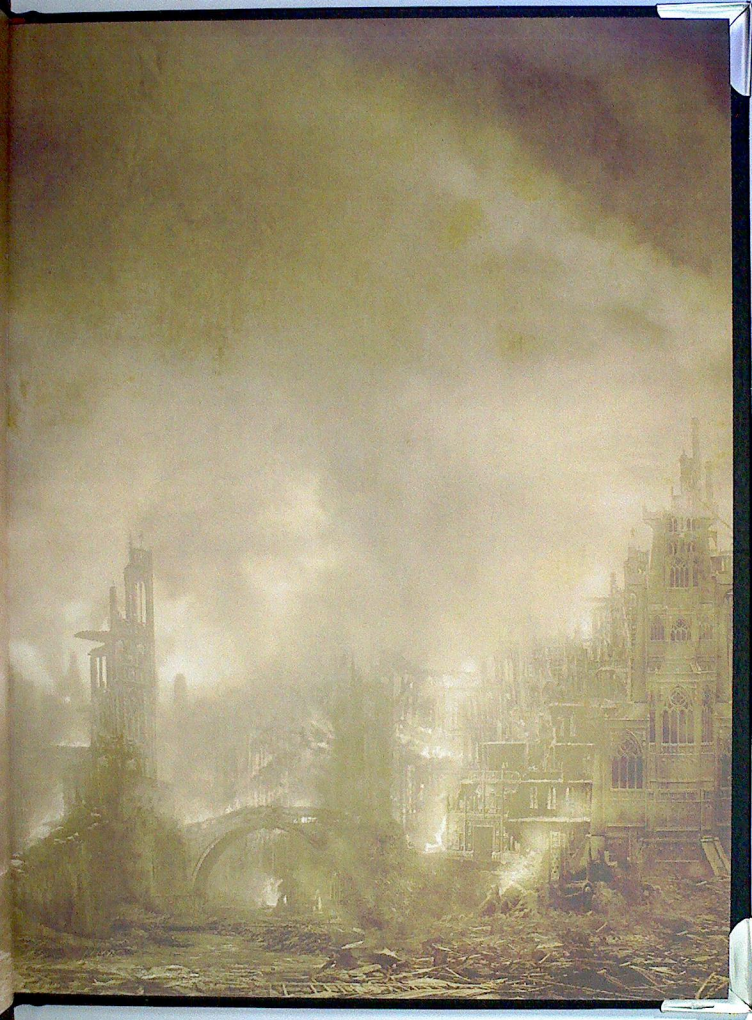
THE HORUS HERESY

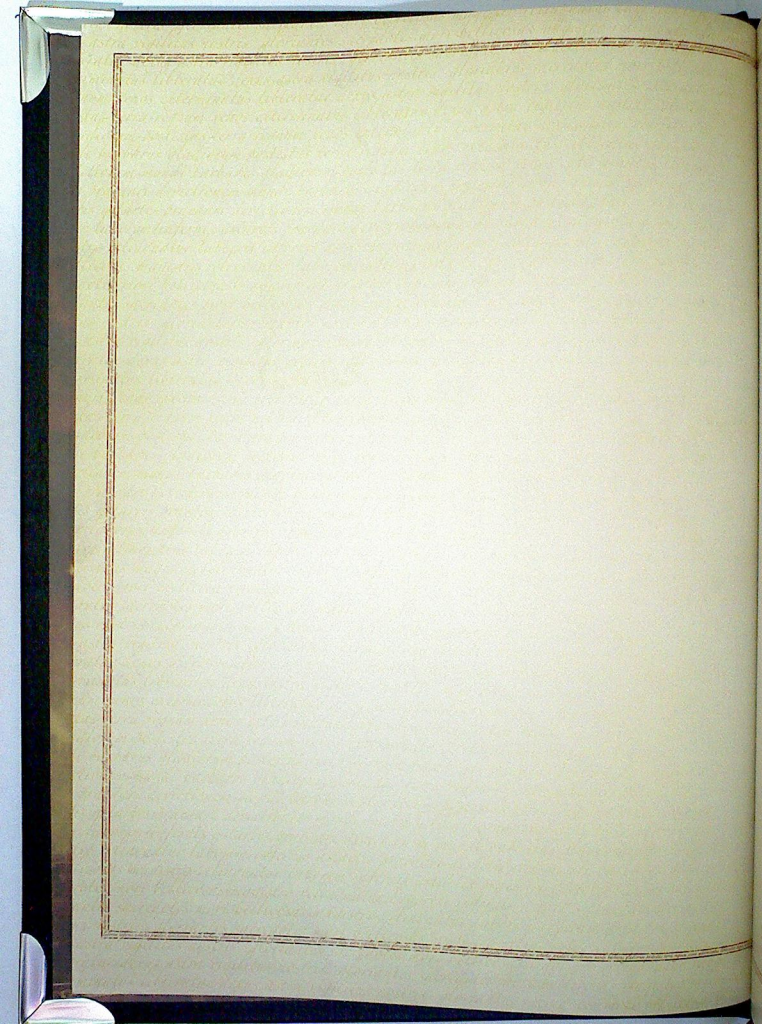


LEGIONES ASTARTES

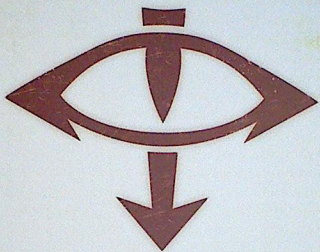
CRUSADE ARMY LIST







THE HORUS HERESY®



LEGIONES ASTARTES • CRUSADE ARMY LIST

A SUPPLEMENT FOR WARHAMMER 40,000



FOREWORD

This book contains the complete profiles, special rules and wargear, compiled and updated, for the core Legiones Astartes Legion Crusade army list for Warhammer 40,000 and the Battles in the Age of Darkness gaming expansion. It allows Horus Heresy players to carry something lighter to their Warhammer 40,000 games than the weighty tomes of our main volumes, and it is also intended to be used both as a resource for constructing your armies and as a handy reference during play.

The contents of this book have been drawn from across the three volumes of Forge World's Horus Heresy Istvan trilogy series, and are intended to be used alongside its companion book – *Legiones Astartes – Istvan Campaign Legions* – which provides the special rules and unique units and characters for the specific Legions featured in the epic conflict of the Horus Heresy's opening stages. It can also be used as a basis to build a Great Crusade army list for any of the Space Marine Legions.

Where needed, the various entries in this book have been revised and expanded from those previously published, both in order to take into account changes in the game rules, and to incorporate the invaluable feedback we have received from our players.



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A Forge World supplement

WARHAMMER
40,000

Forge World

forgeworld.co.uk

CREDITS

Writing and Games Design by	Alan Bligh & John French
Additional Material by	Andy Hoare & Neil Wylie
Digital Photography & Artwork by	Dominik Oedinger, Rachel Pierce, Rhys Pugh, Ian Strickland, Tony Cottrell, Alfonso Giraldez, Sam Lamont, Mharaid Morrison, Adrian Smith & Charles Vin
Book Design by	Paul Rudge
Production & Layout by	Paul Rudge, Kenton Mills & Ian Strickland
Edited by	Talima Fox & Alan Bligh
Reprographics by	Marc Elliott

ACKNOWLEDGMENTS

Forge World Models Designed by	Mark Bedford, Simon Egan, Alfonso Giraldez, Israel Gonzalez, Will Hayes, Rob Macfarlane, Daren Parrwood, Keith Robertson Edgar Skomorowski, Blake Spence, Phil Stutinskas, Steve Whitehead, Stuart Williamson & Tim Adcock
Models Painted by	Matt Murphy-Kane, Mark Bedford, Alan Bligh, Owen Branham, Trish Carden, Neil Cook, Israel Gonzalez, Will Hayes, Andy Hoare, Kenton Mills, Daren Parrwood, Keith Robertson, Paul Rudge, Blake Spence, Ian Strickland, Phil Stutinskas, Steve Whitehead, Stuart Williamson & Neil Wylie
Scenery by	Forge World & Games Workshop Design Studios

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LEGIONES ASTARTES

CRUSADE ARMY LIST

BATTLES IN THE AGE OF DARKNESS

A WARHAMMER 40,000 EXPANSION

The following army list comprises the compiled and updated Space Marine Legion Crusade Army list found in *The Horus Heresy* Books I-III. The Space Marine Legion Crusade Army list is a rules expansion for Warhammer 40,000, presenting all of the unit entries and rules a player will need to assemble and use an army of Legiones Astartes Space Marines from the age of the Great Crusade and the dawning of the Horus Heresy. Unlike the Space Marine Chapters of the 41st Millennium, the Space Marine Legions fielded a diverse range of military formations and unique war machines, and this army list allows players to construct a wide variety of armies to represent these different styles of warfare, featuring all of the specialist units and vehicles that have appeared in the first three books of Forge World's Horus Heresy series.

The Space Marine Legion Crusade Army list is intended for use in games of Warhammer 40,000, and principally in using the Battles in the Age of Darkness rules expansion originally found in Books I-III and summarised in abstract here. The Battles in the Age of Darkness system, which uses its own Allies matrix and Force Organisation charts, allows players to replicate the epic scope and nightmarish slaughter of the age of the Horus Heresy in their games of Warhammer 40,000 in a more focused manner than the colossal clashes represented by Apocalypse games. A points total of around 1,750 - 3,500 points per player is an ideal game size for use with the Battles in the Age of Darkness rules, battles of a larger size may benefit from using the Apocalypse rules instead, while smaller games may benefit from the use of a more restricted Force Organisation chart.

LORDS OF WAR

The Lords of War system, originally developed by Forge World, has since been expanded into other formats in the Warhammer 40,000 range, however the bespoke version presented here is designed to be used in conjunction with Horus Heresy gaming.

Availability: In a Battles in the Age of Darkness game of 2,000 points or greater, Lords of War selections will be available to an army based upon the specific Force Organisation chart being used (see the subsequent section for more details). These selections must be bought from the army's points total as normal, and may not make up

more than 25% of the army's total points cost for each Lord of War choice, unless specified as being otherwise by the mission being played. Lords of War are only available to an army's primary detachment.

The Price of Failure

(Lords of War Secondary Objective)

As well as being colossally powerful and destructive units capable of turning the tide of battle on their own, a Lord of War also represents a substantial strategic asset to their own side, the loss or destruction of which can have dire implications for their army's cause.

As a result, unless specifically exempted or modified by the special rules of a Battles in the Age of Darkness mission, destroying an enemy Lord of War choice always represents a secondary objective in the game. This secondary objective is worth 2 additional Victory points to the destroying side in the case of an Engine of Destruction, Great Beast or Primarch or 1 additional Victory point each per vehicle/creature in the case of War

Machine Detachments, Monstrous Hordes and Sub-orbital Strike Wings.

The following section presents the different Battles in the Age of Darkness Force Organisation charts you can use in your games, as well as allies available during the Horus Heresy.

The 25% rule: This means that the maximum points value of a single Lord of War selection in a Battles in the Age of Darkness game for some common army sizes is as follows:

- 2,000 points – 500 points
- 2,250 points – 563 points
- 2,500 points – 625 points
- 2,750 points – 688 points
- 3,000 points – 750 points
- 3,250 points – 813 points
- 3,500 points – 875 points

Each of the following constitutes a single Lord of War choice within the limits of the game being played and must be available to the army it is being chosen for:

- **The Primarch:** The Primarch of the Space Marine Legion who forms the army's primary detachment.
- **The Engine of Destruction:** A single Super-heavy vehicle of any type with a Hull Points value of 9 or greater, chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet.
- **War Machine Detachment:** 1-2 Super-heavy vehicles of the same unit type, each with a Hull Points value of 8 or less, and each chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet. This detachment must be deployed within a 6" coherency if on the table at the start of the game or, if placed in reserve, will be rolled for as a single unit and must enter the table within 6" of a single eligible location. However, after their deployment, these war engines are considered to be separate units in the game.
- **The Great Beast:** A single Gargantuan Creature of any type with a Wounds value of 9 or greater, chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet.
- **Monstrous Horde:** 1-2 Gargantuan Creatures of the same unit type, each with a Wounds value of 8 or less chosen either from the specific army list for the primary detachment or from an appropriate Apocalypse datasheet. This horde must be deployed within a 6" coherency if on the table at the start of the game or, if placed in reserve, will be rolled for as a single unit and must enter the table within 6" of a single point. However, after their deployment, these creatures are considered to be separate units in the game.
- **Sub-orbital Strike Wing:** 1-3 Flyers with up to 3 Hull Points each and of the same type may be chosen to represent a sub-orbitally launched strike force of fighters or bombers during Horus Heresy games. This wing of Flyers arrives from reserve as a single unit. They must enter play from within 6" of the same chosen point on the table edge, but are afterwards treated as entirely separate units during the game.

The Battles in the Age of Darkness Force Organisation Chart

Games using the Battles in the Age of Darkness rules expansion use one of a number of potential Force Organisation charts presented on page 10, depending on the kind of battle being waged, each reflecting a powerful concentration of military force on the tabletop. The standard is the Battles in the Age of Darkness Force Organisation chart, which offers the widest degree of flexibility and should be considered the standard form of play while using this rules expansion. This Force Organisation chart has also been created to work in tandem with the Rites of War rules found in this book.

Battles in the Age of Darkness

Alternative Force Organisation Charts

This expansion also details three other alternative and optional Force Organisation charts you can use to fight Battles in the Age of Darkness games, as well as several special missions specifically designed to incorporate them. The use of these alternative Force Organisation charts is strictly optional when not included as part of a particular mission and should always be agreed upon by both sides before their use. When playing Horus Heresy games using these alternative charts, the Rites of War rules for the Space Marine Legions may not be used in conjunction with them unless specifically mentioned in a particular mission, as the provisions and formations illustrated by the chart take precedence over them.

Designer's Note: These alternative charts are created with fun and narrative play, rather than pure competitive balance in mind, and should be treated accordingly. This is particularly the case with the Leviathan option which, for example, provides a rules framework for that age old question: 'Could a Space Marine company take out a Reaver Titan?', and similar entertaining match-ups.

These alternative Battles in the Age of Darkness charts are:

- **Battles in the Age of Darkness Onslaught Force Organisation Chart:** This chart represents an army focused on direct mobile attack by heavy assault units, but at the cost of tactical flexibility and the element of surprise.

- **Battles in the Age of Darkness Castellian Force Organisation Chart:** This chart represents an army focused on defence, be it of a prepared fortification or battle line against an enemy attack or a vital objective on the battlefield.

- **Battles in the Age of Darkness Leviathan Force Organisation Chart:** This chart allows the most colossal engines of war, such as Battle Titans, to take to the field alongside their escorting forces, but imposes structured limits on what forces may support them.

Using Force Organisation Charts

When selecting your army for a Battles in the Age of Darkness game, you use your chosen army list in conjunction with one of the Force Organisation charts shown on page 10 of this book, and the scenario you are playing. Each chart is split into a number of categories which correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means that a choice there is compulsory and you must make a choice from that section.

Further advice on selecting your army and its composition can be found in the *Warhammer 40,000* rulebook. However, note that the Force Organisation charts presented here take

precedence over that listed in the rulebook and, unlike the standard chart and battle missions found in the *Warhammer 40,000* rulebook, you may not take an additional primary detachment in games over 2,000 points unless specified by the particular mission (the expansion of the army being taken has already been taken into account in the Battles in the Age of Darkness charts).

OPTIONAL AGE OF DARKNESS RULES

DESTROYER WEAPONS

In Age of Darkness battles, players may opt to reduce the power of Destroyer (Strength D) weapons by introducing a random element to moderate their effect on play in smaller games. If doing so, it should be agreed upon by all parties openly before play begins. If this option is chosen, use the following amended rules for Destroyer weapons:

- Destroyer Weapons count as being Strength 10 and have the Instant Death, Sunder and Ignores Cover special rules. In addition, successful invulnerable saves taken against hits from Destroyer weapons must be re-rolled.
- Each unsaved wound from a Destroyer weapon inflicts D3+1 wounds. Each penetrating hit from a Destroyer weapon causes D3+1 Hull Points/rolls once on the appropriate Vehicle Damage chart.

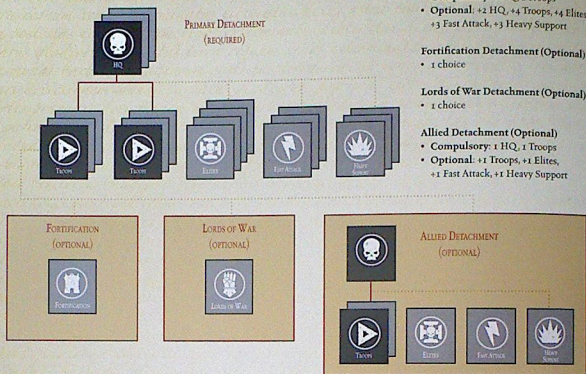
Using Imperial units from other Forge World Books in Horus Heresy Games

The vast milieu of battle during the Horus Heresy and the armies of the Great Crusade were staggeringly diverse, only the briefest portion of which has so far been dealt with by Forge World's Horus Heresy supplements. In order to represent this diversity when it comes to Super-heavy vehicles and Flyers, it is perfectly acceptable to use specific Imperial Super-heavy vehicles and Flyer units from Forge World's wider Imperial Armour range such as *Imperial Armour: Apocalypse* or *Imperial Armour: Aeronautica*, which do not already have an era-specific counterpart listed in a Horus Heresy supplement. In many cases, the Imperium of the Great Crusade sees the origin of some of these designs, while in others they can simply be used to stand-in for one of the many, less widespread war machine types and unique patterns employed by a vast Imperial armed force, far less regimented and standardised than its 41st Millennium counterpart.

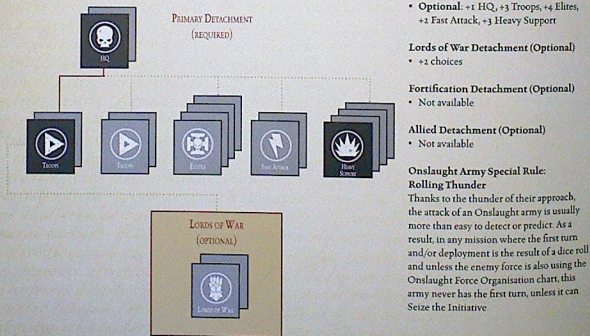
Space Marine Crew: Imperial Super-heavy tanks included with a Space Marine Legion primary detachment may be given the option to upgrade to a Space Marine Crew for +15 points, increasing their Ballistic Skill to BS 4 where this is not already the case.

Battle Servitor Control: Imperial Flyers may replace their human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Flyer the Tank Hunters special rule and costs +15 points. If taken as an option for a Sub-orbital Strike Wing, then all the Flyers in the wing must be so upgraded.

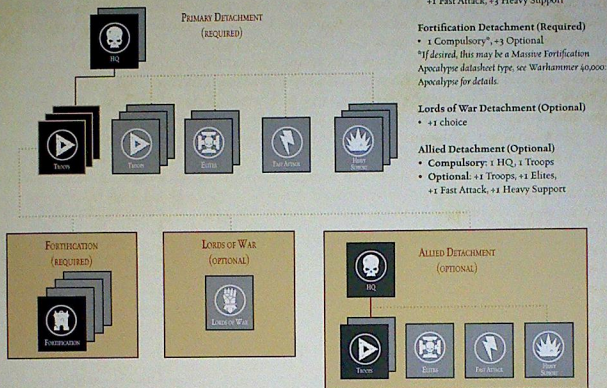
BATTLES IN THE AGE OF DARKNESS FORCE ORGANISATION CHART



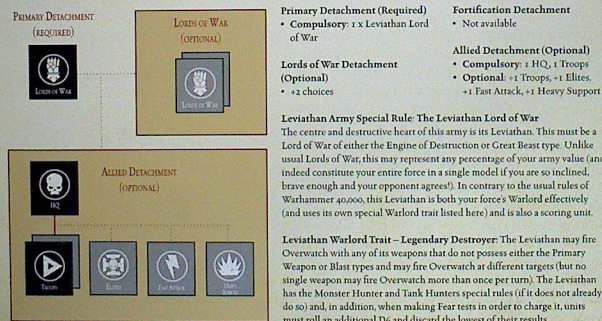
OPTIONAL ONSLAUGHT FORCE ORGANISATION CHART



OPTIONAL CASTELLAN FORCE ORGANISATION CHART



OPTIONAL LEVIATHAN FORCE ORGANISATION CHART



ALLIES IN THE AGE OF DARKNESS

In the tumult and warfare of the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. During these times old arguments, suspicions and rivalries were bought to the fore. This is represented by the Age of Darkness Allies chart which works in a similar manner to the Allies chart in the *Warhammer 40,000* rulebook, but rather than depicting relationships between alien races and forces, it offers a more nuanced web of relationships and discords between the Space Marine Legions at the beginning of the Horus Heresy. Note that the chart itself is not split along the lines of Traitors and Loyalists, as in many cases the Legions were in themselves split into factions for either side, and so instead, in particular campaign battles you are fighting, who plays the Traitor and who plays the Loyalist in your own version of the Horus Heresy (and such additional limitations this poses) is left up to you.

In any game where the primary detachment is built using the Space Marine Legion Crusade Army list and an allied detachment representing a different Legion (i.e. one with a different version of the Legiones Astartes special rule) is included, use the table presented here rather than the one found in the *Warhammer 40,000* rulebook to determine any additional effects which may apply to both detachments during the game.

Note: The 'Mechanicum' entry on the Allies chart includes both the Legio Cybernetica and the Taghmata Omnisiah army lists.

● Sworn Brothers

The closest of allies who have fought beside each other many times.

The two forces are considered 'friendly units' in all regards. These means, for example, that Sworn Brothers may be joined by allied independent characters, are treated as friendly units for the targeting of psychic powers, special abilities, Warlord Traits and so on, and may also benefit from nuncio-vox carried by allied units.

Note: Not even Sworn Brothers can embark in allied transport vehicles, and rules that affect a particular force owing to its Legiones Astartes special rule do not carry over to an allied force.

	Dark Angels	Emperor's Children	Iron Warriors	White Scars	Space Wolves	Imperial Fists	Night Lords	Blood Angels	Iron Hands	World Eaters	Ultramarines	Death Guard	Thousand Sons	Sons of Horus	Word Bearers	Salamanders	Raven Guard	Alpha Legion	Mechanicum	Imperial Army
Dark Angels	●																			
Emperor's Children		●																		
Iron Warriors			●																	
White Scars				●																
Space Wolves					●															
Imperial Fists						●														
Night Lords							●													
Blood Angels								●												
Iron Hands									●											
World Eaters										●										
Ultramarines											●									
Death Guard												●								
Thousand Sons													●							
Sons of Horus														●						
Word Bearers															●					
Salamanders																●				
Raven Guard																	●			
Alpha Legion																		●		
Mechanicum																			●	
Imperial Army																				●

● Fellow Warriors

The two forces are willing to fight together for common cause against their foes.

Units in your army treat Fellow Warriors as not being part of their army with the exception that they may not be deliberately targeted, attacked, targeted with psychic powers, etc (note that blasts, psychic powers and the like may still scatter over allied forces and adversely affect them). Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied independent characters and are not counted as friendly units for the purposes of psychic powers. In essence, the two forces fight alongside each other without any additional positive or negative effect.

● Distrusted Allies

The two forces can make common cause against an enemy, but never fully trust each other due to long-standing feud or inherent antipathy.

Distrusted Allies are treated exactly like Fellow Warriors except that the allied units are never counted as scoring units.

● By the Emperor's (or the Warmaster's) Command

Two forces with this relationship will only ever fight beside each other in the direct of circumstances or by the direct command of their overlord, be they the Emperor or the Warmaster.

In this case the two forces are dealt with exactly like Distrusted Allies (see previously), but, in addition, at the start of each of the player's Movement phases, a D6 must be rolled for every unit (except those already engaged in combat) within 6" of an allied unit. On a roll of a 1, that unit may not move, shoot, run or assault that turn (being too busy watching for betrayal). Make a note or place a counter to indicate which units have been so affected.

AGENTS

In addition to the forces shown here, some units in later volumes will be described as being either Agents of the Emperor or Agents of the Warmaster. These forces are always treated as being Sworn Brothers to either all Loyalist or all Traitor forces respectively.

SPACE MARINE LEGION WARLORD TRAITS

When generating their Warlord Traits, a Space Marine Legion Warlord may either roll on one of the Traits tables found in the *Warhammer 40,000* rulebook, or can alternatively roll on the table below.

WARLORD TRAITS TABLE

- | | |
|-----------|--|
| D6 | Warlord Trait |
| 1 | Bloody-handed
The Warlord has overseen the ending of whole species and cultures, and the bloodshed has left its mark upon their soul.
The Warlord and any unit with the Legiones Astartes special rule they join cause Fear. |
| 2 | Master Tactician
The Warlord has long honed their tactical acumen to almost preternatural levels, and their skills of generalship allow them to outmanoeuvre and outthink an enemy before a blow is struck.
After both sides are deployed but before which side gets the first turn is determined, the Warlord's side may redeploy one of their units within the limitations of the mission being played. This may place a unit that had been deployed normally into reserve, or bring a unit out of reserve. |
| 3 | World Burner
The Warlord has commanded the purgation of enemy worlds and has battled foul xeno-forms and burned them from their noisome lairs time and again.
The Warlord may nominate D3 units within their primary detachment, which these are must be marked down before the game begins. Any Template or Blast weapons possessed by these units gain the Shred special rule if they did not already have it. |
| 4 | Paladin of Glory
The Warlord embodies the highest martial ideals of bravery and skill-at-arms, and inspires their forces to even greater heights of glory by their presence.
The Warlord has the Fearless special rule, and both the Warlord and any unit with the Legiones Astartes special rule with models within 6" of the Warlord may add +1 to the Wounds score calculated to see if they win combat in the Assault phase. |
| 5 | Void Walker
The Warlord has spent time at the forefront of the Crusade fleets piercing the outer darkness alongside the Rogue Traders Militant and has stared into the Abyss of Old Night.
The Warlord gains the Adamantium Will special rule and one nominated infantry unit gains the Deep Strike special rule. |
| 6 | Child of Terra
The Warlord saw the birth of the Great Crusade, and is the veteran of countless battles alongside warriors and demigods of legend.
The Warlord and any unit they join with the Legiones Astartes special rule may re-roll any failed rolls of 1 To Wound in close combat. |

"Tell them ruin has come to their world,

Death, despair and red war..."

Tell them their hopes and pride have come to nothing.

Tell them their empty whispers fall upon deaf ears—their gods are dead, human reason has killed them,

Tell them the Angels of Death have come,

Tell them nothing can save them now."

—Perturabo
Primarch of
the Iron Warriors

LEGION PRAETOR

100 POINTS

HQ

Praetors are the mightiest warriors and battle-leaders of the Space Marine Legions, second only to the god-like Primarchs in martial skill and generalship. These lords of the Imperium hold the power of life and death over whole worlds, with the direct control of entire war fleets and armies in their hands. Each is a vastly experienced warrior and warlord, unique in character, who has writ a legend in blood for themselves, and carries into battle the finest wargear and weapons known to humanity. In their ranks can be found Chapter Masters and Lord Commanders, First Captains, Klans and Tribunes as the traditions of their Legions dictate. They are the masters of war and have commanded the hosts of the Great Crusade that have conquered worlds unnumbered.

Legion Praetor

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 Legion Praetor

Unit Type

- Infantry (Character)

Wargear (Legion Praetor only)

- Artificer armour
- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades

Wargear (Terminator only)

- Terminator armour or Cataphractii armour
- Combi-bolter
- Power weapon

Special Rules (All)

- Legiones Astartes
- Master of the Legion
- Independent Character

Options

- A Legion Praetor may take one of the following:
 - Bolter +2 points
 - Combi-weapon +10 points
 - Volkite charger +10 points
- A Legion Praetor may exchange either their bolt pistol and/or chainsword/comb blade for one of the following:
 - Volkite Serpenta +5 points
 - Plasma pistol +15 points
 - Archaeotech pistol +20 points
 - Heavy chainsword +10 points
 - Charnabal sabre +10 points
 - Power weapon +15 points
 - Power fist +20 points
 - Single lightning claw +20 points
 - Thunder hammer +25 points
 - Paragon blade +25 points
- A Legion Praetor may exchange both their bolt pistol and chainsword/comb blade for a pair of lightning claws +25 points
- A Legion Praetor may take melt bombs +5 points
- A Legion Praetor may take digital lasers +15 points
- A Legion Praetor may upgrade a single weapon to become:
 - Master-crafted +15 points
- A Legion Praetor may take one of the following:
 - Combat shield +5 points
 - Refractor field +10 points
 - Boarding shield +10 points
 - Iron halo +25 points
- A Legion Praetor may take one of the following:
 - Jump pack +20 points
 - Space Marine Bike with twin-linked bolters +25 points
 - Legion Scimitar Jetbike with a heavy bolter +45 points

Options (Terminator only)

Alternatively, the Legion Praetor may be equipped with Terminator armour. If this is the case they use the following list of options:

- A Terminator may be one of the following:
 - Terminator armour with combi-bolter & power weapon +35 points
 - Cataphractii Terminator armour with combi-bolter & power weapon +35 points
- A Terminator may exchange their combi-bolter for one of the following:
 - Combi-weapon +7 points
 - Volkite charger +7 points
- A Terminator may exchange their power weapon for one of the following:
 - Power fist or lightning claw +10 points
 - Chainfist +15 points
 - Thunder hammer or Paragon blade +20 points
- A Terminator may exchange both their power weapon and combi-bolter for a pair of lightning claws +20 points
- A Terminator may take digital lasers +15 points
- A Terminator may take an iron halo +10 points
- A Terminator may upgrade a single weapon to become:
 - Master-crafted +15 points
- A Terminator may take a grenade harness +10 points

MASTER OF THE LEGION

The full panoply of war of a Legion is a terrible thing to behold, and is capable of obliterating entire civilisations through a variety of deadly means ranging from sheer brute force and numbers, armoured assault waves, murderous siege-craft or overwhelming and relentless attack from close orbit. On the battlefield the wider operating deployments of a Space Marine Legion are represented by the army list as written, however varied formations and tactics are also present within the Legions and represented here by the Rites of War special rule.

