

C O D E X

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classic2

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FRAKTIONSREGELN

CONVERSION

Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

BLOOD SLAUGHTERER
[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	6+	3

INVULNERABLE
SAVE

5+



AUFSTELLUNG

- 1x Blood Slaughterer [Legends]
- Equipped with:** Impaler harpoon, Slaughter blade, Twin slaughter blade
- Wargear Options:**
- This model can replace its Impaler harpoon and slaughter blade with Twin slaughter blade.

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Impaler harpoon ANTI-MONSTER 2+ ANTI-VEHICLE 2+ IMPALED	12"	1	3+	12	-2	3

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Slaughter blade	Melee	5	3+	12	-3	3
Twin slaughter blade TWIN-LINKED	Melee	5	3+	12	-3	3

ABILITIES

Scuttling Gait

Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



KEYWORDS: Vehicle, Walker, Chaos, Khorne, Daemon, Blood Slaughterer

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cerberus neutron pulse array TWIN-LINKED	48"	3	3+	16	-4	D6+3
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Atomantic Arc-reactor
Each time this unit shoots its Cerberus neutron pulse array in your Shooting phase, provided it Remained Stationary this turn, that weapon has the [LETHAL HITS] ability.
- Damaged: 1-6 wounds remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Cerberus [Legends]

Equipped with: Cerberus neutron pulse array, Heavy bolter, Heavy flamer, Lascannon, Multi-melta, Storm bolter, Armoured tracks

Wargear Options:

This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter.

This model can be equipped with one of: Two heavy bolters, Two lascannons.

KEYWORDS: Vehicle, Smoke, Cerberus

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

CHAOS THUNDERHAWK

[LEGENDS]

840 PTS

M	T	Sv	W	LD	OC
20"+	12	2+	30	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile array ANTI-FLY 3+	72"	4	3+	8	-2	3
Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon BLAST	48"	D6+6	3+	10	-2	3
Turbo-laser destructor BLAST	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

- Aerial Assault**
Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Damaged: 1-10 wounds remaining**
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Thunderhawk cluster bombs**
Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

WEAPON ABILITIES

- Anti**
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Sustained Hits**
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Chaos Thunderhawk [Legends]
- Equipped with:** Hellstrike missile array, Lascannon, Thunderhawk heavy cannon, Turbo-laser destructor, Twin heavy bolter, Armoured hull
- Wargear Options:**
 - This model can replace its Thunderhawk cluster bombs with Hellstrike missile array.
 - This model can replace its Thunderhawk heavy cannon with Turbo-laser destructor.



KEYWORDS: Vehicle, Titanic, Fly, Aircraft, Transport, Chaos, Thunderhawk

FACTION KEYWORDS: -

CHAOS THUNDERHAWK

[LEGENDS]

840 PTS

M	T	Sv	W	LD	OC
20"+	12	2+	30	6+	0

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

TRANSPORT

Chaos Thunderhawk
This model has a transport capacity of 30 <FACTION> INFANTRY or <FACTION> MOUNTED models. Each JUMP PACK, POSSESSED and TERMINATOR model takes up the space of 2 models. Each OBLITERATOR model takes up the space of 3 models. Each MOUNTED model takes up the space of 4 models.

KEYWORDS: Vehicle, Titanic, Fly,
Aircraft, Transport, Chaos,
Thunderhawk

FACTION KEYWORDS: -

DEATHSTORM DROP POD

[LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
-	7	3+	8	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deathstorm cannon array SUSTAINED HITS 2	18"	12	4+	6	0	1
Deathstorm missile array BLAST	18"	2D6	4+	8	-2	2

ABILITIES

Deathstorm Assault

This model must start the battle in Reserves, but it is not counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



- AUFSTELLUNG
- 1x Deathstorm Drop Pod
[Legends]
- Equipped with: Deathstorm cannon array, Deathstorm missile array
- Wargear Options:
- This model can replace its Deathstorm cannon array with Deathstorm missile array.