A Space Marine Legion army may only include a single model with this rule as part of their HQ choice per 1,000 points in the force. A model with this special rule may also include a Command squad as a retinue as part of the same choice on the Force Organisation chart (see page 10).

If the army's Warlord (see the *Warhammer 40,000* rulebook), they have the Master of the Legion special rule. They may also roll twice on their chosen Warlord Traits chart (re-rolling any doubled result) and select which of the two results they wish to use.

RITE OF WAR: ORBITAL ASSAULT

Effects

- All units in the army eligible to take a Rhino as a Dedicated Transport may instead select Legion or Dreadclaw Drop Pods as Dedicated Transports.
- Legion Dreadnoughts may take Legion Drop Pods as Dedicated Transports (on a 1:1 ratio) and Contemporter Dreadnoughts may take Dreadclaw Drop Pods (see page 45) as Dedicated Transports (on a 1:1 ratio).
- Units and models in Terminator armour gain the Deep Strike special rule.
- Legion Rapier Weapons Batteries may select Legion Drop Pods as Dedicated Transports.

Limitations

- Units that cannot be deployed via Deep Strike, either by having access to the rule themselves or because they cannot be carried in a transport vehicle that has it (infantry in Drop Pods, for example), may not be chosen as part of the army.
- You may not take a fortification allied detachment.
- All units purchased Dedicated Transports in this army must begin the game transported within them.

RITE OF WAR: ARMOURD SPEARHEAD

Effects

- All units in the army eligible to take a Rhino as a Dedicated Transport may instead select either a Land Raider Phobos or a Land Raider Proteus if they number ten models or fewer as their Dedicated Transport.
- Tank Shocks inflicted by tanks in the force impose an additional -1 LD penalty.

Limitations

- All units with the Infantry type in the army must either be purchased Dedicated Transports and start the game deployed inside them, or begin play transported inside another vehicle in the army. This in essence means that you may not take more infantry models in your army during selection than you have transport capacity to carry!

The use of one of the Rites of War is always optional as they impose limitations on your army as well as offering other abilities and new configurations of units on the Force Organisation chart. In particular you may be prevented from using certain types of units unless you purchase a particular type of Dedicated Transport for them. This makes creating the army list a more complex procedure than normal and is recommended mainly for experienced players.

Only one Rites of War formation may be used by an army, regardless of whether multiple characters with this rule are included, and the Rites of War chosen only affects the force's primary detachment. However, allied forces eligible to do so may use different rites or none at all – effects do not carry over to allied forces from the primary detachment and vice versa.

Several of the more common Rites of War for the Space Marine Legions are shown below – individual Legions or special characters may also have unique Rites of War of their own.

- Should all the tanks in the force be destroyed in the battle, then the enemy counts as having scored an additional secondary objective.
- You may not take a fortification allied detachment.

RITE OF WAR: ANGEL'S WRATH

Effects

- Any model with the Jump Infantry type gains the Hit and Run special rule if it did not already possess it.
- Any unit eligible to take a Rhino as a Dedicated Transport may instead take a Storm Eagle Gunship as a Dedicated Transport.

Limitations

- Only units with the Jump Infantry, Skimmer and Jetbike types, as well as infantry units which begin the game inside transporting Skimmers and Flyers, may be chosen as part of the force. This in essence means that you may not take more infantry models in your army during selection than you have Skimmer/Flyer transport capacity to carry!
- No unit with the Tank type (unless also a Skimmer or flyer) may be taken as part of this army.
- You may not take a fortification allied detachment.

RITE OF WAR: PRIDE OF THE LEGION

Effects

- Veteran and Terminator squads are Troops choices in the force, and units of either of these types must be selected as the force's compulsory Troops selections. This also includes any Legion specific Terminator squads which are also Elites choices.
- Command squads may take a Land Raider of either the Proteus or Phobos type as a Dedicated Transport.

Limitations

- Should all Veterans and Terminator squads in the force be destroyed in the battle, then the enemy counts as having scored an additional secondary objective.
- You may not take an allied force detachment.

LEGION CENTURION

50 POINTS

HQ

The ranks of each Space Marine Legion are tens of thousands, sometimes hundreds of thousands strong and as such require a substantial core of battle commanders and officers to control and co-ordinate, as well as more specialised ranks and roles which help give a Legion its operational depth and strategic flexibility. The Centurion represents such leaders, champions and line officers, and whether a Company Captain in command of a thousand or more Legionaries on campaign, or a Shield-Lieutenant given charge of a boarding party in a savage space battle, to have risen in the ranks means they have already demonstrated their worth in the bloody fires of conflict.

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Centurion	5	5	4	4	2	5	3	9	3+

Unit Composition

- 1 Legion Centurion

Unit Type

- Infantry (Character)

Wargear

(Legion Centurion only)

- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades

(Terminator only)

- Terminator armour or Cataphractii armour
- Combi-bolter
- Power weapon

Special Rules (All)

- Legiones Astartes
- Consul
- Independent Character

Options

- A Legion Centurion may take one of the following:
 - Bolter +2 points
 - Combi-weapon +10 points
 - Volkite charger +10 points
- A Legion Centurion may exchange either their bolt pistol and/or chainsword/comb blade for one of the following:
 - Volkite serpent +15 points
 - Plasma pistol +15 points
 - Heavy chainsword +10 points
 - Charnabal sabre +10 points
 - Power weapon +15 points
 - Power fist +20 points
 - Single lightning claw +20 points
 - Thunder hammer +25 points
- A Legion Centurion may exchange both their bolt pistol and chainsword/comb blade for a pair of lightning claws +25 points
- A Legion Centurion may take melta bombs +5 points
- A Legion Centurion may exchange their power armour for:
 - Artificer armour +10 points
- A Legion Centurion may take one of the following:
 - Combat shield +5 points
 - Refractor field +10 points
 - Boarding shield +10 points
- A Legion Centurion may take one of the following:
 - Jump pack +20 points
 - Space Marine Bike with twin-linked bolters +25 points
 - Legion Scimitar Jetbike with a heavy bolter +45 points

Options (Terminator only)

Alternatively, the Legion Centurion may be equipped with Terminator armour. If this is the case they use the following list of options:

- A Terminator may be one of the following:
 - Terminator armour with combi-bolter & power weapon +35 points
 - Cataphractii Terminator armour with combi-bolter & power weapon +35 points
- A Terminator may exchange their combi-bolter for one of the following:
 - Combi-weapon +7 points
 - Volkite charger +7 points
- A Terminator may exchange their power weapon for one of the following:
 - Power fist +5 points
 - Lightning claw +5 points
 - Chainfist +10 points
 - Thunder hammer +10 points
- A Terminator may exchange both their power weapon and combi-bolter for:
 - Pair of lightning claws +15 points

CONSUL Any Centurion may be upgraded to one of these roles for the points cost listed, gaining any wargear and special rules, and abiding by army limitations shown. No Consul may have more than one particular upgrade. These upgrades should always be clearly represented on the model.

CHAPLAIN: 35 POINTS

Wargear

- Crozius Arcanum – power weapon (type as shown on model).

Special Rule

- Zealot

MASTER OF SIGNAL: 45 POINTS

Wargear

- Cognis-signum and Nuncio-vox.
- May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rule

- Bombardment – Once per game, in lieu of firing a weapon in the Shooting phase, they can opt to call in a bombardment attack against the enemy. This has the following profile:

Weapon	Range	Str	AP	Type
Bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Barrage

LEGION CHAMPION: 35 POINTS

Wargear

- One close combat weapon wielded by the Legion Champion gains the Master-crafted special rule.

Special Rules

- Supreme Fighter – Increase WS to 6.
- Honour of the Legion – Must re-roll failed attempts at Glorious Intervention, and must always issue challenges in combat if able.

LIBRARIAN: 25 POINTS PLUS THE COST OF PSYCHIC MASTERY

Psyker

- Must take up to two levels of psychic mastery (costing 20 points each) A single psychic discipline from the Warhammer 40,000 rulebook is then chosen.

Wargear

- Replaces their chainsword or combat blade (or power weapon if in Terminator armour) with a force weapon. A force sword, force axe or force staff may be chosen.

FORGE LORD: 35 POINTS

Wargear

- Servo-arm and artificer armour.
- Additional wargear listed for the Techmarine on page 23, may also be taken at the costs indicated.
- May take a Cortex Controller for +15 points.

Special Rule

- Battlesmith

PRIMUS MEDICAE: 35 POINTS

Wargear

- Narthecium and needle pistol.

Special Rule

- Sacred Trust – In missions where Victory points are scored for destroying units, if a Primus Medicae is within 6" of a friendly

Space Marine infantry or Jump infantry unit which is wiped out by the enemy, roll a D6. On a 5+ the player whose unit was destroyed also gains a Victory point, as well as the enemy.

VIGILATOR: 35 POINTS

Wargear

- CAMELEON and bolter (Kraken/Tempest/Scorpius bolts).
- May replace their power armour with scout armour (4+ save), this gains them the Infiltrate and Move through Cover rules (free).
- May not take combi-weapon, boarding shield, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rules

- Scout and Sniper.
- Sabotage! After both sides have deployed, but before the first game turn, select a single enemy unit or fortification on the table (not an Independent Character). Roll a D6. On a 2+ that unit suffers D6 Str & AP 6 hits. Targets are struck against their weakest Armour value. Casualties are allocated by the opposing player and do not cause Morale checks. A single Sabotage! attack may be made for each Vigilator in the force. If both sides possess them, roll off to determine which side's attacks go first.

SIEGE BREAKER: 45 POINTS

Wargear

- Nuncio-vox.
- May take up to three Phosphex bombs for +10 points each. Medusa Siege Tanks in the army may exchange their normal shells for Phosphex shells for free.

Special Rule

- Art of Destruction: The Siege Breaker has the Tank Hunters and Wrecker special rules applied to all of their own attacks, and also confers these rules to the heavy weapon shooting attacks of any infantry unit they join.

MORITAT: 45 POINTS

Wargear

- Additional bolt pistol and rad grenades.
- May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rules

- Scout and Counter-attack.
- Chain Fire – When attacking with pistol weapons, the Moritat may declare a Chain Fire attack. For every successful hit, they may make an immediate additional shooting attack with the weapon against the same target and may continue doing so until they miss with the weapon (note that the Gunslinger special rule applies and so the Moritat may fire two pistols at once). After they have made a Chain Fire attack, they may not assault in that player turn or use shooting attacks in the following turn.
- Lone Killer – A Moritat may not be taken as a Compulsory HQ choice, only as an optional HQ choice, and may never be the army's Warlord. Note that this means a Moritat may not be taken as part of an Allied Contingent. They may not join units or travel inside transports with other units except Legion Destroyer squads. They may not benefit from any Blessing type psychic powers, or from Leadership bonuses, Leadership re-rolls or other beneficial special rules provided by other friendly models or army-wide effects which are the result of a Rite of War.

LEGION COMMAND SQUAD

100 POINTS

HQ

It is common for Space Marine commanders and champions to be accompanied in battle by a squad of highly disciplined and worthy warriors. They serve both as a bodyguard for their commander and are entrusted to carry one of the Legion's great standards, making them a rallying point on the battlefield for the Legion's troops. These chosen Space Marines have access to the finest wargear available to the Legion's rank and file and embody the Legion's honour in war.

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Chosen	5	4	4	4	1	4	2	8	2+
Legion Standard Bearer	5	4	4	4	2	4	2	9	2+

Unit Composition

- 2 Space Marine Chosen
- 1 Legion Standard Bearer

Unit Type

- Infantry

Wargear

- Artificer armour
- Bolter (Chosen only)
- Legion Standard (Legion Standard Bearer only)
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades

Wargear (Terminator

Bodyguard only)

- Terminator armour or Cataphractii armour
- Combi-bolter
- Power weapon
- Legion Standard (Terminator Standard Bearer only)

Special Rules (All)

- Legiones Astartes
- Chosen Warriors
- Retinue

Dedicated Transport

- A Legion Command Squad may choose a Rhino or Proteus Land Raider as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Options

- The Legion Command Squad may take
 - Two additional Legion Space Marine Chosen +20 points each
- The Legion Command Squad may take:
 - Melta bombs +25 points
- Any member of the Legion Command Squad may take:
 - Combat shield +5 points each
- Any member of the Legion Command Squad may exchange their chainsword/combustion blade or bolt pistol for one of the following:
 - Heavy chainsword +5 points each
 - Charnaball sabre +5 points each
 - Power weapon +10 points each
 - Power fist or lightning claw +15 points each
 - Plasma pistol +15 points each
- Any Space Marine Chosen may exchange their bolt for one of the following:
 - Combi-bolter +10 points each
 - Volkite charger +10 points each
- If the squad's Legion Praetor has either a Jump pack, Space Marine Bike or Jetbike, then the Legion Command Squad may also be identically equipped for the cost shown below. If any of these options are taken, the squad may no longer take a Dedicated Transport and every member of the squad must be identically upgraded.
 - Jump pack +15 points each
 - Space Marine Bike with twin-linked bolters +20 points each
 - Legion Scimitar Pattern Jetbike with heavy bolter +35 points each

Special Option (Terminator Bodyguard)

If the Legion Praetor which is part of the Legion Command Squad's Force Organisation chart choice has Terminator armour, the squad may exchange their wargear for a set of Terminator armour. If the squad is upgraded with Terminator armour, then every member of the squad must be upgraded in the same way and has access to the following options rather than those shown previously.

- The Terminator Bodyguard and Terminator Standard Bearer must be equipped with one of the following:
 - Terminator armour
 - with combi-bolter & power weapon +15 points each
 - Cataphractii Terminator armour
 - with combi-bolter & power weapon +15 points each
- One model in the squad may exchange their combi-bolter for one of the following:
 - Heavy flamer +10 points
 - Reaper autocannon +15 points
 - Plasma blaster +15 points
- Any Terminator and/or the Terminator Standard Bearer may exchange their combi-bolter for:
 - Combi-weapon +7 points
 - Volkite charger +7 points
- Any Terminator and/or the Terminator Standard Bearer may exchange their power weapon for one of the following:
 - Power fist +5 points
 - Lightning claw +5 points
 - Chainfist +10 points
 - Thunder hammer +15 points
- Any Terminator and/or the Terminator Standard Bearer may exchange both their power weapon and combi-bolter for:
 - Pair of lightning claws +15 points
- The Terminator Standard Bearer may take:
 - Grenade harness +10 points
- Legion Command Squads equipped in Terminator armour numbering five models or less may take a Land Raider Phobos as a Dedicated Transport (and can not take a Rhino).

Retinue

A Legion Command Squad may only be chosen as a retinue for a Legion Praetor or Legion special character with the Warlord special rule, and may not be taken as part of an army on their own. They take up a single Force Organisation chart choice with that Praetor, but do not have to be deployed with them and are treated as a separate unit during the game.

LEGION VETERAN TACTICAL SQUAD

125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Veteran Space Marine	4	4	4	4	1	4	2	8	3+
Legion Veteran Sergeant	4	4	4	4	1	4	2	9	3+

ELITES

Exceptional and experienced warriors within the ranks of the Space Marine Legions are quickly singled out and honoured with additional training in all aspects of warfare and equipped to the highest standards, so to further amplify their battlefield power. Certain Legions will further separate their veterans and raise them above the ranks by inducting them into warrior brotherhoods, martial cults or specified veteran companies. This serves to create an elite body within the Legion to which other warriors can aspire to ascend, and from which future commanders are drawn.

Unit Composition

- 4 Legion Veteran Space Marines
- 1 Legion Veteran Sergeant

Unit Type

- Legion Veteran Space Marine Infantry
- Legion Veteran Sergeant: Infantry (Character)

Wargear

- Power armour
- Bolter
- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades

Special Rules

- Legiones Astartes
- Veteran Tactics

Dedicated Transport

- A Legion Veteran Tactical squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Options

- The Legion Veteran Tactical Squad may take:
 - Up to 5 additional Veteran Space Marines +15 points each
- One Legion Veteran Space Marine may take:
 - Nuncio-vox +10 points
- One Legion Veteran Space Marine may carry:
 - Legion vexilla +10 points
- The entire squad may take melta bombs +25 points
- Any Veteran Space Marine or the Veteran Sergeant may exchange their bolt pistol for one of the following:
 - Volkite serpents +5 points each
- Any Veteran Space Marine or the Veteran Sergeant may exchange their chainsword/combust blade for:
 - Power weapon +10 points each
- For every five models in the squad one Veteran may exchange their bolter for one of the following:
 - Volkite charger +10 points each
 - Meltagun +15 points
 - Plasma gun +15 points
 - Heavy flamer +15 points
 - Heavy bolter and Suspensor web +20 points
 - Missile launcher and Suspensor web (with frag and Krak missiles) +25 points
- The Veteran Sergeant may exchange their chainsword/combust blade for one of the following:
 - Power fist +15 points
 - Single lightning claw +15 points
 - Thunder hammer +20 points
- The Veteran Sergeant may upgrade their power armour to:
 - Artificer armour +10 points
- The Veteran Sergeant may exchange their bolter for one of the following:
 - Combi-weapon +10 points
 - Plasma pistol +15 points
- If the squad contains a missile launcher, this may be upgraded to also fire flak missiles +10 points

Veteran Tactics

A Legion's veterans are among its most experienced warriors, consummate fighters who have ground the armies of scores of worlds under their boots. Before the game begins you must select one of the following special rules for the squad:

- Fearless
- Sniper
- Furious Charge
- Outflank
- Tank Hunters

LEGION DESTROYER SQUAD

150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Destroyer Marine	4	4	4	4	1	4	1	9	3+
Legion Destroyer Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Destroyer Space Marines
- 1 Legion Destroyer Sergeant

Unit Type

- Legion Destroyer Marine: Infantry
- Legion Destroyer Sergeant: Infantry (Character)

Wargear

- Power armour
- Two bolt pistols each
- Chainsword or combat blade
- Frag, krak and rad grenades

Special Rules

- Legiones Astartes
- Counter-attack

Dedicated Transport

- A Legion Destroyer Squad may choose a Rhino or a Proteus Land Raider as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Options

- The Legion Destroyer Squad may take:
 - Up to 5 additional Destroyer Space Marines+20 points each
 - The entire squad may take melta bombs+25 points
 - The entire squad may be equipped with jump packs+75 points (if this is done the squad may not take a Dedicated Transport).
- For every five models in the squad, one Destroyer Space Marine may exchange one of their bolt pistols for one of the following:
 - Missile launcher equipped with a suspensor web and rad missiles (and no other type)+25 points each
 - Volkite serpents+5 points each
 - Hand flamer+15 points each
 - Plasma pistol+15 points each
- The Destroyer Sergeant may exchange their chainsword/ combat blade for one of the following:
 - Power weapon+10 points
 - Power fist+15 points
 - Single lightning claw+15 points
 - Thunder hammer+20 points
- The Destroyer Sergeant may upgrade their power armour to:
 - Artificer armour+10 points
- The Destroyer Sergeant may take up to:
 - Three phosphex bombs+10 points each

ELITES

The origins of the Destroyer squads lay in the Unification Wars of Terra, but perhaps surprisingly not with the forces of the Emperor but his enemies. Considered dishonourable by some Legions who make little use of them or eschew them altogether, the Destroyers are equipped with and expert in the use of otherwise proscribed and forbidden weaponry. Alongside certain factions of the Mechanicum, only Destroyer cadres have license to use such forbidden devices. Rad-weapons, bio-alchem munitions and the crawl-burning horror of Phosphex are among their dark arsenal—weapons which irrevocably taint the ground on which they are used. During the long nightmare of the Age of Strife such weapons rendered many once life-sustaining colonies uninhabitable charnel houses of the dead. Marked by their fire-blackened and chem-scalded armour, Space Marine Destroyers are often shunned and deemed somehow tainted by their battle-brothers in many Legions as considered at best a necessary evil although the effectiveness of their relic-weapons cannot be denied.

ELITES

The fruits of the Tactical Dreadnought Armour project, Terminator suits are the ultimate advance in personal armour technology the Imperium has developed. Terminator squads match these formidable developments with the finest veteran forces of the Legions to form devastating frontline assault units, able to withstand the heaviest enemy fire and deliver a hammer blow to crush the foe with ruthless power. Terminator armour equipped units are particularly valuable in heavy close-quarter fighting such as battles fought in the deep confines of hive cities or in starship boarding actions.

LEGION TERMINATOR SQUAD

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Terminator	4	4	4	4	1	4	2	8	2+
Legion Terminator Sergeant	4	4	4	4	1	4	2	9	2+

Unit Composition

- 4 Legion Terminators
- 1 Legion Terminator Sergeant

Unit Type

- Legion Terminator Space Marine: Infantry
- Legion Terminator Sergeant: Infantry (Character)

Wargear

- Terminator armour
- Combi-bolter
- Power weapon

Dedicated Transport

- A Legion Terminator squad numbering five models may take a Land Raider Phobos as a Dedicated Transport or a Spartan if ten models or fewer. Note that if an army contains a character that has one of the Rites of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Special Rules

- Legiones Astartes
- Implacable Advance

Options

- The Legion Terminator Squad may take:
 - Up to 5 additional Terminators +30 points each
- For every five models in the Legion Terminator Squad, one Terminator may exchange their combi-bolter for one of the following special weapons:
 - Heavy flamer +10 points
 - Reaper autocannon +15 points
 - Plasma blaster +15 points
- Any Terminator and/or the Terminator Sergeant may exchange their combi-bolter for one of the following:
 - Combi-weapon +7 points each
 - Volkite charger +7 points each
- Any Terminator and/or the Terminator Sergeant may exchange their power weapon for one of the following:
 - Power fist +5 points each
 - Lightning claw +5 points each
 - Chainfist +10 points each
 - Thunder hammer +10 points each
- Any Terminator and/or the Terminator Sergeant may exchange both their power weapon and combi-bolter for:
 - Pair of lightning claws +15 points
- The Terminator Sergeant may take a grenade harness +10 points
- Any unit may exchange its Terminator armour for Cataphracti pattern armour for free. If this is the case then the entire unit must be so equipped and appropriately modelled.

Implacable Advance

Legion Terminator squads are used to assault the most heavily defended objectives and secure them for the advance of allied forces. Legion Terminator Squads are always counted as scoring units in any mission where Troops are also counted as scoring units.

TECHMARINE COVENANT

45 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Techmarine	4	4	4	4	1	4	2	8	2+
Servo-automata	3	3	4	5	1	1	1	6	5+

Unit Composition

- 1-3 Legion Techmarines may be taken as a single Elites choice for the army. Each Legion Techmarine functions as a separate unit in the game and may be joined by Servo-automata (see Options).

Unit Type

- Servo-automata Infantry
- Legion Techmarine: Infantry (Character)

Wargear (Legion Techmarine)

- Artificer armour
- Bolt pistol
- Frag and Krak grenades
- Power axe
- Servo-arm

Wargear (Servo-automata)

- Chainsword
- Bolter

Special Rules (Legion Techmarine)

- Legiones Astartes
- Battlesmith

Special Rule (Servo-automata)

- Cybernetica

Dedicated Transport

- Any Legion Techmarine may take a Rhino as a Dedicated Transport.

Options

- Any Legion Techmarine may take one of the following items of wargear:
 - Nuncio-vox +10 points
 - Augury scanner +5 points
 - Master-crafted bolter +5 points
 - Combi-weapon +10 points
 - Volkite charger +10 points
 - Plasma pistol +15 points
 - Graviton gun +15 points
- Any Techmarine may take melta bombs.
- Any Techmarine may replace their servo-arm with:
 - Conversion beamer +35 points
- Any Techmarine may take rad grenades +10 points
- Any Techmarine may exchange their power axe for a thunder hammer +15 points
- Any Techmarine may take a Cyber-familiar +15 points
- Any Techmarine may be accompanied by:
 - Up to 4 Servo-automata forming a unit with them. +12 points each
- Any Servitor-automata may exchange its bolter with one of the following:
 - Lascutter +5 points
 - Power fist +15 points
 - Flamer +5 points
 - Rotor cannon +10 points

Cybernetica

If Servo-automata are no longer accompanied by a Legion Techmarine, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).

ELITES

Techmarines are specialist members of the Legion whose intelligence and aptitude marked them from an early stage for induction into the rites and secrets of the Mechanicum, and so hold dual allegiances both to their Legion and to the Machine Cult of Mars. Their role is to maintain and oversee the manufacture and supply of wargear and vehicles for their Legion, as well as operate and repair the most specialised and complex weaponry on the battlefield. In this a Legion's Armorum and its Techmarine masters are vital to its ability to wage war.

LEGION DREADNOUGHT TALON

125 POINTS PER MODEL

	WS	BS	S	Front	Side	Rear	I	A	HP
Legion Dreadnought	5	5	6	12	12	10	4	2	3

Unit Composition

- 13 Legion Dreadnoughts

Unit Type

- Vehicle (Walker)

Wargear

- Smoke launchers
- Searchlight
- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter

Special Rule

- Dreadnought Talon

Dedicated Transport

- A Legion Dreadnought Talon numbering a single Dreadnought may select a Legion Dreadnought Drop Pod as a Dedicated Transport.

Options

- Any Legion Dreadnought in the Talon may replace their twin-linked heavy bolter with one of the following:
 - Multi-melta Free
 - Twin-linked autocannon +5 points
 - Twin-linked missile launcher (with frag and krak missiles) +10 points
 - Plasma cannon +10 points
 - Flamethrower cannon +15 points
 - Twin-linked lascannon +25 points
 - Volkite culverin +10 points
 - Dreadnought close combat weapon with inbuilt twin-linked bolter Free (This grants the Dreadnought an additional close combat attack)
- Any Dreadnought may replace its Dreadnought close combat weapon and inbuilt twin-linked bolter with one of the following:
 - Twin-linked heavy bolter Free
 - Chainfist with an inbuilt twin-linked bolter +10 points
 - Siege Wrecker with inbuilt twin-linked bolter +10 points
 - Twin-linked autocannon +10 points
 - Volkite culverin +10 points
 - Twin-linked missile launcher (with frag and krak missiles) +15 points
- Any Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Graviton gun +15 points each
 - Meltagun +15 points each
- Any Legion Dreadnought may be equipped with:
 - Extra Armour +10 points
 - Armoured Ceramite +20 points
- Any Legion Dreadnought may be equipped with one of the following:
 - Up to two Hunter-killer missiles +10 points each
 - Havoc launcher +15 points
- Any Legion Dreadnought may be equipped with Frag assault launchers +15 points

Dreadnought Talon

A Dreadnought Talon is a specific formation designed to operate as a clenched fist on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit. When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts must be placed within 6" of each other, but afterwards operate independently, and are not treated as a vehicle squadron.

ELITES

Dreadnoughts are heavily armed and armoured robotic walkers, piloted by an interred Space Marine whose injuries are irreparable but who has enough spark of life and will left to endure encasement within the Dreadnought's cyborg frame. From within this armoured sarcophagus the warrior can continue to fight for his Legion for centuries, perhaps millennia, striding the battlefield like one of the giants of legend, both more and less than what they were before. Dreadnoughts have their roots far back in the Dark Age of Technology, and have endured in idiosyncratic forms both on Mars and with the techno-barbaric warlords of Terra as well as in scattered human realms throughout the Age of Strife. Some of these individual relics are still in service—although many times re-tenanted over the millennia. Brought together now under the banner of the Imperium, many patterns of Dreadnoughts exist and it is in latter-day conjunction with the superhuman physiology of the Space Marines that this technology has reached its zenith.

CONTEMPTOR DREADNOUGHT TALON

175 POINTS PER MODEL

ELITES

Regarded by many as the most advanced and powerful pattern of Dreadnought in the arsenal of the Great Crusade, the Contemptor is a relatively recent design that incorporates not only traditional Dreadnought technologies, but arcane systems drawn from the ancient and guarded lore of the Legio Cybernetica of the Mechanicum. Principal among these is a compact atomantic arc-reactor more powerful by far than anything of its size in Imperial manufacture. The abundance of energy it generates can be used to grant the Dreadnought frame speed and strength as well as power defensive energy field systems to further increase its battlefield durability. These advantages over the older Lucifer and Castraferrum pattern Dreadnoughts however are not without their price. The Contemptor requires higher levels of maintenance than most previous designs, while the arc-reactor if breached is prone to catastrophic failure, dooming the Contemptor chassis to utter destruction. Regardless, the Contemptor's power has found it a place within every Legion and demand for the new chassis is high.

Legion Contemptor Dreadnought

Armour									
WS	BS	S	Front	Side	Rear	I	A	HP	
5	5	7	13	12	10	4	2	3	

Unit Composition

- 1-3 Contemptor Dreadnoughts

Unit Type

- Vehicle (Walker)

Wargear

- Smoke launchers
- Searchlight
- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter

Special Rules

- Dreadnought Talon
- Atomantic Shielding
- Fleet

Dedicated Transport

- A Contemptor Dreadnought Talon numbering a single Dreadnought may select a Legion Dreadnought Drop Pod as a Dedicated Transport.

Options

- Any Legion Contemptor Dreadnought in the Talon may replace their twin-linked heavy bolter with one of the following:
 - Multi-melta Free
 - Twin-linked autocannon +15 points
 - Plasma cannon +10 points
 - Volkite culverin +10 points
 - Kheres pattern assault cannon +15 points
 - Twin-linked lascannon +15 points
 - Heavy conversion beamer +15 points
 - Dreadnought close combat weapon with inbuilt twin-linked bolter Free
- (This grants the Dreadnought an additional close combat attack)
- Any Legion Contemptor Dreadnought may replace its Dreadnought close combat weapon and bolter with one of the following:
 - Chainfist with an inbuilt twin-linked bolter +10 points
 - Multi-melta Free
 - Twin-linked autocannon +10 points
 - Twin-linked heavy bolter Free
 - Plasma cannon +10 points
 - Volkite culverin +10 points
 - Kheres pattern assault cannon +15 points
 - Twin-linked lascannon +15 points
- Any Legion Contemptor Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Graviton gun +15 points each
 - Meltagun +15 points each
- Any Dreadnought may be equipped with Extra Armour +10 points
- Any Dreadnought may have a:
 - Carapace-mounted Havoc launcher +15 points

Dreadnought Talon

A Dreadnought Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit. When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts must be placed within 6" of each other, but afterwards operate independently and are not treated as a vehicle squadron.

Atomantic Shielding

One of the Contemptor pattern's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the enhanced Atomantic power core within.

A Contemptor Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers a Vehicle Explodes damage result, add +1" to the radius of the blast.

LEGION RAPIER WEAPONS BATTERY

40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Rapier Carrier	-	-	-	7	2	-	-	-	3+

Unit Composition

- 1-3 Rapier Carriers forming a squadron. Each Rapier has 2 Space Marine crew.

Unit Type

- Rapier Carrier: Artillery
- Legion Space Marine: Infantry

Wargear (Space Marine Crew)

- Power armour
- Bolt pistol
- Frag and krak grenades

Wargear (Rapier Carrier)

- Quad heavy bolter

Special Rules

- Legiones Astartes (Space Marine Crew)
- Extremely Bulky (Rapier combined with Crew)

Options

- Any Rapier Carrier may exchange its quad heavy bolter with one of the following:
 - Laser destroyer array +15 points each
 - Quad mortar ('Thud gun') +20 points each
 - Graviton cannon +35 points each

ELITES

One of a number of similar designs utilised by the Imperium's armed forces, Rapier carriers are semi-automated tracked weapons carriers with on-board targeting systems and power generators. Designed to mount support weaponry too large and cumbersome for even the superhuman strength of a Space Marine to carry, the Rapier's relatively small size and mobility makes it a perfect support weapon both in defence and offence where larger field artillery and armoured vehicles cannot go due to their size or weight. The most common armaments mounted on the Rapiers of the Space Marine Legions are quad-heavy bolters and Laser Destroyer arrays for anti-personnel and anti-armour use respectively, while so-called 'Thud Gun' multi-launchers are favoured for siege warfare and suppressive fire. More rarely a Legion's Techmarines will also use Rapier carriers as mounts for more exotic weaponry for special operations such as the Graviton cannon.

LEGION MORTIS DREADNOUGHT

125 POINTS

ELITES

The Dreadnought weapon configuration referred to as the Mortis sub-pattern mounts identical weapons on both arms, granting it the ability to bring a fearsome weight of firepower to bear on its target. The Mortis is often fired with a helical targeting array slaved to enhanced target-cruising logic engines that allow it to track its foe with unprecedented accuracy and which make it particularly deadly against enemy flyers.

Initially, the majority of Mortis sub-pattern Dreadnoughts were of the Contemptor type, but as the Castraferum Patterns (MKIV and MKV) Dreadnought has entered service in increasing numbers, this sub-pattern has been pressed into the anti-air role across all of the war zones of the Imperium.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Mortis Dreadnought	4	5	6	12	12	10	4	2	3

Unit Composition

- 1 Legion Mortis Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Smoke launchers
- Searchlight
- Two twin-linked heavy bolters

Special Rules

- Helical Targeting Array

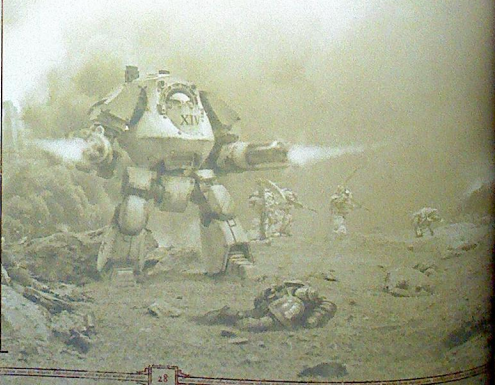
Options

- The Legion Mortis Dreadnought may exchange its two twin-linked heavy bolters with one of the following:
 - Two multi-meltas Free
 - Two twin-linked autocannon +10 points
 - Two twin-linked missile launchers (with frag and krak missiles) +20 points
 - Two twin-linked lascannon +30 points
- The Legion Mortis Dreadnought may take any of the following:
 - Extra Armour +10 points
 - Armoured Ceramite +20 points
- The Legion Mortis Dreadnought may take one of the following:
 - Up to two hunter-killer missiles +10 points each
 - Havoc launcher +15 points

Helical Targeting Array

The Helical array's advanced augurs and sophisticated banks of combat cogitators allow the Mortis Dreadnought to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Dreadnought must be immobile while the system is in operation.

If the Legion Mortis Dreadnought chooses to neither move nor Run in its turn, it gains the Skyfire and Interceptor special rules for that entire Game turn (ie, both the controlling player's turn, and his opponent's following player turn).



CONTEMPTOR-MORTIS DREADNOUGHT

155 POINTS

	WS	BS	S	Front	Side	Rear	I	A	HP
Legion Contemptor-Mortis	4	5	7	13	12	10	4	2	3

Unit Composition

- 1 Contemptor-Mortis Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Smoke launchers
- Searchlight
- Two twin-linked heavy bolters

Special Rules

- Atomatic Shielding
- Helical Targeting Array

Options

- The Contemptor-Mortis may exchange its two twin-linked heavy bolters with one of the following:
 - Two multi-meltas Free
 - Two twin-linked autocannons +10 points
 - Two Kheres pattern assault cannons +25 points
 - Two twin-linked lascannons +30 points
- The Contemptor-Mortis may take any of the following:
 - Extra Armour +10 points
 - Havoc Launcher +15 points

Atomatic Shielding

One of the Contemptor pattern's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the enhanced atomatic power core within.

A Contemptor-Mortis Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and a 6+ invulnerable save against attacks in close combat. In addition, if the Contemptor-Mortis suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Helical Targeting Array

The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Contemptor-Mortis to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Dreadnought must be immobile while the system is in operation.

If the Contemptor-Mortis Dreadnought chooses to neither move nor Run in its turn, it gains the Skyfire and Interceptor special rules for that entire game turn (ie, both the controlling player's turn, and his opponent's following player turn).

ELITES

Dreadnoughts are utilised throughout the Legiones Astartes, fielded as spearhead assault units able to operate in war zones and environments impassable to more conventional classes of vehicle. Most in demand of all the types of Dreadnought in the arsenals of the Imperium are the Contemptors, towering war machines that utilise a combination of machine systems recovered during the Great Crusade, principal amongst them the potent and ill-understood atomatic reactor. When the Legiones Astartes Contemptor Dreadnought Talons go to war they are sometimes accompanied by specialist machines to protect them from air attack. Where possible, the Contemptor-Mortis is fielded, for this anti-air sub-pattern of the standard Contemptor Dreadnought is equipped with an array of powerful weapons specifically designed to bring down enemy flyers, potent targeting auguries that allow it to lock onto and track multiple foes, as well as heavy field projectors able to withstand the inevitable storm of return fire its target is sure to unleash.

LEGION TACTICAL SQUAD

150 POINTS

TROOPS

Tactical squads are the mainstay of the Space Marine Legions and the force by which the Great Crusade has reconquered much of the galaxy. It is by the fighting power of thousands of superhuman warriors such as these, armed and armoured for battle in the harshest of environments and the deadliest of war zones that the enemies of Mankind have been crushed time and again. The Legion Tactical squad is a highly flexible infantry unit, able to attack or defend at will, assault heavily fortified positions and take and hold strategic objectives or simply slaughter an enemy comprehensively in almost any terrain or situation.

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Tactical Space Marine	4	4	4	4	1	4	1	8	3+
Legion Tactical Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 9 Legion Tactical Space Marines
- 1 Legion Tactical Sergeant

Unit Type

- Legion Tactical Space Marine: Infantry
- Legion Tactical Sergeant: Infantry (Character)

Wargear

- Power armour
- Bolter
- Bolt pistol
- Frag and Krak grenades

Special Rules

- Legiones Astartes
- Fury of the Legion

Dedicated Transport

- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rules of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Options

- The Legion Tactical Squad may take:
 - Up to 10 additional Legion Space Marines +10 points each
- The entire Legion Tactical Squad may do one of the following:
 - Exchange their bolter for a combat blade or chainsword Free
 - Take an additional combat blade or chainsword +2 points each
- One Space Marine may take a nuncio-vox +10 points
- One Space Marine may carry a Legion vexilla +10 points
- The Legion Tactical Squad's Sergeant may exchange their bolter and/or chainsword for one of the following:
 - Combi-weapon +10 points
 - Plasma pistol +15 points
 - Heavy chainsword +5 points
 - Power weapon +10 points
 - Power fist +15 points
 - Single lightning claw +15 points
- The squad's Sergeant may take melta bombs +5 points
- The squad's Sergeant may upgrade to artificer armour +10 points

Fury of the Legion

One of the Legion's greatest assets in open battle is the massed, co-ordinated hail of bolter fire its Tactical squads can unleash. Such is the firepower of this storm of explosive shells that enemy infantry formations and even squadrons of light vehicles will be blasted to the four winds in a single thunderous volley of bolt shells.

While at least five models remain in the unit armed with bolters or bolt pistols, the squad can elect to make a Fury of the Legion attack in the Shooting phase so long as they did not move, arrive via Deep Strike or disembark a vehicle earlier in that player turn. Models making a Fury of the Legion attack may fire twice with their bolters or bolt pistols against a single target (note that in the case of a combi-weapon only the bolter part may fire twice).

Owing to the massive expenditure of ammunition involved, once a squad has made a Fury of the Legion attack it may not use Overwatch fire later that turn or fire in the Shooting phase of their next player turn, but may otherwise move, fight in assault, run, etc. normally (place a counter or note next to the unit to represent this). Fury of the Legion attacks may not be used for Snap Shots, and models joining the unit do not benefit from this rule and must fire normally, as does any non-bolter weapon used by the squad at the same time as the Fury of the Legion attack is made.

LEGION ASSAULT SQUAD

250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Assault Space Marine	4	4	4	4	1	4	1	8	3+
Legion Assault Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 9 Legion Assault Space Marines
- 1 Legion Assault Sergeant

Unit Type

- Legion Assault Space Marine
- Jump Infantry
- Legion Assault Sergeant
- Jump Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Jump pack

Special Rule

- Legiones Astartes

Options

- The Legion Assault Squad may take:
 - Up to 10 additional Assault Space Marines +15 points each
- The entire squad may take melta bombs +5 points each
- The entire squad may take combat shields +3 points each
- For every five models in the squad one Legion Assault Space Marine may modify their weapons in one of the following ways:
 - Exchange their chainsword/combata blade for a Power weapon +10 points each
 - Exchange their bolt pistol for a hand flamer +10 points each
 - Exchange their bolt pistol for a plasma pistol +15 points each
- The squad's Sergeant may do one of the following:
 - Exchange their bolt pistol for a hand flamer +10 points
 - Exchange their bolt pistol for a plasma pistol +15 points
- The squad's Sergeant may exchange their chainsword and/or combat blade for one of the following:
 - Heavy chainsword +5 points
 - Power weapon +10 points
 - Single lightning claw +15 points
 - Thunder hammer +20 points
 - Power fist +15 points
- Alternatively, the squad's Sergeant may exchange both their chainsword/combata blade and bolt pistol with:
 - Pair of lightning claws +20 points
- The squad's Sergeant may take any of the following:
 - Melta bombs (if the squad has not already been upgraded to carry them) +5 points
 - Combat shield (if the entire squad has not already been upgraded to carry them) +3 points
- The squad's Sergeant may upgrade to artificer armour +10 points

TROOPS

Jump pack-equipped assault squads are rapid attack forces whose wargear is optimised towards close-quarter fighting and hit-and-run tactics. The use of jump packs allows Assault squads to move with great speed across the battlefield and impact the enemy line with savage force, leaping past intervening terrain and open defences to engage their adversaries in bloody melee. The needs of even limited flight systems however preclude the use of heavy weaponry or extensive munitions supplies. Jump pack-equipped Assault squads are not embraced to the same extent by all of the Legions for reasons of combat doctrine, temperament or simple resource difficulties, with the Raven Guard and Night Lords being among their greatest proponents. Even those Legions with whom they do not find particular favour however, such as the Death Guard and Iron Hands, can still field a force of them when the need arises.

LEGION BREACHER SIEGE SQUAD

225 POINTS

TROOPS

The most hazardous and desperate spheres of warfare such as boarding actions amid the cold void of space and the forlorn hope of the first wave of attackers into a breached fortress domain can prove lethal beyond endurance, even for the warriors of the Legiones Astartes. For this reason since the early days of the Great Crusade, specialised forms of warfare and tactics have been under continuous development to cope with these 'Zones Mortalis' and certain Legions such as the Imperial Fists, World Eaters and the Iron Warriors have even made these bloody modes of warfare their particular concern. Breacher Siege squads are units of Space Marines equipped with specialised arms and armour designed to enable them to act as a vanguard in such missions, including heavy ablative shields to resist enemy fire and specialized breaching charges and lascutters to bypass bulkheads and shatter strongpoints.

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 9 Legion Breacher Siege Space Marines
- 1 Legion Breacher Siege Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Sergeant: Infantry (Character)

Wargear

- Power armour
- Boarding shield
- Bolter
- Bolt pistol
- Frag and Krak grenades

Special Rules

- Legiones Astartes
- Hardened Armour

Dedicated Transport

- As long as it numbers no more than 10 models, the squad make take a Land Raider Phobos or Land Raider Proteus as a Dedicated Transport.

Options

- The Legion Breacher Siege Squad may take:
 - Up to 10 additional Space Marines +10 points each
 - The entire squad may take melta bombs +5 points each
- For every five models in the squad, one Space Marine may exchange their bolter for one of the following:
 - Volkite charger +5 points
 - Flamer +10 points
 - Meltagun +15 points
 - Graviton gun +15 points
 - Lascutter +10 points
- One Space Marine may take a nuncio-vox +10 points
- One Space Marine may carry a Legion vexilla +15 points
- The Legion Breacher Siege Squad's Sergeant may exchange their bolter for one of the following:
 - Combi-weapon +10 points
 - Plasma pistol +15 points
- The Legion Breacher Siege Squad's Sergeant may exchange their bolter or bolt pistol for one of the following:
 - Power weapon +10 points
 - Power fist +15 points
 - Single lightning claw +15 points
 - Thunder hammer +20 points
- The Legion Breacher Siege Squad's Sergeant may take:
 - One breaching charge +10 points
 - Melta bombs +5 points
 (if the squad has not already been upgraded to carry them)
- The Legion Breacher Siege Squad's Sergeant may:
 - Upgrade to artificer armour +10 points
 (Note: This means he will also be subject to the Hardened Armour special rule).

Hardened Armour

Breacher squads employ specially customised and augmented suits of power armour (usually variants on the Iron pattern) modified by the Legion's Techmarines to better withstand the rigours of siege warfare, lethal environments and close quarter boarding actions in space. The servos and power systems of such armour are overstrained as a result of these modifications, and require constant extensive maintenance between battles. This deficiency was one of the factors that ultimately led to the Tactical Dreadnought Armour project.

Hardened armour automatically counts as being Void Hardened (see the Cold Void mission special rules on page 173 of *The Horus Heresy Book One - Betrayal*) in missions where this is appropriate, and failed armour saves against template and blast weapons may be re-rolled. Units with Hardened Armour reduce the distance rolled for charges, sweeping advances and run moves by 1".

LEGION TACTICAL SUPPORT SQUAD

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Tactical Space Marines
- 1 Legion Tactical Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Sergeant: Infantry (Character)

Wargear

- Power armour
- Flamer
- Bolt pistol
- Frag and Krak grenades

Special Rules

- Legiones Astartes
- Support Squad

Dedicated Transport

- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Options

- The Legion Tactical Support Squad may take:
 - Up to 5 additional Space Marines+15 points each
- All of the models in the squad may exchange their flamer for one of the following weapons. If taken then all the models in the squad must be equipped with the same weapon.
 - Rotor cannon+5 points each
 - Volkite caliver+5 points each
 - Volkite charger+5 points each
 - Plasma gun+15 points each
 - Meltagun+15 points each
- The squad's Sergeant may alternatively take any of the following instead of their flamer:
 - Close combat weapon or bolter and augury scanner Free
 - Combi-weapon Free
- The squad's Sergeant may exchange their bolt pistol for:
 - Plasma pistol+15 points
- The squad's Sergeant may exchange their combat blade/chainsword for one of the following:
 - Heavy chainsword+5 points
 - Power weapon+10 points
 - Power fist+15 points
 - Single lightning claw+15 points
- The squad's Sergeant may upgrade to artificer armour+10 points
- The squad's Sergeant may also take melta bombs+5 points

Support Squad

Support squads are Legion formations that utilise specialised wargear, weapons and tactics to support the assault of the Legion's main strength. Although they are Troops choices for the Space Marine Legion army, they may not be used to fill compulsory Troops choices on a Force Organisation chart (unless a particular Legion has special rules to the contrary).

TROOPS

Tactical support squads are mobile fire-support units that replace the utilitarian bolter of their comrades with more specialised weapons, enabling them to cope with particular battlefield threats or enemies. Operating in close order with the Legion's other troops, the support squad's firepower enables a battlefield strike force of Space Marines to act with even more versatility and engage a wider range of targets on its own terms. The most common armaments used by Tactical support squads are flamers which are ideal for urban warfare, bunker and trench clearance, as well as eradicating xenos life forms from an area. Rapid-firing rotor cannon are used against large numbers of lightly armed foes, thermic energy meltas for tank-busting, and where available, plasma and Volkite weapons against the most heavily armoured and monstrous enemies.

LEGION RECONNAISSANCE SQUAD

125 POINTS

TROOPS

The eyes and ears of the Legion in the field, Reconnaissance squads are formed from experienced Space Marines expert in operating independently and often deep behind enemy lines. This is a task for which they are armed and equipped with a variety of specialised wargear including long-range weaponry, sensor-auspex and stealth gear. They perform the function of scouts and intelligence gatherers, identifying targets and gathering information on enemy movements and strengths. They also serve the Legion as pickets, saboteurs, raiders and snipers where needed, and in open battle are expert in sudden flanking manoeuvres and infiltration attacks in support of their main force.

	WS	BS	S	T	W	I	A	Ld	Sw
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Reconnaissance Space Marines
- 1 Legion Reconnaissance Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Sergeant: Infantry (Character)

Wargear

- Power armour
- Bolter
- Bolt pistol
- Frag and Krak grenades
- Shroud bombs

Special Rules

- Legiones Astartes
- Scout
- Outflank
- Acute Senses
- Support Squad

Dedicated Transport

- The squad may use either a Rhino or Storm Eagle Gunship as a Dedicated Transport.

Options

- The Legion Reconnaissance Squad may take:
 - Up to 5 additional Space Marines. +15 points each
- Any Space Marine may exchange their bolter for one of the following:
 - Sniper rifle +5 points each
 - Space Marine shotgun Free
 - Chainsword or combat blade Free
- One Space Marine may take a nuncio-vox. +10 points
- The squad may take Cameleoline +5 points each
- The entire squad may take melta bombs +5 points each
- The entire squad may replace their power armour with:
 - Recon armour Free
 - (This changes their Armour save to 4+ and they gain the Infiltrate and Move Through Cover special rules).
- The squad's Sergeant may exchange their bolter and/or bolt pistol for one of the following:
 - Chainsword or combat blade Free
 - Power weapon +10 points
 - Single lightning claw +15 points
 - Power fist +15 points
- The squad's Sergeant may exchange their bolter for one of the following:
 - Hand flamer +5 points
 - Combi-weapon +10 points
 - Plasma pistol +15 points
 - Volkite serpenta +5 points
- The squad's Sergeant may upgrade to artificer armour +10 points (They still gain Infiltrate and Move Through Cover if the unit exchanges its armour).

Support Squad

Support squads are Legion formations that utilise specialised wargear, weapons and tactics to support the assault of the Legion's main strength. Although they are Troops choices for the Space Marine Legion army, they may not be used to fill compulsory Troops choices on the Force Organisation chart (unless a particular Legion has special rules to the contrary).

LEGION RHINO ARMoured CARRIER

35 POINTS PER MODEL

	BS	Front	Side	Rear	HP
Legion Rhino	4	11	11	10	3

Unit Composition

- 1 Rhino

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Searchlight
- Smoke launcher
- Twin-linked bolter

Transport Capacity

- 10 models (Rhinos may not carry models with the Bulky, Very Bulky or Extremely Bulky special rules).

Fire Points

- Two models may fire from the Rhino's top hatch.

Access Points

- The Rhino has one access point on each side of the hull and one at the rear.

Special Rule

- Repair

Armour

BS	Front	Side	Rear	HP
4	11	11	10	3

Options

- A Rhino may take any of the following:

- Hunter-killer missile	+10 points
- Dozer blade	+5 points
- Auxiliary drive	+10 points
- Extra armour	+10 points

- A Rhino may take one of the following pintle-mounted weapons:

- Twin-linked bolter	+5 points
- Combi-weapon	+10 points
- Heavy bolter	+15 points
- Heavy flamer	+15 points
- Havoc launcher	+15 points

Repair

These vehicles are extraordinarily robust and can often be repaired in the midst of battle by their crews. If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a repair instead of firing any of the Rhino's weapons. In the Shooting phase instead of firing a weapon, the Rhino can attempt to repair an Immobilised result on a D6 roll of 6.

DEDICATED TRANSPORTS

The Rhino is the most widely used armoured personnel carrier in the Imperium. Based on ancient STC technology the fundamental design is robust, reliable and easy to maintain, and its adaptive power plant can run off a wide variety of fuels (with varying degrees of efficiency), making it perfect for the wide-ranging armies of the Great Crusade. Produced in the thousands and with several distinct patterns in common use—the Deimos being most widespread in the Space Marine Legions, it has also served as the basis for a number of other war machines.

LEGION DROP POD

35 POINTS PER MODEL

DEDICATED TRANSPORTS

Drop pods are self-contained, recoverable orbital descent capsules, each designed to carry a squad of Space Marines (with modified versions fitted to carry Dreadnoughts and other gear). They are used for surprise attacks and combat drops into the midst of active war zones, with Space Marine warships showering them down like ordnance from the edge of space towards their target. Drop pods are armoured and reinforced to withstand the rigours of re-entry (and ground fire to some extent), but their only true defence is speed and unaugmented humans have little chance of surviving flight and landing within one.

Legion Drop Pod

BS	Armour				HP
	Front	Side	Rear		
4	12	12	12		3

Unit Composition

- 1 Drop Pod

Unit Type

- Vehicle (Open-topped, Transport)

Wargear

- Twin-linked bolter

Transport Capacity

- The Legion Drop Pod may transport 10 models or 1 Legion Dreadnought or 1 Rapier carrier and Crew.

Special Rules

- Drop Pod Assault
- Immobile
- Inertial Guidance System

Drop Pod Assault

Legion Drop Pods always enter play using the Deep Strike rules and units who have purchased Drop Pods as transports must always be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. Note: As soon as a Drop Pod is deployed its doors are automatically opened to their full extent.

Immobile

Once it has been deployed a Drop Pod cannot move, and counts as a vehicle that has suffered an irreparable Immobilised result.

Inertial Guidance System

Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle.

LEGION DREADNOUGHT DROP POD

65 POINTS

Armour
BS Front Side Rear HP

Legion Dreadnought
Drop Pod

4 12 12 12 3

Unit Composition

- 1 Drop Pod

Unit Type

- Vehicle (Open-topped, Transport (Special))

Wargear

- None

Transport Capacity

- The Legion Dreadnought Drop Pod may transport a single Dreadnought or Dreadnought variant (including Contemptor Dreadnoughts)

Special Rules

- Drop Pod Assault
- Immobility
- Inertial Guidance System
- Burning Retros
- Assault Vehicle

Drop Pod Assault

Legion Drop Pods always enter play using the Deep Strike rules, and units who have purchased Drop Pods as transports must always be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault with. These units arrive on their player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit who Deep Strikes via Drop Pod may not assault in the turn it arrives. Note: As soon as a Drop Pod is deployed, its doors are automatically opened to their full extent.

Immobility

Once it has been deployed, a Drop Pod cannot move, and counts as a vehicle that has suffered an irreparable Immobilised result (although no Hull Point loss is suffered).

Inertial Guidance System

Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle. Note that the Lucius pattern Dreadnought Drop Pod is considerably larger than the more common Drop Pod and so will need a larger space in which to land successfully.

Burning Retros

Owing to the meteoric descent speed and impact of the Legion Dreadnought Drop Pod, and the fiery blast of the Drop Pod's retros on arrival, the Legion Dreadnought Drop Pod has the Shroud special rule on the game turn it arrives (note this also applies to any interceptor fire or similar effects it might be subject to). Once the Drop Pod lands, its doors are opened automatically, but the Dreadnought inside does not have to deploy out unless the controlling player wishes. Should the Dreadnought carried by the Drop Pod remain on any part of its structure (including its doors) on the game turn the Drop Pod arrives, it benefits from the Shrouded special rule also, as does any unit targeted by any shooting attack whose line of sight passes through or over the Drop Pod on the game turn of its arrival.

Assault Vehicle

The Legion Dreadnought Drop Pod has the Assault Vehicle special rule thanks to its larger size and special design, allowing the transported Dreadnought to assault on the same turn it disembarks from the Drop Pod's structure. However, the Dreadnought may still not assault on the same turn the Drop Pod arrives from Deep Strike.

DEDICATED TRANSPORTS

Developed alongside the more common Legion drop pod in general service, specifically designed Dreadnought drop pods, such as the Lucius pattern heavy drop pod, are somewhat larger than the standard drop pods of the Legion's Astartes and have a more powerful engine, allowing for a dangerously meteoric descent to the battlefield. This serves to protect their cargo during approach and allow it to strike with unprecedented speed. The stresses involved, however, are such that only the heavily armoured and protected shell of a Dreadnought could hope to survive the descent and impact with the ground without being wrecked or pulverised.

Dreadnought drop pods are still highly valued by many Legions, especially considering the attrition rate they commonly suffer in battle, while others inherently dislike the design, lacking as it does armament or the adaptability of more mobile, multi-role designs such as the Deathclaw pattern recently made available.

EAST ATTACK

Seeker squads are comprised of a specialised force of Space Marines whose principal task on the battlefield is to identify an enemy's command structure—their warlords, officers, priests, demagogues—whatever they may be, and slay them with a well-placed bolt round while the battle rages round them. The Alpha Legion are said to have first crystallized this tactic and squad configuration, which has since, with the Emperor's approval, spread to the other Legions, although its use sits poorly within the combat doctrine of some. Seeker squad members are chosen primarily on pure merit as the best shots in their Legion, as a Seeker strike force will often be forced to rely on the briefest window of opportunity to take down their targets at close range, rather than have the luxury of distance and able sighting as a sniper in a reconnaissance squad might have. To aid them in the kill, Seeker squads are usually equipped with special issue ammunition to better deal with their chosen victims.

LEGION SEEKER SQUAD

175 POINTS

Legion Seeker Space Marine
Legion Strike Leader

WS	BS	S	T	W	I	A	Ld	Sv
4	5	4	4	1	4	1	8	3+
4	5	4	4	1	4	2	9	3+

Unit Composition

- 4 Seeker Space Marines
- 1 Strike Leader

Unit Type

- Legion Seeker Space Marine: Infantry
- Legion Strike Leader: Infantry (Character)

Wargear

- Power armour
- Bolter
- Bolt pistol
- Frag and Krak grenades

Special Rules

- Legiones Astartes
- Special Issue Ammunition
- Marked For Death

Dedicated Transport

- A Seeker squad may choose a Rhino or a Land Raider Proteus as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Options

- The Legion Seeker Squad may take:
 - Up to 5 additional Seeker Space Marines+15 points each
 - One Seeker Space Marine may take a nuncio-vox+10 points
 - Any Seeker Space Marine may exchange their bolter for:
 - Combi-weapon+10 points each
- The Legion Seeker Squad's Strike Leader may take one of the following:
 - Power weapon+10 points
 - Power fist+15 points
- The Legion Seeker Squad's Strike Leader may take:
 - Melta-bombs+5 points
- The Legion Seeker Squad's Strike Leader may upgrade to:
 - Artificer armour+10 points
- The Legion Seeker Squad's Strike Leader may exchange their bolter and special issue ammunition for a plasma pistol+10 points

Special Issue Ammunition

Seeker Space Marines are equipped with Kraken, Scorpion and Tempest bolt shells for their bolters (and combi-weapons where applicable), and may choose which to use each turn they fire.

Marked For Death

After the two sides have set up and any infiltrators have been placed, each Space Marine Seeker unit in a player's force may specify a single enemy unit or independent character as being 'Marked for Death'. Make a note of which unit this is. The Legion Seeker unit now counts as having the Preferred Enemy special rule against this chosen target.

LEGION OUTRIDER SQUAD

90 POINTS

Legion Space Marine Outrider
Legion Outrider Sergeant

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	4	1	8	3+
4	4	4	5	1	4	2	9	3+

Unit Composition

- 3 Legion Space Marine Outriders

Unit Type

- Legion Space Marine Outrider Bikes
- Legion Outrider Sergeant Bike (Character)

Wargear

- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Space Marine Bike with twin-linked bolter

Special Rules

- Legiones Astartes
- Scout

Options

- The Legion Space Marine Outriders Squad may take
 - Up to 7 additional Space Marine Outriders +30 points each
- The entire squad may take melta-bombs +5 points each
- For every three models in the squad, one may modify their weapons in one of the following ways:
 - Exchange their chainsword or combat blade for Power weapon +10 points each
 - Exchange their bolt pistol for a:
 - Hand flamer +10 points each
 - Plasma pistol +15 points each
- The Legion Space Marine Outriders squad may exchange their Bike's twin-linked bolter for one of the following:
 - Twin-linked flamer +15 points each
 - Twin-linked melta-gun +25 points each
 - Twin-linked plasma gun +25 points each
- One Space Marine Outrider may be upgraded to an Outrider Sergeant +15 points each
- The squad's Outrider Sergeant may exchange their bolt pistol for one of the following:
 - Hand flamer +10 points
 - Plasma pistol +15 points
- The squad's Outrider Sergeant may exchange their chainsword or combat blade for one of the following:
 - Power weapon +10 points
 - Power fist +15 points
 - Single lightning claw +15 points
- The squad's Outrider Sergeant may take:
 - Melta-bombs +5 points
 (if the squad has not already been upgraded to carry them).