KEYWORDS: Vehicle, Imperium,

Deathstorm Drop Pod

FACTION KEYWORDS: Adeptus Astartes

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	4

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Decimator butcher cannon	36"	4	3+	9	-1	2
Decimator conversion beamer CONVERSION SUSTAINED HITS D3	24"	1	3+	7	-1	3
Hellflamer ANTI-INFANTRY 4+ IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Soulburner petard ANTI-INFANTRY 3+ DEVASTATING WOUNDS HAZARDOUS	24"	4	3+	2	0	1
Storm laser SUSTAINED HITS 1	36"	8	3+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Decimator claw	Melee	5	3+	14	-3	3
Twin decimator claw TWIN-LINKED	Melee	5	3+	14	-3	3

ABILITIES

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Infernal Regeneration

The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

AUFSTELLUNG

1x Decimator [Legends]

Equipped with: Decimator butcher cannon, Decimator conversion beamer, Hellflamer, Soulburner petard, Storm laser, Decimator claw, Twin decimator claw

Wargear Options:

- This model must be equipped with 2 of: Decimator butcher cannon, Decimator conversion beamer, Soulburner petard, Storm laser, Decimator claw and hellflamer, Twin decimator claws and two hellflamers.

KEYWORDS: Vehicle, Walker, Chaos, Daemon, Decimator
FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
10"	10	3+	12	6+	4

INVULNERABLE
SAVE



- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Sustained Hits**

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent**

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

- Conversion**

Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

CORE RULES

- Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

DEREDEO DREADNOUGHT

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
6"	9	2+	12	6+	3

INVULNERABLE

SAVE

5+



AUFSTELLUNG

1x Deredeo Dreadnought
[Legends]

Equipped with: Aiolos missile launcher, Anvilus autocannon battery, Arachnus heavy lascannon battery, Boreas air defence missiles, Twin heavy bolter, Twin heavy flamer, Volkite falconet battery, ► Hellfire plasma carronade - standard, ► Hellfire plasma carronade - supercharge, Armoured feet

- Wargear Options:**
- This model can be equipped with one of: Aiolos missile launcher, Boreas air defence missiles.
 - This model can replace its Twin heavy bolter with Twin heavy flamer.
 - This model can replace its Twin heavy bolter with Twin heavy flamer.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Aiolos missile launcher BLAST	48"	D6+3	3+	5	0	1
Anvilus autocannon battery TWIN-LINKED	48"	4	3+	9	-1	3
Arachnus heavy lascannon battery	48"	2	3+	12	-3	D6+1
Boreas air defence missiles ANTI-FLY 2+	48"	1	3+	12	-3	D6+1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
Volkite falconet battery DEVASTATING WOUNDS	30"	6	3+	9	0	2
► Hellfire plasma carronade - standard	36"	6	3+	7	-2	2
► Hellfire plasma carronade - supercharge HAZARDOUS	36"	6	3+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1

ABILITIES

- Damaged: 1-4 wounds remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Deredeo Strike**
Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



KEYWORDS: Vehicle, Walker, Smoke, Dreadnought, Deredeo Dreadnought
FACTION KEYWORDS: -

DEREDEO DREADNOUGHT

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
6"	9	2+	12	6+	3

INVULNERABLE
SAVE

5+

- Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Smoke, Dreadnought, Deredeo
Dreadnought

FACTION KEYWORDS: -

DREADCLAW DROP POD
[LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
12"	7	3+	9	6+	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	8	4+	6	-2	1

ABILITIES

Dreadclaw Assault
This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

TRANSPORT

Dreadclaw Drop Pod
This model has a transport capacity of 12 HERETIC ASTARTES INFANTRY models. Each JUMP PACK, POSSESSED and TERMINATOR model takes up the space of 2 models. Each OBLITERATOR model takes up the space of 3 models. This model can instead transport 1 HELBRUTE or DREADNOUGHT model.



AUFSTELLUNG

1x Dreadclaw Drop Pod [Legends]

Equipped with: Blade struts



KEYWORDS: Vehicle, Chaos, Transport, Fly, Dreadclaw Drop Pod
FACTION KEYWORDS: Heretic Astartes

DREADNOUGHT DROP POD
[LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
-	7	3+	8	6+	2

ABILITIES

Drop Pod Assault
This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model must immediately disembark after it has been set up on the battlefield, and they must be set up more than 9" away from all enemy models. After this model has been set up on the battlefield, no units can embark within it.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

TRANSPORT

Dreadnought Drop Pod
This model has a transport capacity of 1 Dreadnought model.