FAST ATTACK

Outriders are mechanised Space Marine reconnaissance squads who take to the field mounted on ruggedly constructed, all-terrain armoured ground bikes and scramblers. Used for scouting missions as well as rapid encirclement and hit-and-run attacks behind enemy lines, the chief advantage of the Outriders is speed, their bikes enabling them to cover ground far quicker than infantry and go where heavier vehicles cannot.

LEGION ATTACK BIKE SQUADRON

40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Attack Bike	4	4	4	5	2	4	2	8	3+

FAST ATTACK

Attack Bikes are larger, often two-man bikes whose expanded chassis can accommodate a single heavy weapon, making for a formidably armed and swift if somewhat fragile gun platform. Attack Bikes often accompany Outrider units to provide fire support and are also deployed in squadrons as a high-speed strike force to ravage larger, slower enemy units and destroy isolated armoured vehicles with concentrated weapons fire.

Unit Composition

- 1-5 Legion Space Marine Attack Bikes

Unit Type

- Bikes

Wargear

- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Space Marine Bike with twin-linked bolter
- Heavy bolter

Special Rule

- Legiones Astartes

Options

- The entire squadron may take melta-bombs +5 points each
- Any Attack Bike in the squadron may exchange their heavy bolter for one of the following:
 - Heavy flamer Free
 - Auto-cannon +5 points each
 - Multi-melta +10 points each



LEGION JETBIKE SKY HUNTER SQUADRON

135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Sky Hunter	4	4	4	5	1	4	1	8	2+
Legion Sky Hunter Sergeant	4	4	4	5	1	4	2	9	2+

Unit Composition

- 3 Legion Space Marine Sky Hunters

Unit Type

- Legion Space Marine Sky Hunter: Jetbike
- Legion Sky Hunter Sergeant: Jetbike (Character)

Wargear

- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Space Marine Scimitar Jetbike with a heavy bolter

Special Rules

- Legiones Astartes
- Deep Strike

Options

- The squad may take:
 - Up to 7 additional Space Marine Sky Hunters +35 points each
- The entire squad may take melta-bombs +5 points each
- For every three models in the squadron, one may replace their Jetbike's heavy bolter with one of the following:
 - Multi-melta +10 points
 - Volkite Culverin +10 points
 - Plasma cannon +15 points
- One Space Marine Sky Hunter may be upgraded to:
 - Sky Hunter Sergeant +15 points
- The squad's Sky Hunter Sergeant may exchange their bolt pistol for one of the following:
 - Hand flamer +10 points
 - Plasma pistol +15 points
- The squad's Sky Hunter Sergeant may exchange their chainsword or combat blade for:
 - Power weapon +10 points
 - Power fist +15 points
 - Single lightning claw +15 points
- The squad's Sky Hunter Sergeant may take:
 - Melta-bombs +5 points (if the squad has not already been upgraded to carry them)

FAST ATTACK

Sky Hunters are feared strike units which use sophisticated and powerful Jetbikes as mounts. These grav-impeller assisted, jet engine propelled craft are more akin to compact aircraft than ground bikes and are able to maintain great speeds for extended periods of low altitude flight. Their lift-strength is sufficient not only to carry a heavily armoured Space Marine and his wargear aloft, but also carry a variety of heavy weapons mounts and stocks of ammunition, giving the Sky Hunters extremely potent firepower. The Jetbike patterns in service with the Space Marine Legions are modifications of designs which considerably predate the Imperium and given the materials required to make and maintain them (such as the indium-calcite alloys needed to fabricate the hyper-efficient suspensor/repulsor plates required for flight), demand for them by the Legions has always outstripped supply.

PRIMARIS-LIGHTNING STRIKE FIGHTER

135 POINTS

FAST ATTACK

A relatively recent addition to the armories of the Great Crusade, the Primaris-Lightning Strike Fighter is a high-speed sub-orbital fighter craft, designed for high-speed interception, interdiction and surgical-strike roles. Created by the Archmagos-Arbiter Sykosk Thule, master of the sovereign Forge World of Voss, the Primaris-Lightning represented a new paradigm in aero-warcraft, being built around a powerful forced-plasma ramjet drive and optimised for the most sophisticated munitions and avionics systems available.

While exceeding all similar patterns in service of its size for speed and payload capacity, it was extremely costly to produce, proved difficult to maintain and difficult to handle by all but the most experienced pilots — flaws Sykosk attributed purely to the failure of weak flesh. These factors, however, saw the pattern's issue limited to the elite close-support units of the most well-resourced Legions and the Mechanicum itself, and while a degraded — if more easy to operate and maintain — version of the Lightning was rumoured to be under consideration just prior to the outbreak of the Horus Heresy, this reduced pattern paid no part in the conflict.

Armour

BS	Front	Side	Rear	HP
4	11	11	10	2

Primaris-Lightning

Unit Composition

- 1 Primaris-Lightning

Unit Type

- Vehicle (Flyer)

Wargear

- Chaff launcher
- Twin-linked lascannon
- Armoured cockpit

Special Rules

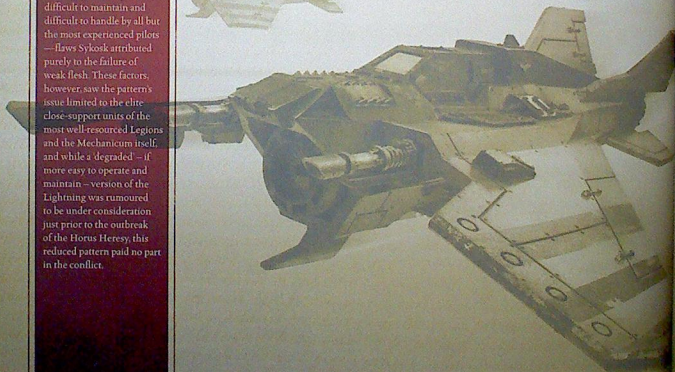
- Agile
- Deep Strike
- Supersonic
- Missile Barrage

Options

- The Primaris-Lightning is equipped with three dual hardpoint mounts, each of which can be equipped with one of the following payload options at the cost listed:
 - Twin-linked autocannon +20 points
 - Twin-linked multilaser +20 points
 - Twin-linked missile launcher (equipped with frag and krak) +25 points
 - Two Sunfury heavy missiles +15 points
 - Two Kraken penetrator heavy missiles +25 points
 - Phosphex bomb cluster +25 points
 - Two electromagnetic storm charges +20 points
- The Primaris-Lightning may be equipped with any of the following:
 - Battle Servitor Control +15 points
 - Ground-tracking Auguries +10 points
 - Ramjet Diffraction Grid +20 points

Special Ordinance: Rad Missiles

If the Primaris-Lightning is equipped with one or more twin-linked missile launchers, these may be upgraded to further carry rad missiles for +15 points per twin-linked launcher.



Ramjet Diffraction Grid

Using similar technology to the flare shield, this system channels the plasma heat and radiated waste of the Primaris-Lightning's powerful engines into a scattering superheated plasma field in the aircraft's wake, leaving a fiery, comet-like trail. This reduces the Strength value of incoming shooting attacks from its side and rear arcs by -1, but means the model cannot benefit from cover saves thanks to Night Fighting.

Ground-tracking Auguries

A Flyer equipped with this system gains the Strafing Run special rule.

Deadly Cargo: If the Flyer carrying unused weapons with this rule takes hull damage but is not destroyed, roll a D6. On the result of a 6, the flyer suffers an Explodes! result on the Vehicle Damage chart.

Battle Servitor Control: A Primaris-Lightning may replace their human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Primaris-Lightning the Tank Hunters special rule.

Primaris-Lightning Weapons

The Primaris-Lightning was specifically intended to operate some of the most advanced and savage munitions in the arsenal of the later Great Crusade era – sometimes unstable weapons of baleful design and born of the darkest arts of the Mechanicum's priests of the machine.

Weapon	Range	Str	AP	Type
Sunfury heavy missile	36"	6	3	Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use
Kraken penetrator heavy missile	36"	8	1	Heavy 1, Missile, Armourbane, One Use
Phosphex bomb cluster	Bomb	5	2	Heavy 2, Barrage, Bomb Cluster, Blast (3"), Poisoned (3+), Crawling Fire*, Lingering Death*, Deadly Cargo, One Use
Electromagnetic storm charge	Bomb	3	4	Heavy 1, Bomb, Large Blast (5"), Haywire, Concussive, One Use

*See page 84.



TARANTULA SENTRY GUN BATTERY

30 POINTS PER GUN

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	3	-	6	2	-	-	-	3+

FAST ATTACK

Possessed of formidable firepower, automated weapons platforms and sentry gun batteries are used by many of the Imperium's diverse armed forces to take on the mundane duties of point defence and security both planet-side and aboard ship. The most common of these designs is the Tarantula, whose ease of construction, multiple weapons configurations and general reliability have made it a staple of the arsenals of the Great Crusade and a well-regarded, if perhaps inglorious, tool of war.

The Space Marine Legions, in particular, make use of Tarantulas in a forward deployment role and see them as entirely disposable assets, often utilising them in the thick of battle to defend a forward position, draw out enemy forces for attack or even to guard a withdrawal or pin an enemy force during a feint. To this end, Tarantulas may be dropped into forward positions on the battle-lines immediately prior to suspected engagement via hovering servo-carriers or placed by reconnaissance forces under concealment to provide an unpleasant surprise for an attacker.

Unit Composition

- 1-3 Sentry Guns, forming a battery

Unit Type

- Artillery (Immobile)

Wargear

- Twin-linked heavy bolters

Special Rules

- Automated Artillery
- Firing Modes

Options

- Any Sentry Gun in the battery may exchange its twin-linked heavy bolters for:
 - Twin-linked heavy flammies Free
 - Two twin-linked rotor cannon Free
 - Twin-linked lascannon +10 points per model
 - Multi-melta and searchlight +5 points per model
- The entire Sentry Gun Battery may exchange their twin-linked heavy bolters for a:
 - Hyperios air-defence missile launcher* +20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for a:
 - Hyperios command platform* +10 points per model
- The entire battery may be upgraded to have one of the following:
 - Concealment +10 points per model
 - Forward Deployment +5 points per model

*A unit of Sentry Guns with Hyperios missile launchers or Hyperios command platforms does not have the Firing Modes special rule.

Deployment

- Forward Deployment: The Sentry Gun Battery has the Scout special rule (note that it still may not be deployed from reserve).
- Concealment: The Sentry Gun Battery has the Shrouded special rule until the first time it fires its weapons, afterwards the effects of this rule no longer apply.

Firing Modes

A Sentry Gun can fire in one of two ways and the controlling player must decide which mode it will be set up in before the start of the game. They cannot change its mode once it has been decided, it remains in that mode for the rest of the game.

- Point Defence Mode:** The Sentry Gun is set up with a fixed firing arc. In this mode the gun will engage enemy targets up to 36" away which are in a fixed 90° arc to its front.
- Sentry Mode:** The Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range.

- A heavy bolter, heavy flamer or rotor cannon-equipped Sentry Gun will fire at the nearest enemy non-Vehicle target according to its firing mode.
- A lascannon or multi-melta equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles still count as viable targets, only wrecked vehicles will be ignored).

Note that this means while a preferred target type is within range, it is possible for a unit of differently armed Sentry Guns to fire at two separate targets.

Hyperios Air-defence Missile Launcher

Weapon	Range	Str	AP	Type
Hyperios	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker

Hyperios Command Platform

As long as the Hyperios Command Platform is on the table, all Hyperios air-defence missile launcher-equipped sentry guns in the same unit receive the Split Fire special rule (the unit automatically passes any Leadership tests it is required to take to use the Split Fire special rule without rolling any dice).

ANVILLUS PATTERN DREADCLAW DROP POD

100 POINTS

	BS	Front	Side	Rear	HP
Dreadclaw	-	12	12	12	3

Unit Composition

- 1 Dreadclaw

Unit Type

- Vehicle (Hover, Flyer)

Wargear

- Frag assault launchers

Special Rules

- Assault Vehicle
- Deep Strike
- Drop Pod Assault
- Heat Blast

Transport Capacity

- The Dreadclaw has a transport capacity of 10 or can be used to transport a single Dreadnought.

Access Points

- One access hatch beneath the hull. In practice, passengers can disembark at ground level within 2" of the hull.

Drop Pod Assault

A Dreadclaw, and any unit it transports, must always be held in reserve and always enters play using the Deep Strike rules, and counts as a Drop Pod for the wider use of the Drop Pod Assault rule for the army. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. In the case of the Dreadclaw, unlike other Drop Pods it is not immobile, however, after it has landed, it is treated as a Flyer with Hover mode (which starts off as hovering after it has arrived via Deep Strike).

Heat Blast

Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melt cutters designed to burn their way into the armoured hulls of ships. The Legiones Astartes quickly learned they could also use these systems as a limited form of offensive weaponry, dispersing their blasts to incinerate anything nearby on landing, or in the more extreme cases, even scorch a swathe across the battlefield using dangerous low-level flying attacks.

When a model with this rule arrives via Deep Strike, or later when operating as a skimmer in Hover mode, it may if its controlling player wishes inflict a Heat Blast attack. If it does so, then models it is transporting may not disembark or embark on the turn this attack is used.

Heat Blast (Deep Strike): Immediately after the model deploys using the Deep Strike rule, measure a radius of 3" x D3" horizontally outwards from its main hull (do not count any landing struts, etc). All models caught in the blast suffer a Str 6 AP 5 hit with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack.

Heat Blast (Fire Sweep): If the controlling player wishes, any unit the model passes directly over (i.e., falls directly under its hull during its Movement phase) suffers D6 Str 5 AP 5 hits with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack. Hits from this attack are distributed across a unit as the player suffering the attack wishes. Roll a D6 each time this attack is inflicted. On a result of a 1, the Drop Pod itself suffers a penetrating hit.

Anvillus Pattern Dreadclaw Drop Pods may be purchased individually as a stand-alone Fast Attack choice for a Space Marine Legion Crusade army and as Dedicated Transports for any Terminator armour-equipped unit of five models or less, including Terminator armour-equipped Command squads. In the case of the Orbital Assault Rule of War (see page 15), they may be used as Dedicated Transports for Contemptor Dreadnoughts as well as the previous provisions being in effect.

FAST ATTACK

The Anvillus Pattern Dreadclaw Drop Pod was initially designed to insert Legion Space Marine boarding forces onto enemy void-craft in the midst of battle. As such they have a minimal profile and a heavily armoured hull designed to survive fire from smaller ship-based close defence weaponry, while a series of melt cutters allow it to slice through a ship's outer hull and deliver its cargo into the heart of a vessel.

Unlike some earlier boarding craft, which were incapable of returning their cargo to friendly ships, the Dreadclaw is also fully capable of operating as an independent dropship. Indeed, many Legions favour using the Dreadclaw in this role instead of the more common Storm Eagle, dropping from the sky like a flaming comet and employing the craft's thermal jets and melt cutters to scorch the landing zone clean before disembarking the assault troops contained within. Though lacking in any subtlety or elegance, this tactic is undeniably effective, and many crews have developed a dark notoriety for their skill at reckless low altitude strafing runs, leaving great swathes of the enemy's lines aflame with each pass.

LEGION LAND SPEEDER SQUADRON

50 POINTS PER MODEL

FAST ATTACK

Mainstays of most Space Marine Legion armoured, Land Speeders are high-speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. As lightly armoured two-man craft, they require the kind of skill and reflexes to operate at peak performance that only a Space Marine can bring to bear, and rely more on their extreme manoeuvrability and speed for survival than durability. Land Speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank-hunters and close air support units. As a result, mixed formations of Land Speeders are often called upon to operate as a rapid reaction force, held in reserve to quickly intercept enemy counter-attacks. Striking fast and hard they are particularly apt to fight delaying actions whilst the rest of a Space Marine force moves into attack positions or redeploy, and are able to use their speed to retreat successfully if needed from the very teeth of a foe.

Legion Land Speeder

	Armour					HP
	BS	Front	Side	Rear		
Legion Land Speeder	4	10	10	10		2

Unit Composition

- 1-5 Space Marine Land Speeders

Unit Type

- Vehicle (Skimmer, Fast)

Wargear

- Heavy bolter

Special Rule

- Deep Strike

Options

- Any Land Speeder may replace its heavy bolter with:

- Heavy flamer	Free
- Multi-melta	+10 points each
- Volkite Culverin	+10 points each

- Any Land Speeder may be upgraded with one of the following additional armaments:

- Havoc launcher	+15 points each
- Heavy bolter	+15 points each
- Plasma cannon	+30 points each
- Graviton gun	+15 points each

- Any Land Speeder may take:

- Up to two Hunter-killer missiles	+10 points each
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LEGION STORM EAGLE ASSAULT GUNSHIP

210 POINTS

	BS	Front	Side	Rear	HP
Storm Eagle	4	12	12	12	4

Unit Composition

- One Storm Eagle Gunship

Unit Type

- Vehicle (Flyer, Hover, Transport)

Access Points

- The Storm Eagle has four access points: one on both sides and ramps at the front and rear.

Special Rules

- Deep Strike
- Assault Vehicle

Wargear

- One hull-mounted twin-linked heavy bolter
- One hull-mounted Vengeance launcher
- Four wing-mounted Tempest rockets
- Machine Spirit

Transport Capacity

- The Storm Eagle has a transport capacity of 20 models.

Options

- A Storm Eagle may exchange its twin-linked heavy bolter for:
 - Twin-linked multi-melta +15 points
 - Single missile launcher +5 points
- A Storm Eagle may take one of the following upgrades:
 - Exchange its four Tempest rockets for four Hellstrike missiles +20 points
 - Exchange its four Tempest rockets for two twin-linked lascannon +40 points
- A Storm Eagle may take any of the following upgrades:
 - Armoured ceramite +20 points
 - Searchlight +1 point
 - Extra armour +10 points

Vengeance Launcher

The Vengeance launcher is a multi-chambered rocket battery which saturates a target area with fragmenting anti-personnel warheads. Designed for close range ground attack, this weapon allows the Storm Eagle to both clear a landing zone in a hostile area and continue to provide direct fire support once it has delivered its deadly cargo of Space Marines.

	Range	Str	AP	Special
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

Tempest Rockets

An antiquated design now being phased out in favour of more powerful munitions, Tempest rockets are nevertheless simple and reliable ballistic weapons able to deal with moderately armoured targets and shoot down enemy aircraft.

	Range	Str	AP	Special
Tempest rocket	60"	6	4	Heavy 1, Sunder, One Shot

FAST ATTACK

The Storm Eagle Assault Gunship is one of the most numerous designs found in a Space Marine Legion air-fleet. A dedicated tactical strike unit, its primary roles are orbital assault deployment of Legion infantry forces and low-level ground attack. The Storm Eagle is a rugged and durable machine, very heavily armed for its size, and considerably protected by armour plating, although it lacks the speed and manoeuvrability of true fighters and bombers. In operational use it proved itself an extremely flexible vehicle serving capably as a long range transport, orbital shuttle, scout and interceptor when called upon to do so in addition to its main battlefield roles.

First constructed on Terra over the course of the Great Crusade, principal manufacturing of the Storm Eagle shifted to the Forge Worlds of Anvilus, Galatea and Tigris whose vast output was sufficient to provide all of the Space Marine Legions and the Custodian Guard with extensive squadrons of these well-regarded and adaptable craft.

LEGION JAVELIN ATTACK SPEEDER SQUADRON

75 POINTS PER MODEL

FAST ATTACK

Javelin attack speeders share many of the advanced systems found in the jetbikes of the Legiones Astartes Sky Hunter strike squadrons, and as such are both rare and highly valued. Utilising a range of anti-grav impellor technologies so esoteric that some amongst the Mechanicum regard them with overt distrust, Javelin attack speeders are time-consuming to construct and difficult to repair should they sustain battle damage. Nevertheless, they are fast, highly manoeuvrable, have an extended operational range and, perhaps most importantly, are able to carry a heavy payload of weapon systems. All of these characteristics ensure that these rare attack vehicles remain in high demand amongst the Legiones Astartes, as well other elite formations such as the Legio Custodes and the Sisters of Silence.

	BS	Armour				HP
		Front	Side	Rear		
Javelin Attack Speeder	4	11	11	10		2

Unit Composition

- 1 Javelin Attack Speeder

Unit Type

- Vehicle (Skimmer, Fast)

Wargear

- Heavy bolter
- Twin-linked cyclone missile launcher

Special Rules

- Deep Strike
- Outflank

Options

- The Legion Javelin Attack Speeder Squadron may include:
 - Up to two additional Javelin Attack Speeders +75 points each
- Any Javelin Attack Speeder may replace its twin-linked cyclone missile launcher for a:
 - Twin-linked lascannon +10 points
- Any Javelin Attack Speeder may replace its heavy bolter with a:
 - Heavy flamer Free
 - Multi-melta +10 points each
- Any Javelin Attack Speeder may be equipped with any of the following upgrades:
 - Searchlight +1 point each
 - Up to two hunter-killer missiles +5 points each



DEATHSTORM DROP POD

90 POINTS

	BS	Front	Side	Rear	HP
Deathstorm Drop Pod	4	12	12	12	3

Unit Composition

- 1 Deathstorm Drop Pod

Unit Type

- Vehicle (Open-topped)

Wargear

- Five Deathstorm frag launchers

Special Rules

- Deep Strike
- Immobility
- Inertial Guidance System
- Area Denial
- Independent Machine-spirits

Options

- A Deathstorm Drop Pod may replace all five Deathstorm Frag launchers with:
 - Five Deathstorm krak launchers+30 points
- A Deathstorm Drop Pod may take:
 - Drop Pod Assault special rule+25 points

SPECIAL RULES

Area Denial

Any successful Morale checks or Pinning tests caused by a Deathstorm Drop Pod on the turn it deploys must be re-rolled.

Inertial Guidance System

Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle. Note that the Deathstorm pattern Dreadnought Drop Pod is considerably larger than the more common Drop Pod and so will need a larger space in which to land successfully.

Independent Machine-spirits

Deathstorm Drop Pods may target different enemy units with each of their weapons:

Deathstorm Launcher System

Weapon	Range	Str	AP	Type
Deathstorm frag launcher	48"	5	4	Heavy 1, Blast (3"), Pinning
Deathstorm krak launcher	48"	8	3	Heavy 2

May be taken instead as a Fast Attack choice for this army if the Orbital Assault Rule of War* is used.

*See page 15.

HEAVY SUPPORT

Deathstorm drop pods were first conceived and prototyped by the Raven Guard Legion, who sought to augment the firepower of their precision-orbital assaults. The Raven Guard's preference for such surgical-strike tactics would, upon occasion, leave them at a disadvantage in the case of both protracted engagements and in assaulting very heavily fortified targets where heavy units such as Legion tanks and artillery could not be used.

This opened the Legion up to levels of casualties during some successful drop pod assaults that their Primarch Corax would not countenance. The Raven Guard's solution spoke much to their own nature and preferred tactics – a weapon that would strike with merciless swiftness and expend its force in a lethal fury that left little need for prolonged endurance.

Built around a standard drop pod chassis, the Deathstorm pattern uses rapid-firing missile launchers to blast an area in a massive volley of fire upon landing, clearing the way for the Space Marines to assault in their wake. The machine-spirit targeted weapons of the Deathstorm will then continue to sweep the landing zone and provide fire support, although at much reduced firepower, the bulk of their ammunition already expended on their arrival.

LEGION HEAVY SUPPORT SQUAD

135 POINTS

HEAVY SUPPORT

Heavy support squads provide the Legions' infantry with mobile, Space Marine-portable firepower sufficient to bring down hordes of enemy troops or smash armoured vehicles apart in withering hails of fire. Although tanks and field artillery outrange and outgun heavy support squads in most cases—as well as of course often being much more heavily protected by armour plate, heavy support squads have all the flexibility of the infantryman to their advantage, and are able to disperse in terrain, climb heights to attain better fields of fire, and go where a battle tank or even a Dreadnought cannot.

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Space Marine Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Space Marines
- 1 Legion Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Space Marine Sergeant: Infantry (Character)

Wargear

- Power armour
- Heavy bolter
- Bolt pistol
- Frag and Krak grenades

Special Rule

- Legiones Astartes

Dedicated Transport

- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 15), other Dedicated Transport options may be available for the squad.

Options

- The Legion Heavy Support Squad may take:
 - Up to 5 additional Space Marines +20 points each
- All of the Space Marines in the squad (including the Sergeant) may exchange their heavy bolters for one of the following other heavy weapon types. If chosen, then all the heavy bolters in the squad must be exchanged for the same weapon:
 - Heavy flamer Free
 - Autocannon +5 points each
 - Missile launcher (with frag and Krak missiles) +5 points each
 - Multi-melta +10 points each
 - Plasma cannon +15 points each
 - Volkite culverin +10 points each
 - Lascannon +20 points each
- The squad's Sergeant may take any of the following:
 - Exchange their heavy bolter for a nuncio-vox and chainsword or combat blade Free
 - Upgrade to artificer armour +10 points
 - Take an Augury scanner +5 points
 - Take melta bombs +5 points
- If the squad's Sergeant is not carrying a heavy weapon, they may take one of the following:
 - Bolter +2 points
 - Combi-weapon +10 points
- If the squad's Sergeant is not carrying a heavy weapon, they may exchange their bolt pistol for a plasma pistol +15 points
- If the squad's Sergeant is not carrying a heavy weapon, they may exchange their combat blade or chainsword for one of the following:
 - Power weapon +10 points
 - Power fist +15 points
- If the squad has missile launchers they may be equipped with:
 - Flakk missiles +50 points for the entire squad
- The entire squad may take Hardened Armour +25 points (see page 32 for details).

LEGION PREDATOR STRIKE ARMOUR SQUADRON

75 POINTS PER MODEL

	Armour			
	BS	Front	Side	Rear HP
Legion Predator Tank	4	13	11	10 3

Unit Composition

- 1-3 Predator tanks

Unit Type

- Vehicle (Tank)

Wargear

- Searchlight
- Smoke launcher
- Predator cannon

Options

- Any Legion Predator may take one of the following sets of two sponson weapons:
 - Heavy bolters +20 points per model
 - Heavy flamer +20 points per model
 - Lascannon +40 points per model
- Any Legion Predator may exchange its Predator cannon for a:
 - Flamethrower cannon +15 points
 - Executioner plasma destroyer +35 points
 - Heavy conversion beamer +40 points
 - Magna-melta cannon +45 points
- Any Legion Predator may take any of the following:
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Auxiliary drive +10 points per model
 - Extra Armour +10 points per model
 - Armoured Ceramite +20 points per model
 - Machine Spirit +25 points per model
- Any Legion Predator may take one of the following pintle-mounted weapons:
 - Combi-bolter +5 points per model
 - Combi-weapon +10 points per model
 - Heavy flamer +10 points per model
 - Heavy bolter +15 points per model
 - Havoc launcher +15 points per model
- One Legion Predator in the squadron may be upgraded to:
 - Command Tank +25 points

HEAVY SUPPORT

The Predator is perhaps the best known and most widespread variant of the basic Rhino chassis, equipped with superior armour protection and firepower, but sacrificing the Rhino's troop transport capacity entirely. The Predator is an effective and versatile medium tank, with a good balance of speed, firepower and protection and whose robust design can field a wide variety of armament configurations, with the standard and by far most common being a rapid-firing turret-mounted autocannon. The Predator can also be fielded either with or without additional external sponson-mounted weaponry, with each sponson either mounting a single heavy bolter, heavy flamer or lascannon as part of a modular unit. The type of sponson weaponry fitted often reflects the expected conditions of threat within a given warzone, where heavy infantry resistance is predicted (such as in battle against the Orks for example), heavy bolters are most favoured, while lascannon are equipped where armoured vehicles are expected to predominate the opposition's forces.

HEAVY SUPPORT

The Land Raider is regarded by many as the finest armoured fighting vehicle of its class in the Imperium's arsenal—if not the galaxy, and the mainstay battle tank of the Space Marine Legions. It is a phenomenally powerful war machine, its multi-layered composite armour and reinforced hull is all but impervious even to heavy weapons, and it has no truly vulnerable areas, being a sealed unit designed to resist enemy attack from any approach. Designed to serve in almost any environment as war machine and exploration vehicle, the Land Raider can operate freely in war zones ranging from acid swamps to rid-deserts to arctic wastes without any noticeable impediment to its performance, and can even operate underwater and in hard vacuum, ensuring that there is no open battlefield on which its armoured wrath cannot be unleashed. The Land Raider is a masterwork that heralds back to the might of Mankind during the lost High Dark Age of Technology, and since the rediscovery of its STC in the vaults of Mars several patterns have been established in widespread use varying the balance of the Land Raider's battlefield role from armoured explorer, to assault tank, to command and control vehicle, but all maintain the core components of its established form and function.

LEGION LAND RAIDER BATTLE SQUADRON

LEGION LAND RAIDER PHOBOS
LEGION LAND RAIDER PROTEUS
LEGION LAND RAIDER ACHILLES

250 POINTS PER MODEL
200 POINTS PER MODEL
275 POINTS PER MODEL

	Armour			
	BS	Front	Side	Rear HP
Legion Phobos	4	14	14	14 4
Legion Proteus	4	14	14	14 4
Legion Achilles	4	14	14	14 4

Unit Composition

- 1-3 Land Raider tanks, any of which may be of the Phobos or Proteus types, and up to one of which may be of the Achilles type

Unit Type (All)

- Vehicle (Tank, Transport)

Transport Capacity

- The Land Raider Phobos can transport 10 models.
- The Land Raider Proteus can transport 10 models.
- The Land Raider Achilles can transport 6 models.

Fire Points

- None (all)

Access Points

- Land Raiders have one access point on each side of the hull and, in addition, the Land Raider Phobos has one at the front

Special Rules

- Land Raider Phobos – Assault Vehicle
- Land Raider Proteus – None
- Land Raider Achilles – Ferromantic Invulnerability

Wargear (Land Raider Phobos)

- Two sponson-mounted twin-linked lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Machine Spirit

Wargear (Land Raider Proteus)

- Two sponson-mounted twin-linked lascannon
- Searchlight
- Smoke launchers
- Machine Spirit

Wargear (Land Raider Achilles)

- One hull-mounted quad mortar
- Two sponson-mounted twin-linked multi-meltas
- Searchlight
- Smoke launchers
- Extra Armour
- Machine Spirit
- Armoured Ceramite

Options (all)

- Any Land Raider may take any of the following (if not already so equipped):
 - Hunter-killer missile +10 points per model
 - Dover blade +5 points per model
 - Auxiliary drive +10 points per model
 - Extra Armour +10 points per model
 - Armoured Ceramite +20 points per model
- Any Land Raider may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points per model
 - Combi-weapon +10 points per model
 - Heavy flamer +15 points per model
 - Havoc launcher +15 points per model
 - Heavy bolter +15 points per model
 - Multi-melta +20 points per model
- In squadrons of three, one Land Raider may be upgraded to:
 - Command tank +25 points

Additional Options (Land Raider Phobos)

- Any model may take frag assault launchers +10 points

Additional Options (Land Raider Proteus)

- Any model may be further armed with one of the following hull-mounted weapons:
 - Twin-linked heavy bolter +20 points per model
 - Twin-linked heavy flamer +20 points per model
- Any model may be upgraded to be equipped with:
 - Explorator Augury Web +50 points per model

Additional Options (Land Raider Achilles)

- None

Explorator Augury Web

The sophisticated scanners and cognis-interpreters built into the structure of the Proteus are all but unreplicable devices that likely far pre-date the Age of the Imperium. When under the control of an experienced Techmarine these augurs can be used in conjunction with Legion command to scan enemy positions in extraordinary detail, allowing enemy movements to be thwarted or reinforcements to be called in with uncanny accuracy.

A Land Raider Proteus with an Explorator Augury Web gains the Scout special rule.

While a Proteus with this upgrade is on the table, at the start of any of the controlling player's turn, before any Reserve rolls are made, they may declare that the Proteus' auguries are being used in Disruption or Relay modes, their effect lasting until their next player turn.

- Disruption Mode:** The opposing force suffers -1 to their Reserve rolls.

- Relay Mode:** The owning player's Reserve rolls may be re-rolled (whether failed or successful) if they wish.

Note that the presence of multiple Explorator Augury Web-equipped Proteus have no additional effect and only one model may be chosen a turn.

If a Land Raider Proteus is fitted with an Explorator Augury Web, its transport capacity is reduced to 8.

Ferromantic Invulnerability

The hull of the Achilles has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Land Raider Achilles is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the Vehicle Damage chart caused by Penetrating hits (other than by Destroyer type weaponry) by -1.

LEGION FIRE RAPTOR GUNSHIP

200 POINTS

HEAVY SUPPORT

A variant of the Storm Eagle, the Fire Raptor gunship was created with the aim of providing overwhelming aerial firepower to Legiones Astartes assault forces. These relentless craft can reduce any attacking force to ruin in a devastating rain of bolt shells and high explosive rockets, and are in use amongst virtually every one of the Legions.

In addition to twin nose-mounted Avenger bolt cannon and an array of rockets or missiles, the Fire Raptor replaces the capacious transport bay of the Storm Eagle with ammunition and targeting cogitators for two independent ball-turrets. Each of these sophisticated turrets is equipped with a gyroscopic array and crewed by a dedicated Space Marine gunner, allowing each to strike separate targets with pinpoint precision even while the gunship moves at flank speed.

The Fire Raptor first gained renown during the many campaigns against the Orks that infest many of the systems now claimed by the Emperor. The ferocious firepower of these craft proved pivotal in many engagements against the overwhelming numbers of Orks encountered on many worlds, reducing wave after wave of Ork warriors to bloody ruin.

	Armour				
	BS	Front	Side	Rear	HP
Fire Rantor	4	12	12	12	4

Fire Raptor

Unit Composition

- 1 Fire Raptor Gunship

Unit Type

- Vehicle (Flyer, Hover)

Wargear

- One hull-mounted twin-linked avenger bolt cannon
- Two turret-mounted quad heavy bolters
- Four wing-mounted tempest rockets
- Machine Spirit
- Extra Armour

Special Rules

- Deep Strike
- Strafing Run
- Independent Turret Fire

Access Points

- None

Options

- A Fire Raptor may exchange its quad heavy bolters for:
 - Reaper autocannon battery +10 points
- A Fire Raptor may take any of the following upgrades:
 - Armoured Ceramite +20 points
 - Searchlight +1 point
- A Fire Raptor may exchange its four tempest rockets for:
 - Four hellstrike missiles +20 points

Independent Turret Fire

The Fire Raptor is equipped with two waist-mounted rapid tracking turrets capable of fully independent operation. So long as the Fire Raptor is eligible to fire a weapon in the Shooting phase, each waist turret may fire at a target of its own and its weapons do not count towards the number of weapons the Gunship may fire each turn.

Fire Raptor Weapons

The Fire Raptor Gunship carries vast firepower for a vehicle of its size. Mounting heavy anti-personnel and anti-materiel weaponry, the Fire Raptor forgoes the Storm Eagle's transport capacity for a reinforced airframe and substantial ammunition capacity to feed the hunger of its guns.

	Range	Str	AP	Special
Tempest rockets	60"	6	4	Heavy 1, Sunder, One Shot
Avenger bolt cannon	36"	6	3	Heavy 7
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Reaper autocannon battery	36"	7	4	Heavy 4, Twin-linked

ACHILLES-ALPHA PATTERN LAND RAIDER

300 POINTS

	Armour			
	BS	Front	Side	Rear
Achilles-Alpha	4	14	14	14

Unit Composition

- 1 Achilles-Alpha pattern Land Raider

Unit Type

- Vehicle (Tank)

Wargear

- One hull-mounted quad mortar with frag and shatter shells
- Two sponson-mounted twin-linked Volkite culverins
- Searchlight
- Smoke launcher
- Extra Armour
- Machine Spirit

Special Rules

- Enhanced Ferromantic Rites
- Galvanic Traction Drive

Transport Capacity

- The Achilles-Alpha has a transport capacity of 6 models.

Fire Points

- None

Access Points

- One access hatch on each side of the hull.

Enhanced Ferromantic Rites

The hull of the Achilles-Alpha has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Achilles-Alpha Land Raider is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition, it reduces the effects of all rolls on the Vehicle Damage chart caused by Penetrating hits (other than by Destroyer weapons) by -1. Note that this reduction is applied to any AP value that would first add to this roll rather than the final result where this is appropriate. So, for example, an AP 1 attack which would usually gain a +2 modifier to the damage roll, instead would only gain a +1, etc.

Galvanic Traction Drive

The Achilles-Alpha must re-roll failed Dangerous Terrain tests.

Quad Mortar

The quad mortar carries two types of shells on-board and may select which to use each time the weapon fires.

Weapon	Range	Str	AP	Special
Quad mortar (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
(Shatter)	36"	8	4	Heavy 4, Sunder

HEAVY SUPPORT

The Achilles-Alpha pattern Land Raider is the most durable vehicle currently in service with the Legiones Astartes. These vehicles shrug off weapon strikes that would cripple even such titanic weapons of war as the mighty Fellblade, and are proof against even the most toxic environment. The weaponry of these vehicles is no less impressive, each being armed with a quad mortar tooled with exacting precision and capable of launching shatter shells as well as the more common frag shells. Those Legions that maintain Achilles-Alpha pattern Land Raiders utilise them as the spearpoint of any assault under fire, trusting the vehicle's near-impregnable armour and punishing weapons array to break any defensive position.

Each Achilles-Alpha is assembled under the direct oversight of a Forge World's Macro-tek Magos, and is the result of months of painstaking labour, and so costly are they to produce that no Legion fields more than a handful of such vehicles. The more common Achilles pattern Land Raider is derived from the design of these mighty engines of war – a lesser copy that can be reproduced with the expenditure of fewer resources, but possesses only a fraction of the original's might.



HEAVY SUPPORT

As cohesive fighting forces able to operate and conquer in any theatre of war, the Space Marine Legions maintain their own mobile heavy artillery units, although to nowhere near the extent that the hosts of the Imperial Army do in terms of numbers. This is in no small part due to the fact that static warfare does not suit the character or indeed the strengths and advantages of the Space Marines themselves, although there are those whose extensive practice of siege craft such as the Imperial Fists and Iron Warriors lends them more reliance and trust in the 'big guns'. The most common artillery vehicles employed are the relatively light and mobile Whirlwind multiple missile launcher tank, which has the advantage of being based on the Rhino chassis and therefore easy to repair and support (the long-range cannon-armed Basilisk, excellent both for protracted bombardments and as a defensive weapon against enemy armour, and the heavy Medusa which carries a short ranged but extremely powerful siege-mortar.

0-1 LEGION ARTILLERY TANK SQUADRON

LEGION BASILISK
LEGION MEDUSA
LEGION WHIRLWIND

140 POINTS PER MODEL
155 POINTS PER MODEL
75 POINTS PER MODEL

	BS	Armour				HP
		Front	Side	Rear	Top	
Legion Basilisk	4	12	10	10	3	
Legion Medusa	4	12	10	10	3	
Legion Whirlwind	4	11	11	10	3	

Unit Composition

- 1-3 tanks chosen from one of the following types: Whirlwind, Basilisk or Medusa.

Unit Type (All)

- Vehicle (Tank)

Wargear (Basilisk)

- Earthshaker cannon
- Hull-mounted heavy bolter
- Smoke launcher
- Searchlight

Wargear (Medusa)

- Medusa siege gun
- Hull-mounted heavy bolter
- Smoke launcher
- Searchlight

Wargear (Whirlwind)

- Whirlwind launcher with Vengeance and Castellán missiles (nominate which type is used each time the launcher fires).
- Smoke launcher
- Twin-linked bolter
- Searchlight

Options (All)

- Any model may take any of the following:
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Auxiliary drive +10 points per model
 - Extra Armour +10 points per model
- Any model may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points per model
- In squadrons of three, one model may be upgraded to:
 - Command tank +25 points

Options (Whirlwind)

- Whirlwinds may exchange their Vengeance and Castellán missiles for
 - Hyperion air-defence missiles Free

LEGION VINDICATOR

120 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Legion Vindicator Tank	4	13	11	10	3

Unit Composition

- 1 Vindicator Siege tank

Unit Type

- Vehicle (Tank)

Wargear

- Searchlight
- Smoke launcher
- Demolisher cannon
- Combi-bolter

Options

- A Vindicator Siege Tank may exchange its Demolisher cannon for:
 - Laser destroyer array +10 points
- A Vindicator Siege Tank may take any of the following:
 - Hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Auxiliary drive +10 points per model
 - Extra Armour +10 points per model
 - Armoured Ceramite +20 points per model
 - Machine Spirit +25 points per model
- A Vindicator Siege tank may take one of the following additional pintle-mounted weapons:
 - Combi-bolter +5 points per model
 - Combi-weapon +10 points per model
 - Heavy flamer +10 points per model
 - Heavy bolter +15 points per model
 - Havoc launcher +15 points per model

HEAVY SUPPORT

A powerful assault tank, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of shattering fortifications and breaching the armour plate of tanks with equal ease. Although the cannon is short ranged, is only able to carry a limited supply of its rocket-assisted shells and lacks the flexibility of a turreted weapon, the Vindicator is invaluable, given the task of attacking a heavily fortified position or operating in city-fighting conditions. It can blast and shunt its way through barricades and obstacles. Often deployed in close support of infantry squads, the Vindicator's heavily reinforced armour and low hull profile increases its survivability. This endurance and firepower offers the supporting Space Marines the equivalent of a mobile strongpoint allowing them to better advance against heavy fire. A relative rarity, some Space Marine Legions, such as the Sons of Horus and the Iron Hands, make wider use of the Vindicator employing the tank as a main battle line vehicle, using them in spearhead formations. In this they attempt to overcome any disadvantages the Vindicator has through relentlessly closing with the enemy wherever they can.

LEGION SPARTAN ASSAULT TANK

295 points

HEAVY SUPPORT

An armoured assault transport of truly massive proportions, the Spartan is a heavy tank whose use is unique to the Space Marine Legions and the Mechanicum, and whose design bears clear connections of lineage to that of the Land Raider. The Spartan is a huge armoured conveyer whose purpose is to carry a large contingent of troops into the heart of the enemy, weathering fire that would be the death of any lesser vehicle. Although its armoured and sealed shell is as legendarily durable as that of a Land Raider, the genius of its design is such that the greater proportion of its interior space is given over to its carrying capacity, which is greater than any save the super-heavy transporters such as the Gorgon favoured by the Imperial Army, while being considerably faster on the battlefield thanks to its reactor-driven motive drives. Its armament is nevertheless still fierce, featuring sponson-mounted quad lascannon making it an able tank destroyer and secondary armaments of defensively mounted heavy bolters or heavy flammers enabling it to sweep infantry from its path. The Spartan takes pride of place in the armouries of many Legions, although its size and the scale of materiel required to produce it—which exceeds that of most super-heavy tanks—makes it far less common than the Land Raider in operations.

	Armour				
	BS	Front	Side	Rear	HP
Spartan	4	14	14	14	5

Unit Composition

- 1 Spartan Assault Tank

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Machine Spirit
- Extra Armour

Transport Capacity

- The Spartan has a transport capacity of 25 models.

Access Points

- The Spartan has one access point at the front and two on each side.

Special Rule

- Assault Vehicle

Options

- A Spartan may exchange its lascannon sponsons for:
 - Laser destroyers Free
- A Land Raider Spartan may exchange its hull-mounted twin-linked heavy bolters for:
 - Twin-linked heavy flamer Free
- A Spartan may take any of the following:
 - Hunter-killer missile +10 points
 - Auxiliary drive +10 points
 - Armoured Ceramite +20 points
 - Flare shield +25 points
 - Dozer blade +5 points
- A Spartan may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Havoc launcher +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- A Spartan may take frag assault launchers +10 points

LEGION CAESTUS ASSAULT RAM

305 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Legion Caestus	4	13	13	11	4

Composition

- 1 Legion Caestus Assault Ram

Unit Type:

- Vehicle (Tank*, Flyer, Hover, Transport)

Transport

- The Legion Caestus can transport 10 models (see Special Rules).

Fire Points

- None

Access Points

- The Caestus has two access points at the front of its hull.

Wargear

- One twin-linked hull-mounted magna-melta
- Armoured Ceramite
- Extra armour
- Two wing-mounted Havoc launchers
- Machine Spirit

Special Rules

- Assault vehicle
- Misericord
- Caestus Ram
- Deep Strike

**Note that even though the Caestus is a Flyer it may choose to ram just as if it were a tank. This attack must be declared at the start of the Caestus' Movement phase.*

Options

- A Caestus Assault Ram may be upgraded with any of the following:
 - Frag assault launchers +10 points
 - Auxiliary drive +10 points
- A Caestus Assault Ram may exchange its Havoc launchers for
 - Two wing-mounted missile launchers (Frag & Krak missiles) +10 points

Caestus Ram

The vessel is purpose built to survive smashing into a heavily armoured structure, and its forward prow is augmented with field generators. When conducting a ram attack, the Caestus' controlling player can roll two dice and pick the higher number when determining if it has penetrated the target's armour and add +1 to any rolls on the Vehicle Damage chart that it uses.

In addition, the Caestus has an invulnerable save of 5+ against any attacks against its front armour, including any damage it suffers as a result of carrying out a ram or being rammed itself from the front.

Misericord

The ram's two hull booms contain heavily armoured compartments, each fitted with multiple inertial suppression clamps which lock transported troops in place and protect them from impact. As a result the Caestus Assault Ram has a transport capacity of 10 models, but may only transport models in power armour, artificer armour or Terminator armour (the latter of which do not count as having the Bulky rule in this specific instance).

HEAVY SUPPORT

Assault rams are attack craft intended to participate in close-range boarding actions in space and also to act in a secondary role as drop-assault vessels for direct orbital attack. Smaller in size and displacement than many gunships, the Caestus pattern Assault Ram is a densely constructed, shield-augmented block of armour designed to effect a boarding by burning and smashing its way through an enemy ship. The revelations brought on by the discoveries of Arkhan Land enabled the augmentation of the venerable design, allowing it to be used in high velocity direct orbital attacks, as well as operate as a heavy battle skimmer in support of ground operations when called on to do so. As an assault ram the Caestus is designed and outfitted with a highly armoured forward superstructure buttress with inertial and recoil compensation systems, specifically built to allow the vehicle to crash into its target, creating a breach into which its complement of Space Marines can immediately advance. Its main armament is similarly direct, with a recessed forward firing magna-melta which is intended to weaken the hull armour of a target space craft, also providing it with a devastating close-range weapon against enemy tanks and bunkers in ground operations.

SICARAN VENATOR TANK DESTROYER

190 POINTS

HEAVY SUPPORT

The Sicaran Venator is a variant of the Sicaran battle tank which saw extensive use in the opening battles of the Horus Heresy. The Sicaran Venator replaced the turret-mounted accelerator cannon of the Sicaran with a powerful neutron laser. When coupled with the Sicaran Venator's ferocious speed, the neutron laser is an ideal anti-tank weapon, slicing apart armoured hulls with casual ease and blasting internal compartments and crew with atomic fire.

Conceived in the fires of war, the Sicaran Venator is the result of all the knowledge gleaned from the unnumbered battles of the Great Crusade. Its advanced neutron laser is specially designed to provide the Legiones Astartes with superior firepower, enabling it to destroy any and all xenos threats that might be encountered by the expanding armies of the nascent Imperium.

At the time Horus began his rebellion on the black fields of Istvan V, the Sicaran Venator had only just entered full production and only limited numbers had been inducted into the various Legions. Despite the relative rarity of these vehicles, their combination of durability, speed and firepower ensured that they proved pivotal in a number of battles, surviving where lesser Predator or Vindicator tanks did not.

	BS	Armour				HP
		Front	Side	Rear		
Sicaran Venator	4	13	12	12	3	

Unit Composition

- 1 Sicaran Venator

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Searchlight
- Smoke launcher
- Pintle-mounted heavy bolter
- Hull-mounted neutron beam laser
- Extra Armour

Special Rules

- Dangerous Reactor Core

Options

- The vehicle may take any of the following options:

- Hunter-killer missile +10 points
- Dozer blade +5 points
- Auxiliary Drive +10 points
- Armoured Ceramite +20 points

- The Sicaran Venator may take one of the following sets of two sponson weapons:

- Heavy bolters +20 points
- Lascannon +40 points

Neutron Beam Laser

One of the most powerful weapons mounted on any Imperial vehicle of its class, the Hadyxis pattern neutron beam laser was a more compact and sophisticated variant of the arcane neutron laser array found mounted on the far larger Cerberus Heavy Tank Destroyer. While lacking the sheer damage output of the Cerberus' system, its shorter-focused, densely collimated beam at last dealt with the risks of dangerous feedback that had plagued that weapons system. This advance was only made possible by the Archmagos Jun Hadyxis of Phaeron in the closing decade of the Great Crusade, and along with the life of the savant genius that created it, the secret of the weapon's construction would be lost in the bitter years of war to follow.

Weapon	Range	Str	AP	Special
Neutron beam laser	36"	10	1	Ordinance 2, Concussive, Shock Pulse

Shock Pulse: Any vehicle (including super-heavy vehicles) that suffers a Penetrating hit from a weapon with this rule may only fire Snap Shots on the following game turn.

Dangerous Reactor Core

The powerful reactor containment vessels needed to power the Sicaran Venator's primary weapon confer considerable risk of catastrophic explosion should the tank's armour be severely breached. If an enemy unit inflicts a Penetrating hit on the Sicaran Venator, then they may re-roll results of a 1 on the Vehicle Damage table against it. In addition, should it suffer an Explodes! result, add +D3" to the explosion's radius.



LEGION SICARAN BATTLE TANK

135 POINTS

	BS	Armour				HP
		Front	Side	Rear		
Sicaran Tank	4	13	12	12	3	

Unit Composition

- 1 Sicaran Tank

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Searchlight
- Smoke launcher
- Twin-linked accelerator autocannon
- Heavy bolter
- Extra Armour

Options

- The Sicaran may take any of the following upgrades:

- Hunter-killer missile	+10 points
- Dozer blade	+5 points
- Auxiliary Drive	+10 points
- Armoured Ceramite	+20 points
• The Sicaran may take one of the following sets of two sponson weapons:	
- Heavy bolters	+20 points
- Lascannon	+40 points

Accelerator Autocannon

The accelerator autocannon is a sophisticated weapon which fires a hail of medium-calibre high velocity shells with great accuracy. Its bursts of cannon fire can rip through heavy armour with repeated shell-impacts or strafe rapidly moving targets with devastating effect.

Weapon	Range	Str	AP	Special
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking

Rapid Tracking: Targets may not take Jink saves against damage from this weapon.

HEAVY SUPPORT

One of the most advanced armoured units in the arsenal of the Great Crusade, the Sicaran battle tank was the exclusive province of the Space Marine Legions. Its introduction was on-going at the outbreak of the Horus Heresy, and the Warmaster ensured that many examples of this new tank found their way into the armories of those Legions that would side with him before the outbreak of the civil war.

Designed in concert between the Primarchs Ferrus Manus and Roboute Guilliman, alongside the Magos of the Mechanicum Tempestora Sect, the Sicaran utilises component technologies from various STC patterns such as the Rhino, Land Raider and Hephaestus, to create a high-speed 'destroyer' tank to complement the more commonplace Predator and Land Raider designs.

The primary armament of the main Sicaran variant is the sophisticated Herakles pattern accelerator autocannon. Technologically akin to the heavier calibre ordnance mounted on the Fellblade super-heavy tank, it is a superior rapid-firing and highly accurate weapon. It fires shells at far higher velocities than a standard autocannon, enabling it to successfully track and engage swift moving targets and pinpoint vulnerabilities in enemy armour with lethal precision.

LEGION KHARYBDIS ASSAULT CLAW

260 POINTS

HEAVY SUPPORT

Employed by many Legions as their primary ship-to-ship assault craft, the Kharybdis is a monstrous drop pod capable of carrying large assault forces through the void and mounting significant firepower to blast a path through defending small craft. The arrival of a flight of these ominous craft, boarding hooks extended as they approach their target, signals the end for the crew of any vessel that dares oppose the Legiones Astartes.

As a fully operational dropship, Kharybdis assault claws also serve as surface-to-orbit transports, a role that allows them to use the firepower of their storm launchers and melt cutters to scour clean their chosen landing zone before disembarking their deadly cargo into the midst of the enemy's shattered formation. Nor do these craft serve solely as infantry transports; many more aggressive commanders employ the Kharybdis as an effective tank hunter, ramming enemy armour in daring low-altitude attack runs, clamping hold with the Kharybdis' hook-claws and burning through even the thickest ceramite plating with melt cutters designed to breach the hulls of starships.

	DS	Armour				HP
		Front	Side	Rear		
Kharybdis Assault Claw	4	12	12	12	5	

Unit Composition

- 1 Kharybdis Assault Claw

Unit Type

- Vehicle (Flyer, Transport, Hover)

Wargear

- Five Kharybdis storm launchers
- Melta-ram
- Frag assault launchers

Special Rules

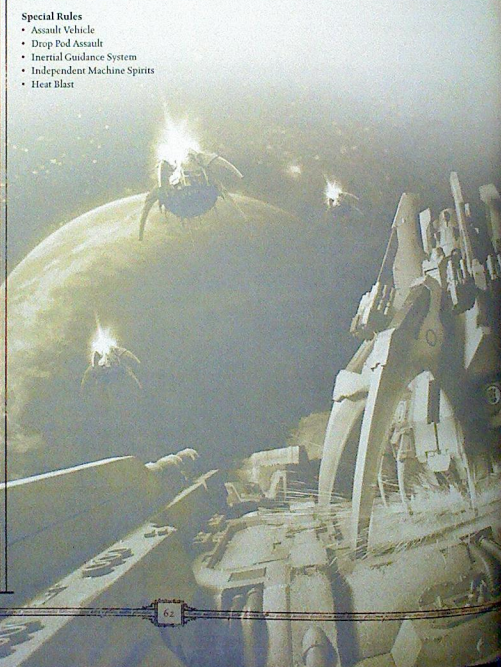
- Assault Vehicle
- Drop Pod Assault
- Inertial Guidance System
- Independent Machine Spirits
- Heat Blast

Transport Capacity

- The Kharybdis has a Transport capacity of 20 models, or can be used to transport a single Dreadnought of any type or a unit of Rapier Carrier teams.

Access Points

- One access hatch beneath the hull. In practice, passengers can disembark at ground level, measuring their disembarkation from the ground level of the main hull.



Drop Pod Assault

A Kharybdis, and any unit it transports, must always be held in reserve and always enters play using the Deep Strike rules, and counts as a Drop Pod for the wider use of the Drop Pod Assault rule for the army. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit who Deep Strikes via Drop Pod may not assault in the turn it arrives. In the case of the Kharybdis, unlike other Drop Pods it is not immobile, however, after it has landed it is treated as a Flyer with Hover mode (which starts off as hovering after it has arrived via Deep Strike).

Inertial Guidance System

Should a Kharybdis scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle if desired.

Independent Machine Spirits

Kharybdis may target different enemy units with each of their weapons.

Heat Blast

Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melta cutters designed to burn their way into the armoured hulls of ships. The Legiones Astartes quickly learned they could also use these systems as a limited form of offence weaponry, dispersing their blasts to incinerate anything nearby on landing, or in the more extreme cases, even scorch a swathe across the battlefield using dangerous low-level flying attacks.

When a model with this rule arrives via Deep Strike, or later when operating as a skimmer in Hover mode, it may if its controlling player wishes inflict a Heat Blast attack. If it does so, then models it is transporting may not disembark or embark on the turn this attack is used.

Heat Blast (Deep Strike): Immediately after the model lands, measure a radius of $3 \times D_3$ horizontally outwards from its main hull (do not count any landing struts, etc.). All models caught in the blast suffer a Str 6 AP 5 hit with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack.

Heat Blast (Fire Sweep): If the controlling player wishes, any unit the model passes directly over (i.e. falls directly under its hull during its Movement phase) suffers D6 Str 5 AP 5 hits with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack. Hits from this attack are distributed across a unit as the player suffering the attack wishes. Roll a D6 each time this attack is inflicted. On a result of a 1, the Drop Pod itself suffers a penetrating hit.

Melta-ram

Although a Flyer, the Kharybdis may conduct Ram attacks as if it were a Tank while using Hover mode. It may not, however, Ram other Flyers or make such an attack on any turn in which it arrives from reserve. It also may not conduct a Ram on any turn on which it embarks or disembarks models or uses its Heat Blast attack.

Kharybdis Storm Launcher

These rapid firing missile launchers are designed to provide the Kharybdis with some measure of striking power as it closes with its target and to clear landing zones around the Kharybdis, throwing nearby resistance into disarray as the warriors on board disembark. To this end, the launcher fires clusters of fragmentation and anti-armour warheads, with each launcher controlled independently by on-board augury-arrays.

Weapon	Range	Str	AP	Special
Kharybdis storm launcher	24"	6	5	Heavy 2, Finning, Twin-linked

HEAVY SUPPORT

The term 'Whirlwind' is used amongst the Legiones Astartes to describe a range of vehicle-mounted multiple missile launcher systems, many of which have been recovered during the Great Crusade and are undergoing front line trials with various units. The Scorpis is a pattern that has only recently entered service, having been created at the behest of the Space Wolves Legion to aid in the campaign against the fortified bastion-cities of the xenos Ghassullan Sub-realms. Fighting alongside Legion Predators, with which it shares many common armour and drive systems, the Scorpis has proven itself well suited to such high-intensity operations and has been approved for service across the entire Legiones Astartes.

LEGION WHIRLWIND SCORPIUS

115 POINTS

	Armour					
	BS	Front	Side	Rear	HP	
Whirlwind Scorpis	4	13	12	10	3	

Unit Composition

- 1 Whirlwind

Unit Type

- Vehicle (Tank)

Wargear

- Searchlight
- Smoke launcher
- Scorpis multi-launcher
- Twin-linked bolter

Options

- The Whirlwind Scorpis may take any of the following upgrades:
 - Hunter-killer missile +10 points each
 - Dozer blade +5 points each
 - Extra Armour +10 points each

Scorpis Multi-launcher

This is a prototype weapons system intended to replace the standard Whirlwind armament which was undergoing battlefield testing at the outbreak of the Horus Heresy. As well as the launcher itself being capable of more rapid fire than its predecessor, the Scorpis' rocket munitions were designed to concentrate their force in a more confined area, greatly increasing their destructive potential.

Weapon	Range	Str	AP	Special
Multi-launcher	48"	8	3	Heavy 1, Barrage, Blast (3"), Rocket Barrage

Rocket Barrage: In a turn in which the vehicle has not moved, the multi-launcher's rate of fire is increased to Heavy 1+D3.