AUFSTELLUNG

1x Dreadnought Drop Pod
[Legends]



KEYWORDS: Vehicle, Imperium, Transport, Dreadnought Drop Pod
FACTION KEYWORDS: Adeptus Astartes

M	T	Sv	W	LD	OC
9"	13	2+	24	6+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Laser destroyer HEAVY	36"	3	3+	14	-4	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Quad lascannon	48"	4	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin Falchion volcano cannon BLAST TWIN-LINKED	120"	D3+1	3+	24	-5	12
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Titan-killer

Each time this model makes a ranged attack with its twin Falchion volcano cannon that targets a MONSTER or VEHICLE unit, that attack has the [DEVASTATING WOUNDS] ability.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.

AUFSTELLUNG

1x Falchion [Legends]

Equipped with: Heavy bolter, Heavy flamer, Laser destroyer, Multi-melta, Quad lascannon, Storm bolter, Twin Falchion volcano cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:

- This model can replace its Twin heavy bolter with Twin heavy flamer.
- This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter.
- This model can replace its Two quad lascannons with Two laser destroyers.

KEYWORDS: Vehicle, Titanic, Smoke, Falchion

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
9"	13	2+	24	6+	8

- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Rapid Fire**

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Sustained Hits**

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent**

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6+2**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

FELLBLADE [LEGENDS]

480 PTS

M	T	Sv	W	LD	OC
9"	13	2+	24	6+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-weapon ANTI-INFANTRY 3+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Demolisher cannon BLAST	24"	D6+3	3+	14	-3	D6
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Laser destroyer HEAVY	36"	3	3+	14	-4	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Quad heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	6	3+	5	-1	2
Quad lascannon	48"	4	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
► Fellblade accelerator cannon - AP shells	72"	2	3+	14	-3	6
► Fellblade accelerator cannon - HE shells BLAST	72"	2D6	3+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

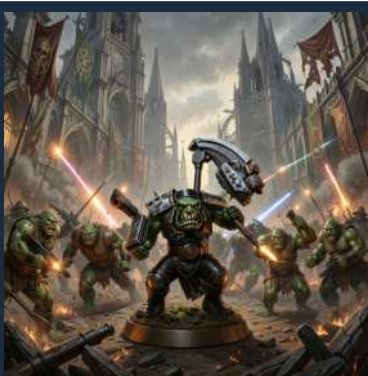
ABILITIES

- Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Rolling Fortress

Each time a ranged attack is allocated to a model from your army, if that model is not fully visible to every model in the attacking unit because of this Fellblade model, that model has the Benefit of Cover against that attack.

WEAPON ABILITIES



AUFSTELLUNG

- 1x Fellblade [Legends]
- Equipped with:

Combi-weapon, Demolisher cannon, Havoc launcher, Heavy bolter, Heavy flamer, Laser destroyer, Multi-melta, Quad heavy bolter, Quad lascannon, Storm bolter, Twin heavy bolter, Twin heavy flamer, ► Fellblade accelerator cannon - AP shells, ► Fellblade accelerator cannon - HE shells, Armoured tracks
- Wargear Options:

■ This model can replace its Twin heavy bolter with Twin heavy flamer.

■ This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter, Twin heavy bolter, Twin heavy flamer.



KEYWORDS: Vehicle, Titanic, Smoke, Fellblade

FACTION KEYWORDS: -

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Titanic,
Smoke, Fellblade
FACTION KEYWORDS: -

FIRE RAPTOR GUNSHIP

[LEGENDS]

290 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	18	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Quad heavy bolter TWIN-LINKED SUSTAINED HITS 1	36"	6	3+	5	-1	2
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin avenger bolt cannon TWIN-LINKED	36"	10	3+	6	-1	2
Twin hellstrike launcher ANTI-FLY 2+ TWIN-LINKED	72"	2	3+	10	-3	D6
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Strafing Run

Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.

WEAPON ABILITIES

- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.