LEGION STORMBLADE SUPER-HEAVY TANK

455 POINTS

Legion Stormblade

Unit Composition

- 1 Stormblade

Unit Type

- Super-heavy Vehicle

Wargear

- Plasma blastgun
- Searchlight
- Smoke launchers
- Hull-mounted heavy bolter

Armour

BS	Front	Side	Rear	HP
3	14	13	12	9

Options

- A Stormblade may take:
 - Up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter +50 points per pair
- A Stormblade may replace any of its sponsons' twin-linked heavy bolters with:
 - Twin-linked heavy flamer Free
- A Stormblade may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +25 points
- A Stormblade may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Havoc launcher +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- A Stormblade may be upgraded to a Command tank
- A Stormblade may be upgraded to take
 - Space Marine Legion Crew +15 points

Plasma blastgun

The majority of plasma blastguns utilised on Legion Stormblades are wrought upon the Forge World of Ryza, a sovereign Mechanicum domain whose lords are known as the undisputed masters of this particular strand of machine lore. When the weapon fires, a roiling, barely contained bolt of raw plasma as bright as a sun is unleashed. All but the strongest of armour is reduced to slag by such an attack and it can defeat even Titan grade void shields with relative ease.

Weapon	Range	Str	AP	Special
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (10")

Space Marine Legion Crew

A Stormblade upgraded to have Space Marine Legion Crew increases its Ballistic Skill to BS 4.

Command Tank

If the vehicle is upgraded to a Command tank, all allied units within 24" of the Stormblade may re-roll failed Morale checks.

LORDS OF WAR

The Legion Stormblade is a variant of the Imperial Army super-heavy tank constructed on the Forge World of Lucius and equipped with a mighty plasma blastgun. This weapon occupies a tactical niche between the much heavier turbolaser destructor carried on the Shadowsword and similar, but lighter weapons carried on smaller vehicles. The plasma blastgun is simpler to maintain and supply than the turbolaser, giving the tank an extended operational range and its Space Marine crew are a lot more resistant to the heat and radiation generated by its enormous reactor array than the crews of Imperial Army Stormblades.

The majority of Legions maintain a stock of Stormblades amongst their super-heavy tank formations, though some only utilise them as Legion reserves and do not commit them to the line as a matter of course. The Iron Warriors and the Iron Hands have both been known to utilise armoured vanguards comprising Stormblades, often flanked by Predators and, more recently, Sicarans.

LORDS OF WAR

An experimental variant based upon the Spartan chassis, the Mechanicum used the Spartan's internal capacity to mount a prototype Neutron Laser Projector and the sizable Atomantic-arc reactors and radiation-shielding needed to operate the weapon. The weapon technology itself had been retro-engineered from Dark Age battlefield wreckage recovered at great cost on the forbidden sphere of Deep Hyades VI by Mechanicum Explorators out of Calatea, and some controversy was evident about both its provenance and safety for wider dissemination by the Mechanicum. Despite its instability, the Neutron laser offered a potential rival weapon to the more common Turbo-laser systems found on Titans and the Shadowword super-heavy tank destroyer, which was both more compact in size and possessed of enhanced ability to inflict collateral damage. Shortly before the outbreak of the Heresy war, preliminary detachments of the Cerberus had been delivered into the service of a number of Space Marine Legions for comprehensive battlefield testing and trial, and were soon pressed to turn their own destructive power against the Imperium's own war machines, rather than that of the alien.

LEGION CERBERUS HEAVY TANK DESTROYER

395 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Legion Cerberus	4	14	14	13	6

Unit Composition

- 1 Cerberus Heavy Tank Destroyer

Unit Type

- Super-heavy vehicle

Wargear

- Twin-linked neutron laser battery
- Searchlight
- Smoke launchers
- Flare shield

Special Rules

- Reactor Blast

Options

- A Cerberus Heavy Tank Destroyer may be equipped with one set of two of the following sponson-mounted weapons:
 - Heavy bolters +20 points
 - Lascannons +40 points
- A Cerberus Heavy Tank Destroyer may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +20 points
- A Cerberus Heavy Tank Destroyer may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points

Reactor Blast

Should the Cerberus lose its last Hull Point, it rolls on the Catastrophic Damage table with a +1 modifier. The vehicle is then removed.

Neutron Laser Battery

The neutron laser is a Dark Age of Technology relic whose secrets are little understood outside the highest circles of the Adeptus Mechanicus and whose powerful blasts, while outmatching any weapon of its size, are prone to dangerous feedback if they encounter anything able to resist the terrible forces they can unleash.

Weapon	Range	Str	AP	Special
Neutron laser battery	72"	10	1	Primary Weapon D3 (roll each time the weapon is fired). Concussive, Feedback, Shock Pulse

Feedback

If a weapon with this type fails its Penetration roll against a target vehicle's armour, or fails a To Wound roll against a target model (note that successful armour saves do not count for this) roll a D6. If the result is a 1, dangerous energy feedback along the beam causes the firing model to lose 1 Hull Point or wound.

Shock Pulse

Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this type may only fire Snap Shots in the following game turn.

LEGION TYPHON HEAVY SIEGE TANK

350 POINTS

	BS	Front	Side	Rear	HP
Legion Typhon	4	14	14	14	6

Unit Composition

- 1 Typhon Heavy Siege Tank

Unit Type

- Super-heavy vehicle

Wargear

- Dreadhammer siege cannon
- Searchlight
- Smoke launchers

Special Rules

- Crushing Weight

Options

- A Typhon Heavy Siege Tank may be equipped with one set of two of the following sponson-mounted weapons:
 - Heavy bolters+20 points
 - Lascannon+40 points
- A Typhon Heavy Siege Tank may take any of the following:
 - Hunter-killer missile+10 points
 - Armoured Ceramite+20 points
- A Typhon Heavy Siege Tank may take one of the following pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combt-weapon+10 points
 - Heavy flamer+15 points
 - Heavy bolter+15 points
 - Multi-melta+20 points

Dreadhammer Siege Cannon

The Dreadhammer is a huge siege weapon, modified from the kind of static weaponry usually deployed to slowly pound cities and gargantuan fortresses to dust. The kinetic blast wave produced by the multi-tonne shells it fires alone is enough to liquefy flesh and bone, and the most well-protected bunker provides little defence for those within.

Weapon	Range	Str	AP	Special
Dreadhammer siege cannon	24"/48"	10	1	Primary Weapon 1, Massive Blast (7"), No Cover Saves Allowed

"The Dreadhammer siege cannon has two ranges depending on whether its vehicle has remained stationary or not. If the vehicle that the cannon is mounted on moved in the preceding Movement phase, the weapon has a range of 24". If it did not move, the range is increased to 48".

Crushing Weight

A Super-heavy vehicle with this special rule adds +1 to all rolls on the Thunderblitz table when making a Ram or Tank Shock attack.

LORDS OF WAR

Named for the Great Beast of Terran myth, this siege tank was developed by the Martian Mechanicum simultaneously with the Spartan, with which it shares a basic hull, armour and chassis design. The Typhon is a mobile gun-platform of prodigious strength and carrying capacity designed to operate a single massive piece of siege artillery—the Dreadhammer cannon. The design itself was created in response to a request from the Primarch Peturabo of the Iron Warriors, and also with his direct involvement, who demanded a war engine created for the Space Marine Legions that could rapidly deploy such fortress-breaking firepower to the battle line at speeds greater than the slow crawl of the Imperial Army's heavy batteries—the Typhon was the result. Many observers have labelled it as little more than an 'upscaled' Vindicator in design, and while in some ways this may be true, few can deny its utterly brutal effectiveness in action.

LORDS OF WAR

The Falchion utilises a potent weapon combining technologies used in the Fellblade and the Shadowword super-heavy tank. The Falchion's twin-mounted Volcano cannon is one of the most powerful vehicle-mounted, anti-tank weapons in the Imperium's arsenal and it requires such an investment in resources to construct just a single example that its use is limited to the Legiones Astartes. Even then, the Falchion is so rare that most Legions maintain but a handful, reserved for use against the largest of enemy war machines.

The Falchion was developed long before the outbreak of the Horus Heresy and as such its prey was not the enemy Titans it would later see such extensive combat against. As the Great Crusade expanded ever outward, the Expeditionary fleets encountered a staggering array of foes, some of whom were of a truly gargantuan scale. The formless overlord beings of the Psiom Reach were so massive they could crush entire armies with their bulk, but they were set to ravening flame by the touch of the Ultramarines' Falchions' Volcanos. When the gravity-defying mountain-fortresses of the Thulos Deepes rejected Compliance, a company of Iron Hands Falchions burned them and their occupants from the skies, scattering all to rubble such that no stone was left standing upon another.

LEGION FALCHION SUPER-HEAVY TANK DESTROYER

505 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Falchion	3	14	13	12	12

Unit Composition

- 1 Falchion

Unit Type

- Super-heavy Vehicle

Wargear

- Searchlight
- Smoke launcher
- One twin-linked hull-mounted Volcano cannon
- Two sponson-mounted quad lascannons

Options

- The vehicle may take any of the following options:
 - Hunter-killer missile +10 points
 - Auxiliary Drive +10 points
 - Armoured Ceramite +25 points
- The Falchion may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Havoc launcher +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- The Falchion may be upgraded to take a:
 - Space Marine Legion Crew +15 points

Volcano Cannon

The Volcano cannon (so named, it is generally thought, given its tendency to turn rock and stone into spraying magma where it strikes) is an apocalyptically powerful laser weapon designed to level the most reinforced fortification and deal fatal blows to the most colossal of enemy war machines. For all its firepower however, the Volcano cannon is an inflexible and maintenance-intensive weapon whose sheer size consumes much of the Falchion's bulk as it does the Shadowword of the Imperialis Auxilia which also fields this weapon as its main armament.

Weapon	Range	Str	AP	Special
Volcano cannon	120"	D	2	Primary Weapon 1, Large Blast (5")

LEGION MALCADOR ASSAULT TANK

300 POINTS

	BS	Front	Side	Rear	HP
Legion Malcador	3	13	13	12	6

Unit Composition

- 1 Malcador Assault Tank

Unit Type

- Super-heavy Vehicle (Fast)

Wargear

- Traverse-mounted battle cannon
- Hull-mounted autocannon
- Two sponson-mounted heavy stubbers
- Searchlight
- Smoke launchers

Special Rules

- Battle Speed

Options

- A Malcador Assault Tank may exchange its battle cannon for:
 - Twin-linked lascannon..... Free
- A Malcador Assault Tank may exchange its hull-mounted autocannon for:
 - Demolisher cannon..... +25 points
- A Malcador Assault Tank may upgrade its two sponson weapons to two of the following:
 - Heavy bolters..... +10 points
 - Heavy flammers..... +10 points
 - Autocannon..... +20 points
 - Lascannon..... +30 points
- A Malcador Assault Tank may take any of the following:
 - Hunter-killer missile..... +10 points
 - Armoured ceramite..... +20 points
 - Flare shield..... +25 points
- A Malcador Assault Tank may take one of the following pintle-mounted weapons:
 - Twin-linked bolter..... +5 points
 - Heavy stubber..... +5 points
 - Combi-weapon..... +10 points
 - Heavy flamer..... +15 points
- A Malcador Assault Tank may be upgraded to:
 - Command tank..... +25 points
- A Malcador Assault Tank may be upgraded to take:
 - Space Marine Legion Crew..... +15 points

Space Marine Legion Crew

A Malcador upgraded to have a Space Marine Legion crew increases its Ballistic Skill to BS 4.

Command Tank

If the vehicle is upgraded to a Command Tank, all allied units within 24" of the Malcador may re-roll failed Morale checks.

Battle Speed

When the Malcador Assault Tank moves Flat Out in the Shooting phase, it may choose to fire its traverse-mounted battle cannon or twin-linked lascannon at its full Ballistic Skill, either before or after the Flat Out move (but may fire no other weapons).

LORDS OF WAR

A truly ancient design dating back to the wars of the Age of Strife on Terra, the Imperial production model of this heavy tank pattern was given the name of Malcador the Sigillite, right hand of the Emperor, during the early days of the Great Crusade when thousands of these war machines rolled off the production lines of Mars and Voss. Although not as heavily armed as goliaths such as the Baneblade or as well-protected as the Land Raider that would come to largely replace it in Legion service as a main battle tank, the Malcador nevertheless possesses a number of advantages to its design, the principal of which is its battle speed, which is truly formidable for a tank of its size, thanks to a sophisticated, if somewhat temperamental drive system. By the time of the Horus Heresy many Malcador tanks had been relegated to strategic reserves and second line Imperial Army units, replaced by newer, more powerful designs, although the demands of the galaxy-wide civil war soon brought them back into the fray, while their availability saw them used as test beds for a variety of new variants designed to plug gaps in supply and resource.

LORDS OF WAR

Based upon the same Standard Template Constructor pattern as the Baneblade and Deathhammer super-heavy tanks which form the mainstay of the vast Imperial Crusade Army, the Fellblade was a more advanced variant that first saw widespread service, particularly in the Space Marine Legions, in the last decades before the nightmare of the Heresy. The Fellblade was most notable for its use of both Mechanicum Atomantic arc-reactor technology and a reinforced metaplas alloy chassis superior to that of the Baneblade, and the employment of an advanced accelerator cannon as its primary armament—all fruits of technologies restored to humanity by the later conquests of the Great Crusade.

LEGION FELLBLADE SUPER-HEAVY TANK

525 POINTS

	Armour					
	BS	Front	Side	Rear	HP	
Fellblade	3	14	13	12	12	

Unit Composition

- 1 Fellblade

Unit Type

- Super-heavy vehicle

Wargear

- Turret-mounted twin-linked Fellblade accelerator cannon
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Hull-mounted demolisher siege cannon
- Searchlight
- Smoke launchers

Options

- A Fellblade may exchange its quad lascannon sponsons for:
 - Laser destroyer sponsons Free
- A Fellblade may exchange its hull-mounted twin-linked heavy bolters for:
 - Twin-linked heavy flamer Free
- A Fellblade may take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +25 points
- A Fellblade may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- A Fellblade may any of the following upgrades:
 - Command tank +25 points
 - Space Marine Legion crew +15 points

Fellblade Accelerator Cannon

A cogitator-assisted high velocity accelerator cannon designed on the Forge World of Tigrus, the Fellblade cannon is a superior heavy armament able to switch between high density-core armour piercing shells for use against enemy armour and fortifications, and powerful high explosive fragmentation rounds against concentrations of troops. Choose which of the following two profile entries the cannon uses every time it is fired.*

Weapon	Range	Str	AP	Special
Fellblade accelerator cannon				
(HE shell)*	100"	8	3	Ordnance 1, Massive Blast (7")
(AE shell)*	100"	9	2	Heavy 1, Armourbane, Blast (3")
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked

LEGION GLAIVE SUPER-HEAVY SPECIAL WEAPONS TANK

625 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Glaive	4	14	13	12	12

Unit Composition

- 1 Glaive

Unit Type

- Super-heavy vehicle

Wargear

- Turret-mounted Volkite Carronade
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers

Options

- A Glaive may exchange its quad lascannon sponsons for:
- Laser destroyer sponsons Free
- A Glaive may exchange its hull-mounted twin-linked heavy bolters for:
- Twin-linked heavy flamers Free
- A Glaive may take any of the following:
- Hunter-killer missile +10 points
- Armoured Ceramite +25 points

Volkite Carronade

Weapon	Range	Str	AP	Special
Volkite Carronade	48"	8	2	Primary Weapon 1, Ignores Cover, Heavy Beam, Dellagrate, Haywire

Heavy Beam: When the weapon is fired, draw a line from the end of the gun barrel up to the listed range of the weapon and 1" wide. The initial target for the weapon (the first model in the beam's path) must be an enemy model.

- All models (friend and enemy) caught in the beam area (excepting the firing tank) suffer a hit with the listed profile of the weapon, except Zooming Flyers, Swooping Monstrous creatures, and flying Gargantuan Creatures that cannot be affected or targeted.
- Units struck receive a number of hits equal to the number of their models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.
- If the beam strikes a Super-heavy vehicle, Gargantuan Creature or large intact building/fortification (bastion sized or larger), the attack is blocked and its line of effect will go no further. The blocking target will, however, suffer 1+D3 separate hits, rather than just 1.
- If a vehicle transporting models suffers a penetrating hit from the Volkite Carronade, the occupants inside suffer D6 Str 4 AP hits with the Dellagrate rule, in addition to any other effects. Casualties are assigned by the controlling player.

LORDS OF WAR

The Glaive, or Fellglave as it is sometimes known, is a super-heavy tank pattern related to the Fellblade, but beyond the obvious surface similarities the two tanks are very different. The reason for this divergence lies with the Glaive's primary weapon system, the fearsome and arcane Volkite Carronade. A device of the Mechanicum whose design is said to originate on Mars in the wars of the Age of Strife, it was not without some acrimony that the Forge Lords agreed to the Emperor's demand for a Legion tank to be created that utilised this weapon. The need however was great, and the Glaive was first deployed against the apex exo-chthon codified as the *Calachi Dialectum* which had proved such a thorn in the Great Crusade's side. Later the Glaive proved its worth both against the Ork hordes and the stranger xenos monstrosities encountered as the Emperor's crusading armies penetrated the murderous zones surrounding the galactic core.

The effort of constructing practicable numbers of super-heavy tanks around the Volkite Carronade is considered well worth the staggering expenditure in resources required, for multiple targets and even the largest of xenos abominations are struck down by its ravaging beam before even a portion of its energy is dissipated.

LORDS OF WAR

The Thunderhawk Transporter is a support variant of the standard Thunderhawk Gunship that has recently entered into service with the Space Marine Legions. It may be used to quickly deploy or redeploy armoured vehicles and deliver supplies in heavily contested warzones where less well armed and armoured craft would prove extremely vulnerable. Rapidly becoming a relied upon workhorse of the Legions, a Thunderhawk Transporter can carry two Rhino-sized vehicles, or a single Land Raider-sized vehicle. It can also be used carry an under-slung supply pod and other useful equipment such as a winch-system for recovering Drop Pods after a battle deployment.

LEGION THUNDERHAWK TRANSPORTER

400 POINTS

	BS	Front	Side	Rear	HP
Thunderhawk Transporter	4	12	12	10	9

Unit Composition

- 1 Thunderhawk Transporter

Unit Type

- Super-heavy Flyer (Hover, Transport)

Access Points

- One access hatch on each side of the forward cockpit section.

Wargear

- Four twin-linked heavy bolters
- Armoured Ceramite

Transport Capacity

- The Thunderhawk Transporter has a transport capacity of 15 models.
- The Thunderhawk Transporter may additionally carry two Rhino-sized vehicles, or one Land Raider-sized vehicle. These vehicles may contain passengers.

Options

- The Thunderhawk Transporter may take any of the following:

- Chaff launcher+10 points
- Armoured cockpit+15 points
- Illum flares+5 points
- Distinctive paint scheme or markings+10 points
- Flare shield+50 points
- Ramjet diffraction grid+50 points
- Void-crafted hull*+35 points
- The Thunderhawk Transporter may carry up to:
 - Six hellstrike missiles+10 points per missile

*See page 73.

Loading Vehicles

An empty Thunderhawk Transporter can pick up a stationary vehicle by moving over it whilst in Hover mode. The vehicle cannot have moved this turn. Next turn, the Transporter can move again, taking the vehicle with it.

Unloading Vehicles

Vehicles can disembark from the Transporter very quickly. If it lands (ie, doesn't move in a turn, whilst in Hover mode), then the vehicles carried on board may move as normal.



LEGION THUNDERHAWK GUNSHIP

685 POINTS

	BS	Armour				HP
		Front	Side	Rear		
Legion Thunderhawk	4	12	12	10		9

Unit Composition

- Thunderhawk Gunship

Unit Type

- Super-heavy Flyer (Hover, Transport)

Access Points

- One access hatch on each side and a forward assault ramp

Transport Capacity

- The Thunderhawk has a transport capacity of 30 models and may carry Dreadnoughts (counting as 10 models each, and may only embark/disembark using the main ramp) Jump Infantry and Bikes.

Special Rules

- Assault Vehicle

Wargear

- Hull-mounted Thunderhawk cannon
- Four sponson-mounted twin-linked heavy bolters
- Six hellstrike missiles
- Two hull-mounted lascannon
- Armoured Ceramite
- Machine Spirit

Options

- The Thunderhawk cannon may be replaced with a:
 - Turbo-laser destructor +90 points
- May replace all six hellstrike missiles with:
 - Six Thunderhawk cluster bombs +60 points
- The Thunderhawk may take any of the following upgrades:
 - Chaff launcher +10 points
 - Armoured cockpit +15 points
 - Flare shield +50 points
 - Ramjet diffraction grid +50 points
 - Void-crafted hull +35 points

Turbo-laser destructor

An immense laser weapon designed to flash-boil hardened ceramite armour and destroy the heaviest of enemy armoured vehicles.

Weapon	Range	Str	AP	Type
Turbo-laser destructor 96"	D	2		Primary Weapon 1, Large Blast (5")

Thunderhawk Cannon

A modified version of a defensive macro-cannon design more commonly found as a defensive turret armament on frigate class warships, the Thunderhawk cannon offers unprecedented firepower for a ground attack craft of the Thunderhawk's size.

Weapon	Range	Str	AP	Type
Thunderhawk cannon 72"	8	3		Primary Weapon 1, Massive Blast (5")

Heavy Bomb Clusters

The pylon-mounted bomb loads of a Thunderhawk are intended to allow it to clear potential landing zones of opposition and conduct ground attack missions in support of a main assault.

Weapon	Range	Str	AP	Type
Heavy bomb	Bomb	6	4	Heavy 1, Apocalyptic Barrage (6), One Use

*You can elect to have the Thunderhawk drop one Heavy Bomb Cluster per bombing run. The Thunderhawk has enough bombs to do this three times over the course of a game.

Void-crafted Hull

Once the Thunderhawk went into mass production during the Horus Heresy to replace lost stockpiles of the larger multi-role Stormbird craft, it was realised that more heavily constructed variants were required for the rigours of prolonged void operations. A Thunderhawk with this upgrade increases its Rear Armour value to 12.

LORDS OF WAR

The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in size and capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo Drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to a Legion's fleet. With the outbreak of the wars of the Heresy, both sides ramped-up production of Thunderhawks to meet the on-going demands of the war.

IMPERIAL CASTELLUM STRONGHOLD

275 POINTS+OPTIONS

FORTIFICATION

Consisting of a system of interlocking modular fortifications, the Castellum Stronghold is a Space Marine tactical fortification intended for front line use. Deployed from orbit by landing craft, it can be swiftly configured and assembled even under heavy fire. The individual components are deployed in drop cradles clad in ablative armour, the remnants of which are jettisoned at the moment the sections are landed, revealing a fully operational stronghold. Such is the skill of the Legionaries Asartes that in battle conditions this might take as little as 30 minutes, while the most adept at such operations, in particular the Iron Warriors and the Imperial Fists Legions, take great pride in reducing this timeframe even further.

Castellum Strongholds are generally deployed for short lived but high intensity operations where the Space Marines must establish a heavily fortified base in highly contested war zones. In such conditions it can serve as a firebase, artillery redoubt, defensive strongpoint, or platform from which they can launch immediate offensive actions. It is not an unknown tactic for a Castellum Stronghold to be dropped deep behind enemy lines during an on-going battle, sowing confusion and forcing a foe to turn back on themselves to stop their deployments from being destroyed from within.

Composition

- 1 Castellum Stronghold consisting of a main Bunker and three Bunker Annexes.

Terrain type

- Multiple-part building with Battlements. This comprises a single Space Marine Castellum Stronghold Realm of Battle tile. The Stronghold consists of an open Deck Area, a main Tacticus Bunker (Large Building, Armour value 14) and three Bunker Annexes (Medium Buildings, Armour value 14).

Wargear

- None

Special Rules

- Shielded Gate Barriers
- Defensive Structure

Access Points & Fire Points

- As per model

Options

The Tacticus Bunker and each of the Bunker Annexes may be equipped with the following emplaced weapons. Emplaced weapons may be used by units within their bunker at that unit's BS value, otherwise they use the Automated Fire rules and are utilised by the Castellum's controlling player. These emplacements may not be targeted separately and are considered destroyed when their Bunker is.

- The Tacticus Bunker has two mounting points and so may take two weapons choices, while the Bunker Annexes have one mounting point and so may take a single weapon choice each of the following:
 - Twin-linked heavy bolter+10 points each
 - Twin-linked heavy flamer+10 points each
 - Twin-linked lascannon+20 points each
 - Multi-melta & searchlight+10 points each
 - Hyperios missile launcher+30 points each
 - Whirlwind launcher+35 points each
 - Icarus lascannon+35 points each
 - Quad gun+50 points each
- The following options may only be taken by the mounts on the Tacticus Bunker in addition to those previously listed:
 - Hyperios command platform¹+20 points each
 - Battle cannon turret+50 points each
 - Icarus quad lascannon+75 points each
- In addition, the Tacticus Bunker may be further equipped with any of the following options:
 - Comms relay+20 points
 - Hostile signal jammer+20 points

Shielded Gate Barriers

The main entrances of the Castellum Stronghold are covered not by plasteet and adamantium, but crackling barriers of energy that can be raised or lowered at the will of the fortification's controller.

At the start of each of the controlling player's turns, they may declare whether the gate barriers (see the diagram on page 77) are each raised or lowered – consider them to be raised by default at the start of the game.

- Raised barriers are treated as impassable terrain to the height of the adjoining walls, but do not block line of sight. Wounds inflicted by shooting attacks that pass through a raised shield gate barrier benefit from a 3+ invulnerable save.
- Should the Castellum's Tacticus Bunker be destroyed, the barriers collapse and cannot be raised again.

Defensive Structure

The Castellum Stronghold is a paragon of the military architect's craft, utilising technologies and materials beyond that of mute stone and steel.

The following rules and conditions apply:

- The Battlements of the Castellum Stronghold confer a 4+ cover save for units on top of them.
- Units that Go to Ground anywhere on the Castellum Stronghold tile gain +2 to their cover saves rather than +1.
- The Bunkers of the Castellum Stronghold have a 5+ invulnerable save against shooting attacks directed against them and units within them.

Comms Relay

While the Tacticus Bunker is intact and occupied by a friendly unit, the controlling player's Reserve rolls may be re-rolled.

Hostile Signal Jammer

While the Tacticus Bunker is intact and occupied by a friendly unit, roll a D6 for any enemy unit attempting to Deep Strike either onto the Castellum Stronghold tile or within 12" of its edges. On a result of 4+, the unit suffers a Deep Strike Mishap automatically.

Special Stronghold Mounted Weaponry

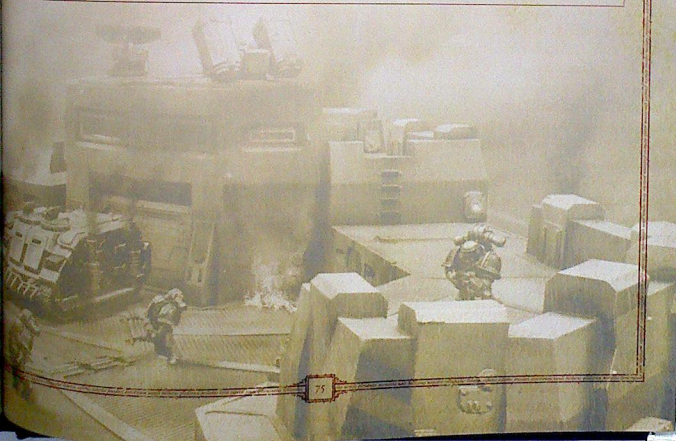
Weapon	Range	Str	AP	Special
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Icarus quad lascannon	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Hyperios missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker*

*Heat Seeker: A weapon with this special rule can re-roll all failed To Hit rolls against Flyers and Fast Skimmers.

Hyperios Command Platform (Castellum Stronghold)

As long as the Hyperios Command Platform is functioning, all Hyperios missile launchers, quad guns, icarus lascannon and quad icarus lascannon mounted on the Castellum Stronghold resolve any automated fire at BS 3.

In addition, while the command platform is in play, any of the Stronghold's emplaced weapons with the Skyfire special rule may target Flyers and Fast Skimmers in preference to closer models when shooting using the Automated Fire special rule.





+++ LEGIONES ASTARTES HEAVY
LINE/PLANETARY ASSAULT
FORTIFICATION++

++ MECHANICUM/APOTHEOSIS
ASTARTES++

++ PRODUCTION IDENT: [MRXXIII]
CASTELLUM++

++ MULTIPLE CONFIGURATION++

++ LEGION/FLEET GRADE ISSUE/
DEPLOYMENT++

++ MID/LATE GREAT CRUSADE
FABRICATION LIMITED TO
ASCENDII GRADE FOUNDRIES AND
CENTRALISED LEGION FORCES++

++ DEPLOYED PATTERNS 1Q/2KX/4K++



EMPLACED WEAPON
MOUNTING POINT

SHIELDED
GATE BARRIER

EMPLACED WEAPON
MOUNTING POINTS

SHIELDED
GATE BARRIERS

TACTICUS
BUNKER

SHIELDED
GATE
BARRIER

SHIELDED
GATE
BARRIER

EMPLACED WEAPON
MOUNTING POINT

BUNKER
ANNEXE

SHIELDED
GATE BARRIER

BUNKER
ANNEXE

EMPLACED WEAPON
MOUNTING POINT

+CASTELLUM STRONGHOLD+

++LECIONES ASTARTES FORTIFICATION++

++LOGISTICA MILITARUM, ORDINATI MANDATE Z22K.3974++

OPTIONAL HEAVY SUPPORT

The hulking, heavily augmented cyborg shock-troops originating within the Ordo Reductor faction of the Mechanicum, the Thallax differ from the Martian Skitarii regiments both in their purpose and the unique degree of their augmentations. The Lorica Thallax which encases their major organs, nervous system and cerebrum also replaces the skeleton and limbs entirely with armoured mechanical systems powered by an internal reactor core.

The agony of this process, along with the replacement of the usual human sensory apparatus, proves so traumatic as to require the surgical excision of the pain centres and emotions. The Thallax however retains a degree of independent human thought; this individuality and self-determination is greater by far than that enjoyed by tech-thralls, whose cranial surgery implants are often crude at best, damaging as much as they control.

Many variants of the flexible and powerful Thallax have been brought into being by the artificers of the mendicant Ordo Reductor, a number of which found their way to the outer Forge Worlds of the Imperium where they were seized upon as potent war machines which, while lacking the power of true Battle-automata, were more practical to produce in larger numbers.

THALLAX COHORT

135 POINTS

Thallax	WS	BS	S	T	W	I	A	Ld	Sv
	3	4	5	5	3	2	2	8	4+

Unit Composition

- 3 Thallax

Unit Type

- Jet Pack Infantry

Wargear

- Lorica Thallax
- Lightning gun
- Close combat weapon
- Frag grenades

Special Rules

- Bulky
- Stubborn
- Djinn-sight

Options

- The squad may include:
 - Up to an additional six Thallax +40 points each
- The entire squad may have:
 - Melta bombs +5 points per model
- Any Thallax may exchange their close combat weapon for a:
 - Heavy chainblade +5 points
- One in three Thallax in the unit may replace their lightning gun for one of the following weapons:
 - Multi-laser +5 points
 - Phase plasma-fusil +10 points
 - Irad-cleanser +10 points
 - Multi-melta +15 points
 - Photon thruster +25 points

Djinn-sight

The sinister blank-faced helmets of the Thallaxii conceal an array of inhuman sensory apparatus through which they experience the battlefield as a raging storm of electromagnetic turmoil, blood-heat and seismic percussion. However, for the organic brain to handle this hurricane of data, it must be surgically mutilated, removing the mere human senses such as sight and hearing.

The Djinn-sight means that a Thallax reduces the benefits of any cover save its opponent has by -2 (a 4+ becoming a 6, a 5+ being ignored entirely, and so on). Additionally, Infiltrators may not be set up within 24" of Thallax units, regardless of line of sight.

Optional Heavy Support: This unit may only be included in the army under certain provisions – see the Cortex Controller on page 89.

CASTELLAX CLASS BATTLE-AUTOMATA MANIPLE

85 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Castellax	3	4	6	7	4	3	2	7	3+

Unit Composition

- 1 Castellax class Battle-automata

Unit Type

- Monstrous Creature

Wargear

- Mauler pattern bolt cannon
- Two bolguns
- Shock chargers
- Atomantic shielding

Special Rules

- Cybernetica Cortex
- Reactor Blast
- Rage
- Support Unit

Options

- The Maniple may include:
 - Up to four additional Castellax class Battle-automata+85 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle-automata in the Maniple must have the same upgrade:
 - Searchlight+1 point each
 - Infravisor+5 points each
 - Frag grenades+5 points each
 - Enhanced targeting array+15 points each
- Any Castellax class Battle-automata may exchange its Mauler pattern bolt cannon for one of the following:
 - Darkfire cannon+20 points
 - Multi-meltaFree
- Any Castellax class Battle-automata may exchange one or both of its bolters for:
 - Flammers+5 points each
- Any Castellax class Battle-automata may exchange its shock chargers for one of the following options:
 - Two Battle-automata power blades+10 points per Castellax
 - Siege Wrecker+20 points per Castellax*

*A model equipped with a Siege Wrecker loses one of its bolguns.

Special Option

- A single Maniple comprised solely of a single Battle-automata (of any type) in the detachment may be given:
 - Paragon of Metal special rule+35 points

Optional Heavy Support: This unit may only be included in the army under certain provisions – see the Cortex Controller on page 89.

OPTIONAL HEAVY SUPPORT

The most common Castellax-type Battle-automata in service, the Castellax is a general battle unit developed during the Great Crusade from its ancient forbear. Primarily intended for siege work and shock assaults, it is a terrifying humanoid machine thrice the height of a man, with a notoriously aggressive and responsive machine-spirit, and an enviable reputation on the battlefield. Its armoured endoskeleton is proof against small arms fire and highly resistant to damage thanks to its durable design and the presence of the same atomantic shielding technology that features on the Legion's Astartes Contemptor class Dreadnought.

The Castellax class was a mainstay both of the Legio Cybernetica and the elite defensive formations of many Forge Worlds, who relied on its formidable power for their protection. Some in the Imperial hierarchy saw the steady increase in the number of these war machines as a sleeping threat to the supremacy of the Imperium should the Mechanicum ever default on its treaty of mutual support with the Emperor. History was to take a different course, and in a few short years thousands of these war engines would be broken on the wheel of war, and the Castellax was never to be seen again in such numbers.



"Peace? There can be no peace in these times. We fight not merely for victory, but for survival, for the control of the destiny of humanity! There can be no higher calling, no cause greater and more worthy of sacrifice. Any man who calls for peace is an enemy as much as the traitor who seeks your life—treat them with the contempt they deserve."

— Rogal Dorri
Primarch of
the Imperial Fists

LEGIONES ASTARTES SPECIAL RULES

LEGIONES ASTARTES

The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities and minds and souls tempered for war. In addition each individual Legion has its own idiosyncrasies and character—the product of their gene-seed and unique warrior culture.

- Units with this special rule may always attempt to regroup normally regardless of casualties.
- Units will also have additional special rules and abilities specific to their Legion.

A Space Marine may only have one such 'named' rule, eg. Legiones Astartes (Sons of Horus). Space Marine units from a different Legion may only be included using the Allies rules (see the *Warhammer 40,000* rulebook) in conjunction with the Allies in the Age of Darkness chart found on page 12.

Unlisted Legions: If you are using this army list to represent a Legion which does not yet have its own unique Legiones Astartes rule, you may instead add either the *Stubborn* or *Furious Charge* special rule to the standard provisions of this rule in the interim.

Automated Artillery

Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to a lack of crew and each gun must be destroyed normally before it is removed. Automated Artillery cannot move and cannot charge. If assaulted they do not Pile In and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile Ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

Primarch

Genetically engineered creations whose powers and abilities shame even those of the enhanced warriors they lead, the Primarchs, although few in number, bestride the battlefields of the Great Crusade and the dark age of the Horus Heresy like demi-gods and no mortal force can stand against them. Any model with the Primarch special rule is automatically the army's Warlord and does not roll randomly for Warlord Traits (these will have been included in their own unique abilities). Unless fighting in a game of *Warhammer 40,000: Apocalypse*, no force may ever include more than a single Primarch.

Primarch also incorporates the effects of a number of other special rules. These are the following:

- Independent Character
- Eternal Warrior
- Fear
- Adamantium Will
- Fleet
- Fearless
- It will not Die
- Master of the Legion (See the Space Marine Legion Praetor entry on page 14)

Chosen Warriors

A model with this special rule may issue and accept Challenges as if it had the Character type. Note that this does not allow a model with this special rule to use any other rules associated with the Character type.

Battlesmith

Those versed in the secret arts and teachings of the Mechanicum, whether Techmarine, Forge Lord or Magos, have the skill and ability to reconstruct and effect field repairs to war machinery in the very heat of battle.

If a Battlesmith is in base contact with, or embarked upon, one or more damaged vehicles during the Shooting phase, they can attempt to repair one of them instead of firing a weapon. Roll a D6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hull Point.
- Repair a Weapon Destroyed result.
- Repair an Immobilised result to the attendant vehicle.

If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Battlesmith cannot use this ability if they have gone to ground or are falling back.

Models with the Battlesmith rule that also possess a Cortex Controller may instead of the above restore a single lost wound to a Battle Automata as a use of this ability.

Immobilised (Artillery Type)

An Immobilised Artillery piece cannot be moved after it has been deployed except by the use of a specialised vehicle, and ignores any effect which forces it to move. This only affects the platform – not any crew who are subject to all normal Artillery rules. When called upon to fall back, the crew must leave their guns behind and fall back; the platforms are then removed as casualties.

Note that an Immobilised unit may still have the Scout or Deep Strike special rules as these reflect redeployment or deployment during battle, rather than game movement. Only if it has the Deep Strike special rule may an Immobilised unit be held in reserve.

Space Marine Legion Crew

A Stormblade upgraded to have Space Marine Legion Crew increases its Ballistic Skill to BS 4.

Command Tank

If the vehicle is upgraded to a Command tank, all allied units within 24" of the Stormblade may re-roll failed Morale checks.

Co-axial Weapon

A weapon with the Co-axial special rule will specify another weapon mounted on the same vehicle. When a target is declared for this weapon, the co-axial weapon must fire at it first if it is within range. If the co-axial weapon hits the target, then the other weapon may re-roll its To Hit roll if it misses.

Flyers and the Deep Strike special rule

As well as arriving via the usual Reserves method, some Flyers also have the ability to deploy via Deep Strike, representing a vertical 'dive' onto the battlefield. If the Flyer in question has the Hover mode, the controlling player must declare before the Deep Strike is attempted whether the Flyer is Zooming or being treated as a Fast Skimmer. If using Hover mode, the rules for Deep Strike apply as standard. If using a Zooming Deep Strike, Flyers deploying via Deep Strike count as making a Zoom move and having moved at Cruising speed (18") on the turn they arrive, but are not moved any further in the turn in which they are deployed. They cannot evade, go Flat Out, drop bombs or deploy transported units in the turn in which they arrive. On subsequent turns, the Flyer is free to operate as normal. This is a risky proposition for an aircraft and a test of a pilot's skill, and so the usual rules for Deep Strike mishaps apply even though the Flyer is notionally at a higher altitude than is normally the case.

"Blood will have blood,
Sorrow piles upon Sorrow,
Vengeance breeds Vengeance."

- Ancient Terran Proverb

LEGIONES ASTARTES WARGEAR

This section of the Space Marine Crusade Legion Army list details the weapons and equipment used by the Space Marines in the era of the latter Great Crusade and at the outbreak of the cataclysmic wars of the Horus Heresy, along with rules for using them in your games of Warhammer 40,000. Weapons that are used by multiple units are listed here, while unique items belonging to special characters and units are listed with their profile.

RANGED WEAPONS

Archaeotech Pistol

Despite the renaissance of human power in the galaxy that the Great Crusade has created, there remains much of Mankind's ancient might and arts that are lost to myth and legend, save for a few relics that have survived the stifling darkness of Old Night. One of the more common types of these relics found are sidearms of surpassing firepower and elegance. Be they bespoke slug throwers utilising micro-atomic munitions or searing kill-rays that draw power from a planet's ambient magnetosphere, such priceless artefacts of war find their way into the hands of the Emperor's chosen agents and the masters of the Space Marine Legions.

Weapon	Range	Str	AP	Type
Archaeotech pistol	12"	6	3	Pistol, Master-crafted

Avenger Bolt Cannon

The Avenger cannon fires a relentless stream of heavy, high velocity, mass reactive shells, making it highly effective against foes that attack in large concentrations of massed infantry. So heavy is this torrent of fire however that even heavily armoured targets are in danger, their armour torn to ragged shreds under the relentless rain of explosive impacts.

Weapon	Range	Str	AP	Type
Avenger bolt cannon	36"	6	3	Heavy 7

Combi-bolter

Designed as a tactically flexible weapon for employment in the Terminator armour project, a combi-bolter is in essence two standard pattern bolters slaved to fire together. It is a bulky and somewhat crude, but very effective, weapon prototype that was gaining widespread use at the time of the Heresy.

Weapon	Range	Str	AP	Type
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked

Conversion Beam Weapons

These esoteric energy weapons fire a beam which induces a subatomic implosion in their target, with the beam itself gathering power over distance up to a terminal point of beam instability. Conversion beamers are both difficult to construct and highly complex to use, needing skilled calibration to operate as well as dedicated reactor core systems to power. As a result conversion beamers are primarily used for dedicated siege warfare or starship breaching assaults by specialised operators such as Techmarines and Mechanicum Destructors. More rarely larger conversion beamer weapons are mounted on a vehicle chassis with advanced control mechanisms and an abundance of reactor power such as the Contemptor pattern Dreadnought.

A shot from a conversion beamer has a number of different profiles, the use of which depends upon how far the chosen target is from the firer up to the weapon's maximum range. When firing the weapon measure the distance to the target, place the weapon's Blast template and scatter as normal for a blast weapon. Once the final location of the template has been determined, measure to the centre of the Blast marker and consult the weapon's chart to determine the effect.

Firing Calibration (Heavy Conversion Beamer only): The power requirements and targeting calculations needed to effectively use this weapon means that it may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

Weapon	Range	Str	AP	Type
Conversion Beamer	Up to 18"	6	-	Heavy 1, Blast (3")
	18" to 42"	8	4	Heavy 1, Blast (3")
	42" to 72"	10	1	Heavy 1, Blast (3")
Heavy Conversion Beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration
	18" to 42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration
	42" to 72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration

Demolisher Cannon

A short-ranged but highly destructive weapon designed for line-breaking and smashing enemy fortifications, the huge, rocket-propelled shell fired by the Demolisher cannon is enough to pulverise bunkers and collapse buildings around their defenders in a tide of rubble and dust.

Weapon	Range	Str	AP	Type
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")

Field Artillery Weapons

The Space Marine Legions utilise a variety of support weapons as needed, including shell-firing heavy guns of different calibres and missile launch systems for bombardment and heavy assaults against fortified positions. One of the most common of these is the Whirlwind Launcher, a variant of the Rhino chassis able to utilise a variety of warhead payloads, while the quad launcher (colloquially known as a 'Thudd gun') is favoured against enemies wont to attack in a great horde such as the Orks. The Medusa's devastating if short ranged cannon is favoured for close siege assaults.

Weapon	Range	Str	AP	Type
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Quad mortar (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
(Shatter)	36"	8	4	Heavy 4, Sunder
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Whirlwind launcher				
Vengeance warhead	12"-48"	5	4	Ordnance 1, Barrage, Large Blast (5")
Castellan warhead	12"-48"	4	5	Ordnance 1, Barrage, Large Blast (5"), Ignores Cover Saves
Hyperios warhead	48"	8	3	Heavy 1, Skyfire, Interceptor

Shell Shock

Due to the repeated rapid impact of the quad-launcher's shells, Pinning tests taken because of its attacks are made at a -1 Leadership penalty.

Graviton Weapons

Little understood even by the Tech-priests of Mars, the term 'graviton gun' refers to a group of gravity projector devices whose sophistication is such that the few that now remain are relics of a lost age. Such weapons prove extremely useful when fighting on a starship or in a null gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and crack bones even inside armour, but its primary use is to impede the enemy and damage machinery without the risks of secondary explosions.

Weapon	Range	Str	AP	Type
Graviton gun	18"	0	4	Heavy 1, Blast (3"), Concussion, Graviton Pulse*, Haywire
Graviton cannon	36"	0	4	Heavy 1, Large Blast (5"), Concussion, Graviton Pulse*, Haywire

*Graviton Pulse

Instead of rolling To Wound normally with this weapon, any model caught in its Blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of 6 always counts as a failure). After the Graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Grenade Harness

An auxiliary weapon system fitted to Terminator armour, the grenade harness unleashes a barrage of fragmentation charges at the foe as the Terminator charges. The grenade harness is a one-shot weapon, and when it is fired the firing Terminator and any squad they have joined count as having assault grenades in the Assault phase of that turn.

Weapon	Range	Str	AP	Type
Grenade harness	8"	3	-	Assault 2, Blast (5"), One Use

Havoc Launcher

Widely utilised as an additional assault weapon system mounted on vehicles in the Space Marine Legions, the havoc launcher is a simple but effective multi-barrelled rocket launcher, firing clusters of high explosive munitions.

Weapon	Range	Str	AP	Type
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked

Kheres Pattern Assault Cannon

A prototype weapons system incorporated into the advanced Contemptor pattern Dreadnought, the Kheres is a high velocity cannon which uses electrically driven spinning barrels to maintain a massive rate of fire. Thanks to this relentless torrent of explosive shells this assault cannon can chew and tear its way through the most heavily armoured foe. More compact assault cannons were entering limited use with the Terminator-armour equipped forces of several Legions at the beginning of the Heresy.

Weapon	Range	Str	AP	Type
Kheres	24"	6	4	Heavy 6, Rending

Lightning Gun

This aptly named weapon takes the form of a baroque designed carbine either connected to a micro-reactor or, in the case of a Ordo Reductor Thallax, their firer's own cybernetic power core. It fires an ionizing las-beam down which a powerful phased discharge of electromagnetic force is unleashed, and is equally effective at slaughtering the living and overloading machine targets.

Weapon	Range	Str	AP	Type
Lightning gun	18"	7	5	Heavy 1, Shred, Rending

Needle Pistol

A favoured weapon of the assassins of the Terran Courts during the days before Unification, needle pistols are sophisticated and elegant handguns whose operation is silent, invisible and deadly. The finest examples use a combination of a flash-less laser to pierce flesh, followed by an impeller-shot of virulent poisons delivered instantaneously into the open wound. This combination can lay low the toughest foe with ruthless efficiency.

Weapon	Range	Str	AP	Type
Needle pistol	12"	2	5	Pistol, Poisoned, Rending

Laser Destroyer

The laser destroyer is a powerful reactor-charged anti-tank weapon that uses multiple laser generators to fire staggered near-simultaneous blasts of energy focused on a single target point. This has the effect of disintegrating the densest armour in a series of powerful impacts micro-seconds apart, making the weapon able to vaporise a tank or shatter an armoured bulkhead in a single blazing volley.

Weapon	Range	Str	AP	Type
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked

Magma-melta

Heavy, vehicle-mounted, short ranged, area-effect heat cannon, magma-meltas were originally designed for space assault craft to enable them to turn a large cubic volume of starship hull-plating to liquid slag. A weapon of this magnitude's effects on less durable targets such as battle tanks and living matter are unsurprisingly catastrophic.

Weapon	Range	Str	AP	Type
Magma-melta	18"	8	1	Heavy 1, Melta, Large Blast (5")

Phosphex Bombs & Medusa Shells

Phosphex is a rare corrosive toxic and incendiary compound utterly inimical to life, deployed both in the form of large canister bombs and heavy shells. It expands on contact with air into a seething, liquid mist which burns with an eerie white-green flame which is attracted to movement. This gelid flame ignites metal and eats relentlessly into living tissue, and cannot be extinguished short of exposure to vacuum. As effective as this horrific weapon is, its use is not widespread as it has a tainting effect beyond even rad weapons on the areas in which it is employed, but remains within the arsenals of the Space Marine Legions as a weapon of dire resort.

Weapon	Range	Str	AP	Type
Phosphex bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Phosphex shell (Medusa)	36"	5	2	Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death

Lingering Death

When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles. Note: It is advisable to have multiple spare blast markers when using this rule!

Crawling Fire

After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

Plasma Weaponry (Crusade Era)

In addition to the Imperial plasma weapons listed in the *Warhammer* 40,000 rulebook, such technology was far better understood during the dawning age of the Imperium if still somewhat unsafe. As a result, three additional rarer types of sophisticated plasma weapons are listed below, which would become all but unknown in later ages.

Weapon	Range	Str	AP	Type
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Phased plasma-fusil	24"	6	3	Salvo 2/3
Executioner cannon	36"	7	2	Heavy 3, Blast (3")

Predator Cannon

The Predator carries a heavy-duty, turret-mounted autocannon which, thanks to its extensive ammunition supply, reinforced barrel and the turret's sophisticated on-board auto-loader systems of exclusively Martian manufacture, is able to sustain a far higher rate of accurate fire than an equivalent weapon of its class.

Weapon	Range	Str	AP	Type
Predator cannon	48"	7	4	Heavy 4

Rad Grenades & Rad Missiles

Special issue weapons commonly only employed against the most dangerous of xenofoms, rad grenades and warheads detonate with a short, intense burst of radiation and shower the immediate area with highly contaminated fallout. As well as direct damage, these can be used to bombard an area, and have the effect of debilitating rather than slaying outright, rendering a target vulnerable to further injury.

Rad Grenades: These are special grenades that count neither as assault or defensive grenades, but have their own unique effect. During a turn in which a unit equipped with rad grenades launches an assault, or is themselves assaulted, the enemy unit(s) suffer a -1 penalty to their Toughness until the end of the Assault phase. Note: This does affect the victims' instant death thresholds.

Rad Missiles: These Terran-devised missiles, a horror of the gene-war anarchy of Old Night, use custom-loaded warheads which combine highly radioactive isotopes, usually harvested from decommissioned fission reactor shells. The effect is to create an intensely toxic weapon that inflicts a hideous death on its victims, and that can poison and lay low the most resilient organism.

Weapon	Range	Str	AP	Type
Rad missile	48"	4	3	Heavy 1, Blast (3"), Fleshbane, Rad-phage

Reaper Autocannon

Designed as a support weapon for the Tactical Dreadnought Armour project, the Reaper is a compact, rapid-firing autocannon which depends on the weight and strength of Terminator armour to stabilise the weapon and cope with its massive recoil.

Weapon	Range	Str	AP	Type
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked

Rotor Cannon

Favoured by many Imperial Army formations and seeing limited use with some Space Marine Legions, rotor cannons are multi-barrelled stubbers, using electric motors to maintain an extraordinary rate of fire from their spinning barrels. The simple, medium calibre solid slug projectiles they fire lack the power of bolt shells, but the hail of shot they unleash can be particularly useful against unarmoured hordes of foes and fleshy xenofoms. The newly prototyped assault cannon technology represents a more effective and powerful implementation of this principle.

Weapon	Range	Str	AP	Type
Rotor cannon	30"	3	6	Salvo 3/4

Shroud Bombs

These canister bombs unleash a shimmering grey fog of dense smoke and multi-spectrum electromagnetic charge that foils scanners and surveyors just as easily as it does vision.

Shroud bombs count as defensive grenades in combat (see the *Warhammer 40,000* rulebook). In addition, with the exception of vehicles, Daemons, Gargantuan Creatures and units which have the Night Vision special rule, units must pass a Leadership test in order to charge a unit equipped with Shroud bombs.

Special Issue Bolter Munitions

The following are special issue bolter munitions utilised by certain elite Space Marine units and, while often uniquely effective, were either too specialised or simply too difficult to produce to enter widespread issue.

Tempest Bolt Shells: These are specialised munitions which replace the standard mass-reactive core and armour-piercing tip of a bolt round with a fragmentation shell encasing a powerful micro-explosive proximity charge. This has the effect of showering a target with a murderous storm of shrapnel. These heavier rounds however lack range compared to standard bolt shells.

Weapon	Range	Str	AP	Type
Tempest bolt shells	18"	3	6	Rapid Fire, Blast (3")

Kraken Bolt Shells: Kraken bolts are specialised bolgun shells with an enhanced adamantium core and improved propellant utilised by Seeker squads. They have superior armour-piercing properties and increased range, but the expense and resources required to create them keep them limited in issue.

Weapon	Range	Str	AP	Type
Kraken bolt shells	30"	4	4	Rapid Fire

Scorpius Bolt Shells: Individually hand-crafted by the Techmarines of a Legion's armoury, these specialised shells utilise a two-stage warhead which contains a micro-guidance system and a needle-like sabot-dart which vaporises to molten heat when striking an armoured target. Scorpius bolts are rare and temperamental munitions which are hand loaded into a bolter for firing.

Weapon	Range	Str	AP	Type
Scorpius bolt shells	24"	4	5	Heavy 1, Rending, Shred

Tempest Rockets

An antiquated design now being phased out in favour of more powerful munitions, Tempest rockets are nevertheless simple and reliable ballistic weapons able to deal with moderately armoured targets and shoot down enemy aircraft.

Weapon	Range	Str	AP	Special
Tempest rocket	60"	6	4	Heavy 1, Sunder, One Shot

Volkite Weapons

'Volkite' is an arcane Martian term for a variety of powerful ray weapons whose origins date back to the Age of Strife. Possessed of considerable killing power surpassing most armaments of their size, Volkites were difficult to manufacture, even for the most able of the Mechanicum's forges, and the demands of the expanding Crusade swiftly overwhelmed supply of these relic-guns. Once relatively common within the fledgling Legions, they had fallen largely from favour by the time of the Heresy, and had been superseded in the Space Marine Legions by the far more flexible and utilitarian Terran bolter. Those few that remained in service were the purview of only a few specialised units at the outbreak of the conflict that rent the Imperium asunder.

Weapon	Range	Str	AP	Type
Volkite serpenta	10"	5	5	Pistol, Deflagrate
Volkite charger	15"	5	5	Assault 2, Deflagrate
Volkite caliver	30"	6	5	Heavy 2, Deflagrate
Volkite culverin	45"	6	5	Heavy 4, Deflagrate

Deflagrate

Deflagrating attacks have a devastating effect on organic matter, explosively burning flesh into ash and jetting fire. After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

CLOSE COMBAT WEAPONS

The full rules for the following close combat weapons can be found in the *Warhammer 40,000* rulebook.

- Chainfist
- Chainsword
- Heavy chainsword
- Dreadnought close combat weapon
- Force weapons
- Lightning claws
- Power fist
- Power sword
- Power axe
- Power maul
- Power lance
- Thunder hammer

A Note on Power Weapons

Wherever in this book's profile list a model is described as being either equipped with a 'power weapon' or has the option to take one then either a power sword, power axe or power maul (see the *Warhammer 40,000* rulebook) may be freely chosen so long as they are clearly depicted on the model.

Breacher Charge

A Breacher Charge is used to destroy armoured emplacements and shatter fortifications and barricades. Much like melta bombs these powerful electrochemical explosive charges are too bulky and cumbersome to easily throw like a grenade, and additionally pose some risk to their user at close range, but are extremely destructive in skilled hands.

A model equipped with a breacher charge may use it in an assault instead of using their normal attacks or weapons. The model makes a single attack. Place the Blast (3") template anywhere in base contact with the attacking model so that it covers the enemy. The template may not be placed so that it covers friendly models. Roll to hit against the majority Weapon Skill of the enemy (buildings, emplacements and stationary vehicles are hit automatically and no roll is needed). On a successful hit, the template remains where it is. On a miss, the Scatter dice and flip the template over in the direction shown if an arrow result is rolled (re-roll the Hit symbol if needed until an arrow is shown).

Weapon	Range	Str	AP	Type
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker

Chainaxe

A savage weapon that had its origins within the World Eaters Space Marine Legion, and the black-humoured whims of its master, the Primarch Angron, chainaxes feature heavier blades and more powerful motors than the more common Legion chainsword. Better able to pierce armour in the hands of a skilled wielder (and all but unusable otherwise), there were those, even before the Heresy, that wondered at the development of such a weapon, seemingly designed as much for the displays of fountaining gore it created as its effectiveness in battle.

Weapon	Range	Str	AP	Type
Chainaxe	- As User	4		Melee

Charnabal Sabre

With their origins tracing back to the ancient duelling societies, assassin cults and bloody vendettas of the Terran Courts during the Age of Strife, these elegant and deadly weapons rely on speed and dexterity rather than brute force for their lethality. The pure metal of their blades is press-folded and stamped scores of times over before being micro-serrated with a fractal-sharp edge. The master swordsmiths of Terra are each said to have their own rituals of forging, impressing a distinct pattern in each bespoke blade as legible as a signature to those with the wit to read them. As well as the nobles of the Terran Court certain Space Marine Legion officers favour the Charnabal sabre over more 'clumsy' power weapons as they see them as being more responsive to true martial skill, while others think them effete and decadent weapons.

Weapon	Range	Str	AP	Type
Charnabal sabre	- As User	-	-	Melee, Rending, Duellist's Edge

Duellist's Edge

When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative score.

Combat Blades

Combat blade is a catch-all category which describes a variety of lethal hand-to-hand weapons favoured by the Space Marine Legions, the exact form varying from Legion to Legion by its culture and tradition. They range from heavy razor-edged chain-bayonet, to adamantite gladius and Thule-alloy battle-axes that would be too heavy for an unaugmented human to wield.

Weapon	Range	Str	AP	Type
Combat blade	- As User	-	-	Melee

Deathshroud Power Scythe

These unique heavy power weapons, also known as 'man-reapers,' are utilised by the warriors of the Death Guard Legion. In concert with the Death Guard's own specialised training and martial lore, they enable a warrior to face many times his number in battle, cutting them down like a reaper slashing through a field of ripe crops.

Weapon	Range	Str	AP	Type
Power scythe	-	+1	2	Melee, Unwieldy, Two-handed, Sweep Attack

Sweep Attack

Rather than using their own Attack value, a model using a weapon with this special rule may, if they wish, instead make a number of attacks equal to the number of enemy models in base contact with them.

Digital Lasers

Incredibly sophisticated miniaturised weapons of xenos origin, these devices are extremely short ranged but potent enough to kill despite being small enough to be concealed in a ring, gauntlet, sword hilt or helm. With a skilled user they are particularly effective in close combat, where they can be used to deliver a deadly strike to a foe already occupied in fending off the fighter's blows.

Digital lasers provide +1 Attack in close combat.

Lascutter

These are powerful, albeit extremely unwieldy, industrial tools used for cutting through armoured bulkheads and working otherwise impermeable ores that make use of a disruption field-assisted short range laser arc. They are utilised in siege warfare where they can make for a devastating if makeshift close-quarter weapon.

Weapon	Range	Str	AP	Type
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome

Cumbersome

A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.

Machinator Array

Akin to the servo-arm employed by Techmarines and Mechanicum Engineers, a Machinator array is a far more complex and intricate system of manipulators, augmetic body replacements, inbuilt tools, sensors and energy arc-projectors utilised by the most able Magos of the Machine Cult. Each array is unique to the Magos who bears it implanted into their flesh and cerebral cortex, and depended upon them more than their own weak flesh.

A Machinator array adds +1 to its user's Toughness characteristic and the Night Vision special rule. It also incorporates a flamer and an inferno pistol, and the user can either opt to fire both of these weapons in the Shooting phase, or one of them and another ranged weapon the model is carrying.

A model with the Battlesmith special rule may add +2 to their Repair roll result if they are also equipped with a Machinator array.