AUFSTELLUNG

- 1x Fire Raptor Gunship [Legends]
- Equipped with: Quad heavy bolter, Twin autocannon, Twin avenger bolt cannon, Twin hellstrike launcher, Twin lascannon, Armoured hull
- Wargear Options:
- This model can replace its Two twin autocannons with Two quad heavy bolters.

This model can replace its Two twin hellstrike launchers with Two twin lascannons.



KEYWORDS: Vehicle, Fly, Aircraft, Fire Raptor Gunship

FACTION KEYWORDS: -

GREATER BLIGHT DRONE

[LEGENDS]

150 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bile maw LETHAL HITS	12"	3	3+	5	0	1
Blightreaper cannon LETHAL HITS	36"	6	3+	8	-2	2
Greater plague probe LETHAL HITS	Melee	4	3+	6	-1	1

ABILITIES

Hovering Death

This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



AUFSTELLUNG

1x Greater Blight Drone [Legends]

Equipped with: Bile maw, Blightreaper cannon, Greater plague probe



KEYWORDS: Vehicle, Fly, Chaos, Nurgle, Daemon, Greater Blight Drone

FACTION KEYWORDS: -

GREATER BRASS SCORPION [LEGENDS]

500 PTS

M	T	Sv	W	LD	OC
12"	12	3+	26	6+	10

INVULNERABLE
SAVE



AUFSTELLUNG

1x Greater Brass Scorpion
[Legends]

Equipped with: Demolisher cannon, Hellmaw flame cannons, Scorpion cannon, ► Hellcrusher claws - strike, ► Hellcrusher claws - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolisher cannon BLAST	24"	D6+3	3+	14	-3	D6
Hellmaw flame cannons IGNORES COVER TORRENT	12"	2D6	N/A	8	-1	1
Scorpion cannon SUSTAINED HITS 1	36"	15	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Hellcrusher claws - strike	Melee	6	3+	14	-3	6
► Hellcrusher claws - sweep	Melee	18	3+	8	-2	2

ABILITIES

Damaged: 1-9 wounds remaining

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Runes of the Blood God

This model has the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Ignore Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



KEYWORDS: Vehicle, Titanic, Walker, Chaos, Khorne, Daemon, Greater Brass Scorpion
FACTION KEYWORDS: -

GREATER BRASS
SCORPION [LEGENDS]

500 PTS

M	T	Sv	W	LD	OC
12"	12	3+	26	6+	10

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Vehicle, Titanic,
Walker, Chaos, Khorne, Daemon,
Greater Brass Scorpion
FACTION KEYWORDS: -

JAVELIN ATTACK SPEEDER

[LEGENDS]

110 PTS

M	T	Sv	W	LD	OC
14"	8	3+	9	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
► Javelin missile launcher - frag BLAST	36"	3D6	3+	4	0	1
► Javelin missile launcher - krak	36"	3	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

Fire and Redeploy
In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG
- 1x Javelin Attack Speeder
[Legends]
- Equipped with:** Heavy bolter, Hunter-killer missile, Lascannon, Multi-melta, ► Javelin missile launcher - frag, ► Javelin missile launcher - krak, Close combat weapon
- Wargear Options:**
 - This model can be equipped with up to 2x Hunter-killer missile.
 - This model can replace its Heavy bolter with Multi-melta.
 - This model can replace its Javelin missile launcher with Two lascannons.



KEYWORDS: Vehicle, Fly, Imperium,
Javelin Attack Speeder

FACTION KEYWORDS: Adeptus
Astartes

JAVELIN ATTACK SPEEDER
[LEGENDS]

110 PTS

M	T	Sv	W	LD	OC
14"	8	3+	9	6+	3

CORE RULES

- Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Fly, Imperium,
Javelin Attack Speeder
FACTION KEYWORDS: Adeptus
Astartes

Kharybdis Assault Claw [Legends]

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	20	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Kharybdis storm launcher - frag BLAST	36"	2D6	3+	4	0	1
► Kharybdis storm launcher - krak	36"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	12	4+	8	-2	1
Melta array EXTRA ATTACKS	Melee	1	4+	12	-4	D6+2

ABILITIES

- Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Kharybdis Assault

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.

- One of that model's other melee weapons, if possible.



- AUFSTELLUNG

1x Kharybdis Assault Claw [Legends]

Equipped with: ► Kharybdis storm launcher - frag, ► Kharybdis storm launcher - krak, Blade struts, Melta array



KEYWORDS: Vehicle, Titanic, Chaos, Transport, Fly, Kharybdis Assault Claw

FACTION KEYWORDS: Heretic Astartes

Kharybdis Assault Claw [Legends]

300 PTS

M	T	Sv	W	LD	OC
12"	11	3+	20	6+	4

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

TRANSPORT

Kharybdis Assault Claw

This model has a transport capacity of 22 HERETIC ASTARTES INFANTRY models. Each JUMP PACK, POSSESSED and TERMINATOR model takes up the space of 2 models. Each OBLITERATOR model takes up the space of 3 models. This model can instead transport 1 HELBRUTE or DREADNOUGHT model.

KEYWORDS: Vehicle, Titanic, Chaos, Transport, Fly, Kharybdis Assault Claw

FACTION KEYWORDS: Heretic Astartes

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Combi-weapon ANTI-INFANTRY 3+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	3+	4	0	1
Havoc launcher BLAST	48"	D6	3+	5	0	1
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Melta blast-gun MELTA 2	24"	4	3+	12	-4	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
Volkite caliver DEVASTATING WOUNDS	24"	2	3+	5	0	2
Volkite cardanelle DEVASTATING WOUNDS	36"	9	3+	9	0	3
Volkite culverin DEVASTATING WOUNDS	36"	4	3+	6	0	2
► Kratos battlecannon - AP HEAVY	36"	1	3+	18	-4	D6+3
► Kratos battlecannon - HE BLAST	36"	D6+3	3+	10	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-6 wounds remaining**
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Line-breaker**
When making ranged attacks, this model can target enemy units within Engagement Range of it with **Blast** weapons (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

WEAPON ABILITIES



AUFSTELLUNG

- 1x Kratos [Legends]
- Equipped with:** Autocannon, Combi-weapon, Havoc launcher, Heavy bolter, Heavy flamer, Hunter-killer missile, Lascannon, Melta blast-gun, Multi-melta, Twin boltgun, Volkite caliver, Volkite cardanelle, Volkite culverin, ► Kratos battlecannon - AP, ► Kratos battlecannon - HE, Armoured tracks
- Wargear Options:**
- This model can be equipped with 1x Hunter-killer missile.
 - This model can replace its Two heavy bolters with Two volkite calivers, Two lascannons or Two autocannons.
 - This model can replace its Kratos battlecannon with Melta blast-gun, Multi-melta, Volkite cardanelle.
 - This model can be equipped with 1x Heavy flamer.



KEYWORDS: Vehicle, Smoke, Kratos

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KYTAN RAVAGER
[LEGENDS]

400 PTS

M	T	Sv	W	LD	OC
10"	12	3+	24	6+	10

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kytan gatling cannon	36"	18	3+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Kytan cleaver - strike	Melee	4	3+	14	-4	6
► Kytan cleaver - sweep	Melee	12	3+	9	-3	2

ABILITIES

- Bloodlust

Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [SUSTAINED HITS 1] ability. In addition, once per battle, this model is eligible to declare a charge in a turn in which it Advanced.
- Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

CORE RULES

- Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:
 - Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
 - Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.*Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).*

AUFSTELLUNG

1x Kytan Ravager [Legends]
Equipped with: Kytan gatling cannon, ► Kytan cleaver - strike, ► Kytan cleaver - sweep

KEYWORDS: Vehicle, Titanic, Walker, Chaos, Khorne, Daemon, Kytan Ravager
FACTION KEYWORDS: -

LAND RAIDER ACHILLES

[LEGENDS]

230 PTS

M	T	Sv	W	LD	OC
10"	12	2+	16	6+	5

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
Twin multi-melta MELTA 2 TWIN-LINKED	18"	2	3+	9	-4	D6
Twin volkite culverin DEVASTATING WOUNDS TWIN-LINKED	36"	4	3+	6	0	2
► Quad launcher - shatter shells	24"	4	3+	9	-2	3
► Quad launcher - thunderfire shells BLAST INDIRECT FIRE	60"	D6+4	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Assault Ramp
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