A model equipped with a Machinator array may make two additional attacks per turn in close combat as well as any they would normally be eligible to make. This is done using the weapon profile shown below:

Weapon	Range	Str	AP	Type
Machinator array	-	+1	2	Melee, Unwieldy, Shred, Armourbane

Paragon Blade

Weapons forged of consummate artistry or irreplaceable relics of the ancient might of the Dark Age, Paragon blades are few in number and may take many forms. The most common Paragon blades are two-handed power weapons of extraordinary balance and durability, although even more rarely unique chain weapons wrought from the

teeth of terrifying xenos-beasts and certain night-black sickle swords found on remote death worlds on the edges of the Halo Stars have been known to hold similar phenomenal killing power. Regardless of their form, Paragon blades are valued beyond price by the Imperium's warriors.

Weapon	Range	Str	AP	Type
Paragon blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon

Murderous Strike

Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this instant death-causing wound separately to any other wounds the attack inflicts.

Servo-arm

A servo arm is a heavy industrial claw-limb and manipulator array often directly spliced into a Techmarine's or Magos Adept's nervous system. As well as making for a powerful tool, they can also be wielded in battle as a clumsy but savagely powerful weapon.

A model with the Battlesmith special rule may add +1 to their Repair roll result if they are also equipped with a servo arm.

A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make. This is done using the weapon profile shown below:

Weapon	Range	Str	AP	Type
Servo arm	-	8	2	Melee, Unwieldy

Siege Wrecker

This is a general term given to a specialised form of massive close combat weapons intended for Legion Dreadnoughts and Mechanicum battle-automata. Wreckers are designed to enable these heavy assault units to smash through fortifications and easily crush armoured barricades and defences in siege warfare. The most common form of this weapon is a hydraulic ram or massive disruption-field augmented hammer, although specialised forms of heavy claw or drill systems are also used.

Weapon	Range	Str	AP	Type
Siege wrecker	-	10	2	Melee, Concussive, Wrecker, Specialist Weapon

Wrecker

Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

EQUIPMENT

Rules for the following vehicle upgrades can be found in the *Warhammer 40,000* rulebook.

- Dozer blade
- Extra armour
- Hunter-killer missile
- Searchlight
- Smoke launchers

Armoured Ceramite

Additional heavy ceramite plating fitted to a vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is commonly fitted to orbital strike craft to enable them to withstand the rigours of 'crash' re-entry from space into a planet's atmosphere, and also to certain siege vehicles to protect them from thermal energy weapons.

A vehicle with this wargear is not subject to the additional D6 armour penetration caused by weapons with the *Melta* special rule.

Armoured Cockpit (Flyers)

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

Armoured Track Guards

A vehicle equipped with Armoured Track Guards has a 4+ save against any Immobilised results on the Vehicle Damage table (note that Hull Point damage from such an attack is still inflicted, but the Immobilised result is ignored).

Artificer Armour

Forged by the master craftsmen of the Mechanicum these superior variations of power armour are often highly embellished with ciphers of strength and durability, while some of wildly differing designs are far older than the present age and owe their origins to the forgotten zenith of human technological might.

Artificer armour confers a 2+ Armour save.

Augury Scanner

This energy scanning device has the effect of alerting the user to the concealed presence or imminent arrival of enemy troops in the vicinity, even if concealed, and can even detect the tell-tale electro-gravitic disruption effect on local space that presages teleport transfers.

Models cannot be deployed using the *Infiltrate* special rule within 18" of a model with an augury scanner. Enemy models deployed using deep strike within this range can also be attacked by a unit carrying an Augury Scanner in the Shooting phase as if their rapid fire and heavy weapons (if they have any) had the *Interceptor* special rule.

Auxiliary Drive

The standard patterns of Imperial vehicles are often customised by the Legions that field them, and in some cases are test beds for technology either designed or recovered in the field by the Magos and Technicians that maintain them. One common form of such customisation is the fitting of backup and auxiliary drive systems such as secondary galvanic motors or outrigger thrusters to keep a vehicle mobile for short periods even if its main motive drive becomes damaged.

A vehicle with an auxiliary drive may repair Immobilised results it suffers on a D6 roll of 4+ at the start of the controlling player's Movement phase.

Bomb Cluster (Flyers)

A weapons system with the Bomb Cluster type may drop as many bombs as its controlling player wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run – this must be a model the Flyer has passed over that turn. The initial bomb dropped scatters D6" and bombs dropped after that scatter the same way as additional barrage blasts from a Multiple Barrage (see the *Warhammer 40,000* rulebook).

Cameleoline

Cameleoline is a refractive chemical substance that morphically blends its colouration into the surrounding area. It is often woven into cloaks and smocks, or more rarely, as a coating over armour plate, and aids with concealment and in covert assaults.

Cameleoline provides the user with the *Stealth* special rule.

Cognis-signum

An advanced array of sensory devices, cogitator-assisted communications and telemetry arrays built into a purpose-modified suit of power armour, these enable the wearer to co-ordinate battlefield data with blinding speed.

A model with this wargear automatically counts as being equipped with an augury scanner and has the *Night Vision* special rule.

In addition, in lieu of the model equipped with the Cognis-signum firing a weapon in the Shooting phase, a single designated unit of the controlling player's choice within 6" of the signum-equipped model (other than Independent Characters or Super-heavy) gains a bonus of +1 to their BS for that Shooting phase.

Combat Shields & Boarding Shields

A combat shield is a wrist-mounted shield or buckler containing a small field generator which enables it to withstand great amounts of damage, while boarding shields are larger, bulkier versions of the same. These were favoured by assault units employed by Breacher squads for protection in the confined close quarter fighting of starship boarding actions and siege attacks. Although these shields' smaller size and weaker defensive field mean they offer nothing like the protection offered by the prototype Legiones Astartes storm shields that were beginning to enter service at the time of the Heresy, they remained a valued part of a Legion's armoury.

Combat shields and boarding shields confer a 6+ invulnerable save, increasing to 5+ in close combat.

A model equipped with a boarding shield also counts as being equipped with defensive grenades. Boarding shields however are far heavier and more cumbersome than combat shields and models equipped with them cannot claim the extra attack for being armed with an additional close combat weapon.

Cortex Controller

This control and signalling device uses data-djinn to command Battle-automata fitted with Cybernetica Cortex systems, allowing the wielder to witness the battlefield through the automata's own senses as well as monitor their status and exact precise control over their actions. Only the most highly experienced and specifically augmented adepts of the Mechanicum and the Forge Lords of the Legiones Astartes can hope to fathom the use of these fractious devices and successfully interpret the storm of data streaming from their un-living minions.

The presence of a Cortex Controller within 12" of part of a unit of friendly models with the Programmed Behaviour special rule at the start of any phase means that special rule is negated for that phase and their controlling player is free to use them as any other unit.

Cyber-familiar

Utilised by Techn Marines and the Adepts of the Mechanicum, cyber-familiar is a term that encompasses a variety of semi-autonomous devices such as servo-skulls, mek-spiders and other smaller drone units and lesser haemonculites tied into the direct neural control of their operator. These minion-drones are an extension of their master's will and provide them with a host of additional senses and capabilities.

A Cyber-familiar adds +1 to its owner's invulnerable save (to a maximum of 3+) or an invulnerable save of 6+ if they do not already possess one. In addition they allow them to re-roll failed characteristic tests other than Leadership tests and failed Dangerous Terrain tests.

The Cyber-familiar may be either modelled as part of the character equipped with them, or on separate bases and kept in coherency, however they are discounted as models for game purposes, have no separate profile, make no attacks, need not be transported, etc. and are simply moved out of the way in combat or if they interfere with the game.

Cybernetica Cortex

Comprising a synthetic 'brain' of sorts of the most advanced Battle-automata, a Cybernetica cortex consists of an armoured casing containing a complex bio-plastic mass which extrudes nerve-like grey tendrils into the body of the robotic frame into which it is housed, invigorating it with strange false-life. Far beyond a simple

cogitator in capacity, it is neither truly alive nor sapient like the dread and inhuman 'Silica Animus' feared of old. Instead, it is akin to a primal web of bellicose instinct, guided not by self-awareness and reason, but by a programmed framework of encoded behaviour, comprising simple and exacting instructions and commands. The result is a superior, self-guided weapon, a machine-predator that will actively and instinctively pursue its foes as well as act with a degree of tactical sense and self-preservation beyond anything a servitor is capable of, but without the dangers of revolt and the development of blasphemous intelligence—or so the Legio Cybernetica claim.

Models with a Cybernetica cortex have the Programmed Behaviour, Fearless, Cybernetic Resilience and Adamantium Will special rules.

Programmed Behaviour: Unless within 12" of a friendly model equipped with a Cortex Controller, the following restrictions are placed on the unit's use in the game. These restrictions do not apply if the chosen model is already locked in an assault:

- **Methodical:** The Battle-automata may not make sweeping advances or Run moves.
- **Target Priority:** If enemy models are within 12" and within line of sight during their Shooting phase, the Battle-automata Manipule must fire all its weapons against the closest enemy unit it is able to harm. If this is not the case, they are free to select targets as normal.
- **Onslaught:** If enemy units are within 12" during their Assault phase, the Battle-automata must attempt to charge the closest enemy unit if able. Note that the Battle-automata may still only charge the same unit it fired at if it fired in the Shooting phase. If consolidating after combat, they must do so towards the nearest enemy model if one is present within 12".
- **Fire Protocols:** A model with this rule may fire up to three of its weapons once each in the Shooting phase – this must be against the same target.

Cybernetic Resilience: Models with this special rule straddle an existence between machine creature and synthetic life, making them both resilient to the particular frailties of the organic, but also partly subject to the vulnerabilities of the pure machine.

- Successful wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against this model.
- In addition to any other effects they cause, attacks with the Haywire special rule will cause an additional wound on a D6 result of a 6 against the model. Roll for this wound separately, saves may be taken as normal.

Flare Shield

Another of the Mechanicum's specialised systems that only their high adepts truly understand, a flare shield is a directional electromagnetic flux field generator rumoured by some to be a product of Dark Age technology from a source best left forgotten.

A flare shield operates against shooting attacks that strike the vehicle's front arc. It reduces the strength of attacks by weapons with the Template or Blast type by -2, and other shooting attacks' Strength by -1. A flare shield has no effect on close combat attacks or attacks inflicted with the Destroyer rule.

Ground-tracking Auguries

Utilising similar systems to those carried by the Proteus pattern Land Raider, ground tracking auguries are jealously guarded by the Mechanicum. They are fitted to sub-orbital craft operating as scouts at the leading edge of the Great Crusade, sophisticated scanners and advanced cognis-interpretors allowing for the detection and analysis of even the most well concealed ground target.

A Flyer equipped with this system gains the Strafing Run special rule.

Illum Flares (Flyers)

A vehicle equipped with Illum Flares may drop a single flare per turn. They are fired in the same manner as Bombs (see the Warhammer 40,000 rulebook), a marker being placed where the flare lands after it has scattered. Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

Infra-red Targeting

A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

Flare or Chaff Launchers (Flyers)

These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

Lorica Thallax

A divergent form of power armour technology developed by the Ordo Reductor of the Mechanicum for their Thallax Centuries, the Lorica Thallax, unlike its Space Marine counterparts, is permanently surgically bonded to the body of the wearer. It uses linked mechanical armatures to replace the primary limbs, and a compact reactor core to generate power for the Thallax's weaponry. The armour is fused directly to the spinal column and nervous system of the Thallax and marks them both as warriors of the Mechanicum and serves as a symbol of their servitude.

Lorica Thallax provides a 4+ Armour save and Feel No Pain (6+), and a model equipped with this armour may not make Sweeping Advances.

Legion Vexilla and Standard

Each Space Marine maintains the ancient military tradition of the battle standard being a rallying point and spur to glory. These icons vary greatly from Legion to Legion depending on their particular martial culture. Be they be a tattered flag that has weathered the shot and shell of a hundred battlefields, a burning steel standard or a trophy rack bedecked with the heads of slain xenos, it is in the shadow of such banners and icons that battles are won or lost. From the Vexilla displaying a particular squad's proud colours to the great standards of the Legions' chapters and companies, it is beneath such banners that countless worlds have been conquered and scores of inhuman empires have been trampled into the dust.

- Legion Vexilla – A unit with a Legion Vexilla may re-roll failed Morale checks.
- Legion Standard – All of the Controlling player's units with the Legiones Astartes special rule within 6" of a Legion Standard (including its bearer) are Fearless.

Legion Space Marine Bike

To some greater or lesser extent each Space Marine Legion deploys a number of Bike and Attack Bike squadrons as battlefield scouts, pursuit and shock troops. Some are based on venerable patterns such as the Iron Shadow predating the Dark Age, while others, such as the Wyvern which was developed on the far flung worlds of humanity in response to local conditions, have been considerably up-engined and armoured for Space Marine use.

Space Marine Bikes and Attack Bikes use the standard rules found in the Warhammer 40,000 rulebook.

Legion Space Marine Scimitar Jetbike

Rare and deadly machines, whose compact and extremely powerful grav-repeller motors are limited in production to only a handful of sources in the galaxy-spanning Imperium, Space Marine Scimitar Jetbikes are a glorious sight in battle, and often the last one an enemy sees.

Space Marine Scimitar Jetbikes operate under the standard rules for Jetbikes found in the Warhammer 40,000 rulebook. Any character model that selects a Scimitar Jetbike as an option gains both +1 Toughness and improves its Armour save to 2+ if it is lower than this.

Machine Spirit

Certain vehicles of the Space Marine Legions, most notably the Land Raider and its variants, are outfitted with a far more powerful control and cogitation system than usually found in armoured vehicles, whose Machine Spirit verges on the dangerously near-sentient. This bellicose machine-entity not only supports the crew's actions in combat, but also predicts them, and can even take over if they have become incapacitated or stunned, prosecuting its own coldly savage attacks.

A vehicle equipped with a Machine Spirit gains the Power of the Machine Spirit special rule.

Missile Barrage (Flyers)

A Flyer with this rule may fire up to four of its missiles in a single turn rather than the normal maximum of two. These still count to the total maximum of four weapons it may fire at once, however, according to the standard rules for Zooming Flyers.

Mine Plough

A vehicle equipped with a mine plough rolls 2D6 when making a Dangerous Terrain test instead of just one dice. The test is only failed if the result of both rolls is 1s. In addition, whenever the vehicle moves through an enemy Infantry unit as part of a Tank Shock move and is not destroyed, the enemy unit takes D3+1 S2 AP hits.

Narthecium

While the Apothecary who carries this specialised medical and alchemical gear is still alive, all Space Marine models in their squad and any Space Marine Independent Characters that have joined it have the Feel No Pain universal special rule.

Nuncio-vox

Usually fitted into a modified power armour backpack, a nuncio-vox is a beacon and communications array that allows a Space Marine unit to remain in constant co-ordination with other elements of their Legion – be they in a neighbouring region or in orbit high overhead. This allows precision reinforcements to be deployed nearby and strikes to be targeted with deadly accuracy.

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a nuncio-vox, then it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note that the nuncio-vox model must already be on the table at the start of the turn for it to be used (and cannot be used from inside a vehicle).

Power Armour

Made from high grade composite armour plating over an augmenting musculature of electro-fibre bundles, power armour features its own energy systems, sensors and environmental seals. Legiones Astartes power armour is the signature wear of the Space Marine Legions and subject to an on-going evolution in design stretching back to the Thunder Warriors of the Unification Wars of Terra, fused with the wisdom of the Mechanicum of Mars and technological relics recovered over the years of the Crusade. At the outset of the Heresy, the most common patterns employed by the Legions are the 'Crusade' and 'Maximus' types, with the 'Iron' pattern favoured for siege and close assault work, although there are considerable customised panoplies and many other Legion-specific sub-patterns in service.

Power armour provides a 3+ Armour save.

Ramjet Diffraction Grid

Using similar technology to the flare shield, this system channels the plasma heat and radiated waste of the Primaris-Lightning's powerful engines into a scattering superheated plasma field in the aircraft's wake, leaving a fiery, comet-like trail. This reduces the Strength value of incoming shooting attacks from its side and rear arcs by -1, but means the model cannot benefit from cover saves thanks to Night Fighting.

Refractor Fields & Iron Halos

These devices are defensive field generators designed for personal protection. They encompass the wearer in an energy field or force barrier which serves to refract or deflect impacts and energy discharges, although the need for the wearer to move and fight, as well as their power consumption prevents them from being anywhere near inviolable to attack. Devices of this nature are relatively rare, even among the Space Marine Legions, and are the province of commanding officers and honoured champions where they are often incorporated into armour or amulets and gifted as a mark of favour and rank.

- * Refractor fields provide a 5+ invulnerable save.
- * Iron halos provide a 4+ invulnerable save.

Suspensor Web

These rare and highly sophisticated devices attach to portable heavy weapons systems partially negating their weight (if not their bulk), allowing them to be wielded in the manner of an assault weapon, although at a reduced effective range.

A heavy weapon with a suspensor web effectively allows the firer to treat the weapon as having the type Assault rather than Heavy (meaning that they can move and fire at full WS, etc) when firing in the Shooting phase at targets at up to half the weapon's usual maximum range. This has no other effect, such as on Snap Shots when charged, etc.

Example: A heavy bolter with a suspensor web, which is usually a range 36" Heavy 3 weapon, can instead be used as if it were range 18" Assault 3 weapon if the player wishes in their Shooting phase.

Terminator Armour [Great Crusade Era]

Also known as Tactical Dreadnought Armour after the edict which called it into creation, Terminator armour is the finest protective wear in the arsenal of the Space Marine Legions, affording all but impervious protection on the battlefield. Designed principally for heavy assault spearheads and for fighting in the murderous confines of space hulks, Terminator armour is based in part on the heavily shielded industrial gear used by the Mechanicum's Solar Adepts to work within the blazing sun-hot interiors of plasma macro-reactors. Several different Terminator armour patterns were developed roughly concurrently by different Forge Worlds during the later decades of the Great Crusade, including the Indominus, Tartarus and Saturnine patterns, most of which were functionally identical.

Terminator armour features a powerful support exoskeleton and internal energy supply, but pays for its unparalleled protection with bulk. A model in Terminator armour has the Relentless and Bulky special rules, and is not able to make Sweeping Advance moves in combat. They also may not be transported in Rhino APCs. Terminator armour affords a 2+ Armour save and a 5+ invulnerable save.

Cataphractii Pattern Terminator Armour: One of the first issued Tactical Dreadnought armour patterns, the Cataphractii suits were even more heavily protected than their contemporaries, with slab-like ceramic pauldrons housing additional shield generators. This design has the unfortunate side effect of overstraining the armour's exoskeleton and slowing the wearer dangerously. This difference led to the pattern's declining use with some Legions at the outbreak of the Heresy.

In addition to the effects and rules listed previously for Terminator armour, models in Cataphractii pattern armour have the Slow and Purposeful special rules rather than the Relentless special rule, but their invulnerable save is increased to 4+.

Ranged Weapons

Weapon	Range	Str	AP	Type
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking
Archaeotech pistol	12"	6	3	Pistol, Master-crafted
Avenger bolt cannon	36"	6	3	Heavy 7
Bolter special ammunition (Kraken bolt shells)	30"	4	4	Rapid Fire
(Scorpius bolt shells)	24"	4	5	Heavy 1, Rending, Shred
(Tempest bolt shells)	18"	3	6	Rapid Fire, Blast (3")
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked
Conversion beamer	Up to 18"	6	-	Heavy 1, Blast (3")
	18" to 42"	8	4	Heavy 1, Blast (3")
	42" to 72"	10	1	Heavy 1, Blast (3")
Cyclone missile launcher (Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2
Deathstorm frag launcher	48"	5	4	Heavy 1, Blast (3"), Pinning
Deathstorm krak launcher	48"	8	3	Heavy 2
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")
Dreadhammer siege cannon	24"/48"	10	1	Ordnance 1, Massive Blast (7"), No Cover Saves Allowed
Dual reaper autocannon	36"	7	4	Heavy 4, Twin-linked
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Electromagnetic storm charge Bomb		3	4	Heavy 1, Large Blast (5"), Haywire, Concussive, One Use
Executioner cannon	36"	7	2	Heavy 3, Blast (3")
Fellblade accelerator cannon (HE shell)	100"	8	3	Ordnance 1, Massive Blast (7")
(AP shell)	100"	9	2	Heavy 1, Armourbane, Blast (3")
Graviton cannon	36"	Special	4	Heavy 1, Large Blast (5"), Concussive, Graviton Pulse, Haywire
Graviton gun	18"	Special	4	Heavy 1, Blast (3"), Concussive, Graviton Pulse, Haywire
Grenade harness	8"	3	-	Assault 2, Blast (3"), One Use
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked
Heavy bomb	Bomb	6	4	Heavy 1, Apocalyptic Barrage (6), One Use

Weapon	Range	Str	AP	Type
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration
	18" to 42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration
	42" to 72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration
Hyperios missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Icarus quad lascannon	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Irak-cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phase
Irradiation engine	Template	4	3	Heavy 1, Fleshbane, Rad-phase, Torrent
Kheres assault cannon	24"	6	4	Heavy 6, Rending
Kraken penetrator heavy missile	36"	8	1	Heavy 1, Missile, Armourbane, One Use
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked
Lightning gun	18"	7	5	Heavy 1, Shred, Rending
Magma-melta	18"	8	1	Heavy 1, Large Blast (5"), Melta
Master of Signal bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Barrage
Medusa phosphex shell	36"	5	2	Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Needle pistol	12"	2	5	Pistol, Poisoned, Rending
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse
Neutron laser battery	72"	10	1	Primary Weapon D3 (roll each time the weapon is fired), Concussive, Feedback, Shock Pulse
Phosphex bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Phosphex bomb cluster	Bomb	5	2	Heavy 2, Barrage, Bomb Cluster, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death, Deadly Cargo, One Use

Weapon	Range	Str	AP	Type
Plasma blaster	18"	7	2	Assault 1, Gets Hot
Plasma blaster gun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (10")
Plasma plasma fusil	24"	6	3	Salvo 2/3
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot
Predator cannon	48"	7	4	Heavy 4
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad mortar (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
(Shatter)	36"	8	4	Heavy 4, Sunder
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Rad missile	48"	4	3	Heavy 1, Blast (3"), Fleshbane, Rad-phage
Reaper autocannon battery	36"	7	4	Heavy 4, Twin-linked
Reaper cannon	30"	3	6	Salvo 3/4
Scorpius multi-launcher	48"	8	3	Heavy 1, Barrage, Blast (3"), Rocket Barrage
Storm launcher (Kharybdis)	24"	6	5	Heavy 2, Pinning, Twin-linked
Sunfury heavy missile	36"	6	3	Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use
Tempest rockets	60"	6	4	Heavy 1, Sunder, One Shot
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")
Volcano cannon (Falcon)	120"	D	2	Primary Weapon 1, Large Blast (5")
Vollite caliver	30"	6	5	Heavy 2, Deflagrate
Vollite carronade	48"	8	2	Primary Weapon 1, Haywire, Ignores Cover, Heavy Beam, Deflagrate
Vollite charger	15"	5	5	Assault 2, Deflagrate
Vollite culverin	45"	6	5	Heavy 4, Deflagrate
Vollite serpenta	10"	5	5	Pistol, Deflagrate
Whirlwind launcher (Vengeance warhead)	12"-48"	5	4	Ordinance 1, Barrage, Large Blast (5")
(Castellan warhead)	12"-48"	4	5	Ordinance 1, Barrage, Large Blast (5"), Ignores Cover Saves
(Hyperion warhead)	48"	8	3	Heavy 1, Skyfire, Interceptor

Melee Weapons

Weapon	Range	Str	AP	Type
Anbaric claw	-	5	4	Melee, Rending
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker
Charnabal sabre	-	As User	-	Melee, Rending, Duellist's Edge
Chainaxe	-	As User	4	Melee
Combat blade	-	As User	-	Melee
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome
Machinator array	-	+1	2	Melee, Unwieldy, Shred, Armourbane
Paragon blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon
Servo arm	-	8	2	Melee, Unwieldy
Siege wrecker	-	10	2	Melee, Concussive, Wrecker, Specialist Weapon

The full rules for these weapons can be found in the *Warhammer 40,000 rulebook*:

- Autocannon
- Battle cannon
- Bolter/bolgun
- Bolt pistol
- Heavy bolter
- Combi-weapons
- Cyclone missile launcher
- Flamer
- Hand flamer
- Havoc launcher
- Heavy flamer
- Hellstrike missiles
- Flamestorm cannon
- Force weapons
- Heavy stubber
- Space Marine shotgun
- Sniper rifle
- Grenade launcher (frag & Krak grenades)
- Lascannon
- Multi-laser
- Missile launcher (frag, Krak & flak missiles)
- Reaper autocannon
- Inferno pistol
- Meltgun
- Muri-melta
- Plasma pistol
- Plasma gun
- Plasma cannon

The full rules for the following close combat weapons can be found in the *Warhammer 40,000 rulebook*:

- Chainfist
- Chainsword
- Heavy chainsword
- Dreadnought close combat weapon
- Force weapons
- Lightning claws
- Power fist
- Power sword
- Power axe
- Power maul
- Power lance
- Thunder hammer

THE HORUS HERESY®

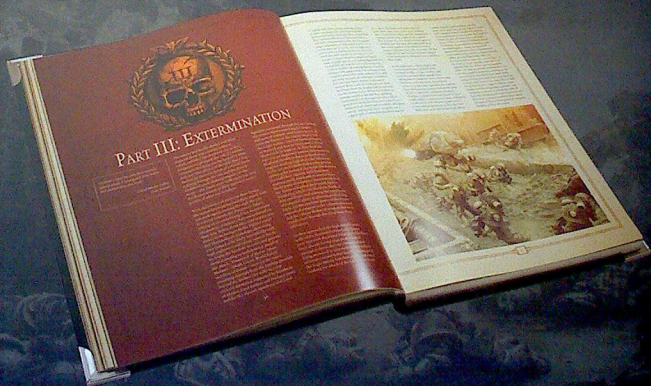
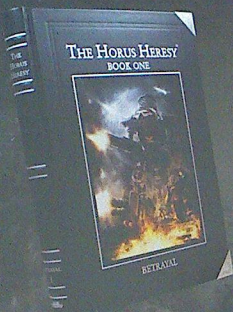
BOOK ONE - BETRAYAL

The Horus Heresy Book One - Betrayal is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery.

This book, lavishly illustrated in full colour, contains extensive background information on the Imperium as it stood at the end of the Great Crusade, the foundations of the Space Marines of the Legiones Astartes and the dark deeds of the battle of Istvan III. Also detailed are the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard, and an extensive campaign system that allows you to play out the conflict on Istvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army list as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.

The Horus Heresy Book One - Betrayal is a complete expansion for the Warhammer 40,000 game and requires only the Warhammer 40,000 rulebook to use its contents.



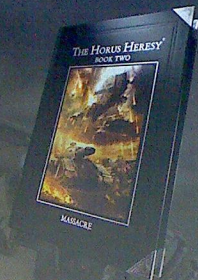
BOOK TWO - MASSACRE

The *Horus Heresy Book Two - Massacre* is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This bonded leather bound hardback book, lavishly illustrated in full colour, contains extensive background information on the dark deeds leading up to the terrible slaughter that unfolded during the Istvan V Dropsite Massacre.

Also detailed are the histories of four of the Legions who took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Istvan V in your own exciting tabletop battles.

This book also contains additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One - Betrayal*, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

The *Horus Heresy Book Two - Massacre* is an expansion for the Warhammer 40,000 game and requires the Warhammer 40,000 rulebook as well as *The Horus Heresy Book One - Betrayal* to use its contents.

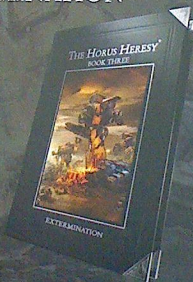


BOOK THREE - EXTERMINATION

The *Horus Heresy Book Three - Extermination* is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy. Detailed are the histories of four Legions: the Raven Guard, Iron Warriors, Alpha Legion and Imperial Fists. It completes the story of the Dropsite Massacre as well as two other battles erupting at the start of the war, the Invasion of Paramar and the Battle of Phall, and also features an extensive campaign system that allows you to play out a number of the conflicts described in your own exciting tabletop battles.

This book presents a complete army list for the Mechanicum, the Taghmata Ommissiah, including rules for a range of their fearsome new Battle-automata and mighty and arcane war machines. It also features additional entries for the Space Marine Legion Crusade Army list presented in *The Horus Heresy Book One - Betrayal*, from game rules for the Primarchs of the four newly described Legions to super-heavy vehicles and special characters featured in the book's stories.

The *Horus Heresy Book Three - Extermination* is an expansion for the Warhammer 40,000 game which requires the Warhammer 40,000 rulebook and *The Horus Heresy Book One - Betrayal* to use its contents.



THE HORUS HERESY

Character Series



Fulgrim, Primarch of the Emperor's Children Legion



Angron, Primarch of the World Eaters Legion

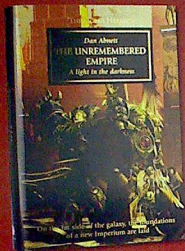


Ferrus Manus, Primarch of the Iron Hands Legion

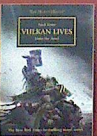
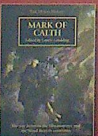
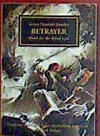
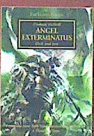
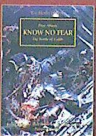
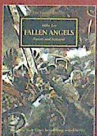
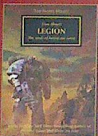
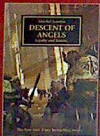
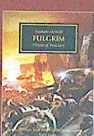
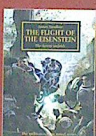
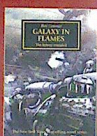
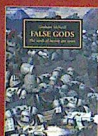
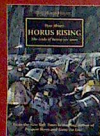
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