AUFSTELLUNG

1x Land Raider Achilles [Legends]

Equipped with: Heavy bolter, Hunter-killer missile, Multi-melta, Storm bolter, Twin heavy bolter, Twin heavy flamer, Twin multi-melta, Twin volkite culverin, ► Quad launcher - shatter shells, ► Quad launcher - thunderfire shells, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Heavy bolter, Twin heavy bolter, Multi-melta, Twin heavy flamer.
- This model can replace its Two twin volkite culverins with Two multi-meltas.



KEYWORDS: Vehicle, Transport, Smoke, Land Raider Achilles

FACTION KEYWORDS: -

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRANSPORT

Land Raider Achilles

This model has a transport capacity of 12 <FACTION> INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models.

KEYWORDS: Vehicle, Transport,
Smoke, Land Raider Achilles
FACTION KEYWORDS: -

LAND RAIDER PROTEUS

[LEGENDS]

220 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Assault Ramp
- Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Damaged: 1-5 wounds remaining
- While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Explorator Augury Web
- Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of the bearer, but the bearer must halve its Transport Capacity.

WEAPON ABILITIES

- Ignores Cover
- Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta
- This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- One Shot
- Each weapon with this ability can only be selected to make attacks with once per battle.
- If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
- If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.



AUFSTELLUNG

1x Land Raider Proteus [Legends]

Equipped with: Heavy bolter, Hunter-killer missile, Multi-melta, Storm bolter, Twin heavy bolter, Twin heavy flamer, Twin lascannon, Armoured tracks

Wargear Options:

This model can be equipped with 1x Hunter-killer missile.

This model can be equipped with one of: Heavy bolter, Twin heavy bolter, Multi-melta, Twin heavy flamer.



KEYWORDS: Vehicle, Transport, Smoke, Land Raider Proteus

FACTION KEYWORDS: -

LAND RAIDER PROTEUS

[LEGENDS]

220 PTS

M	T	Sv	W	LD	OC
12"	12	2+	16	6+	5

- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRANSPORT

- Land Raider Proteus

This model has a transport capacity of 12 <FACTION> INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models.
- Land Raider Proteus (Explorator augury web)

This model has a transport capacity of 6 <FACTION> INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models.

KEYWORDS: Vehicle, Transport,
Smoke, Land Raider Proteus
FACTION KEYWORDS: -

LEVIATHAN DREADNOUGHT [LEGENDS]160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

INVULNERABLE
SAVE



AUFSTELLUNG

1x Leviathan Dreadnought
[Legends]

Equipped with: Cyclonic melta-lance, Grav-flux bombard, Heavy flamer, Hunter-killer missile, Meltagun, Storm cannon, Twin volkite caliver, Armoured feet, Leviathan siege claw, Leviathan siege drill

Wargear Options:

- This model can be equipped with up to 3x Hunter-killer missile.
- This model must be equipped with 2 of: Grav-flux bombard, Cyclonic melta-lance, Storm cannon, Siege claw and meltagun, Siege drill and meltagun.
- This model can replace its Two twin volkite calivers with Two twin heavy flamers with Two twin heavy calivers.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cyclonic melta-lance MELTA 2	18"	D6	3+	9	-4	D6
Grav-flux bombard ANTI-VEHICLE 2+ BLAST	24"	2D3	3+	8	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm cannon TWIN-LINKED	36"	4	3+	9	-1	3
Twin volkite caliver DEVASTATING WOUNDS TWIN-LINKED	24"	2	3+	5	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1
Leviathan siege claw	Melee	5	3+	12	-2	3
Leviathan siege drill ANTI-VEHICLE 3+	Melee	4	3+	12	-2	3

ABILITIES

- Damaged: 1-4 wounds remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Duty Eternal**
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



KEYWORDS: Vehicle, Walker, Smoke, Dreadnought, Leviathan Dreadnought
FACTION KEYWORDS: -

LEVIATHAN

DREADNOUGHT [LEGENDS] 160 PTS

M	T	Sv	W	LD	OC
8"	10	2+	12	6+	4

INVULNERABLE
SAVE



Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Smoke, Dreadnought, Leviathan Dreadnought
FACTION KEYWORDS: -

MASTODON [LEGENDS]

540 PTS

M	T	Sv	W	LD	OC
9"	14	2+	30	6+	12

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Siege melta array MELTA 2	24"	6	3+	9	-4	D6
Skyreaper battery ANTI-FLY 4+	48"	8	3+	7	-1	2
Volkite culverin DEVASTATING WOUNDS	36"	4	3+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-10 wounds remaining**
While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Inviolable Transport**
Once per battle round, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



- AUFSTELLUNG**
- 1x Mastodon [Legends]
- Equipped with:** Heavy bolter, Heavy flamer, Lascannon, Siege melta array, Skyreaper battery, Volkite culverin, Armoured tracks
- Wargear Options:**
 - This model can replace its Two heavy flamers with Two lascannons, Two heavy bolters or Two volkite culverins.
 - This model can replace its Two lascannons with Two heavy flamers, Two heavy bolters or Two volkite culverins.



KEYWORDS: Vehicle, Titanic, Transport, Smoke, Mastodon

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
9"	14	2+	30	6+	12

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRANSPORT

Mastodon

This model has a transport capacity of 45 <FACTION> INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models. This model can also transport up to 2 DREADNOUGHT or HELBRUTE models (these models take up the space of a number of models equal to their Wounds characteristic e.g. A DREADNOUGHT with a Wounds characteristic of 8 would take up the space of 8 models).

RAPIER CARRIER
[LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
3"	6	2+	6	6+	2

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Graviton cannon ANTI-VEHICLE 2+ BLAST HEAVY	36"	D6	3+	6	-2	2
Laser destroyer HEAVY	36"	3	3+	14	-4	D6+1
Quad heavy bolter HEAVY TWIN-LINKED SUSTAINED HITS 1	36"	6	3+	5	-1	2
► Quad launcher - shatter shells HEAVY	24"	4	3+	9	-2	3
► Quad launcher - thunderfire shells BLAST HEAVY INDIRECT FIRE	60"	D6+4	3+	5	0	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

Powerful Volley

Each time this model shoots in your Shooting phase, provided it Remained Stationary this turn, all [HEAVY] weapons equipped by models in this unit have the [LETHAL HITS] ability.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

AUFSTELLUNG

1x Rapier Carrier [Legends]

Equipped with: Boltgun, Graviton cannon, Laser destroyer, Quad heavy bolter, ► Quad launcher - shatter shells, ► Quad launcher - thunderfire shells, Close combat weapon

Wargear Options:

■ This model can replace its Quad heavy bolter with Graviton cannon, Laser destroyer or Quad launcher.

KEYWORDS: Artillery, Vehicle, Rapier Carrier

FACTION KEYWORDS: -

RAPIER CARRIER
[LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
3"	6	2+	6	6+	2

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

KEYWORDS: Artillery, Vehicle,
Rapier Carrier
FACTION KEYWORDS: -

RELIC CONTEMPTOR DREADNOUGHT [LEGENDS]140 PTS

M	T	Sv	W	LD	OC
6"	9	2+	10	6+	3

INVULNERABLE
SAVE



AUFSTELLUNG

1x Relic Contemptor Dreadnought
[Legends]

Equipped with: Combi-bolter, Conversion beam cannon, Graviton blaster, Heavy flamer, Kheres assault cannon, Multi-melta, Twin autocannon, Twin heavy bolter, Twin lascannon, Twin volkite culverin, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Heavy plasma cannon - standard, ➤ Heavy plasma cannon - supercharge, ➤ Plasma blaster - standard, ➤ Plasma blaster - supercharge, Armoured feet, Dreadnought chainfist, Dreadnought combat weapon

Largegear Options:
This model must be equipped with a heavy plasma cannon or a plasma cannon.



KEYWORDS: Vehicle, Walker, Dreadnought, Relic Contemptor Dreadnought
FACTION KEYWORDS: -

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter RAPID FIRE 2	24"	2	3+	4	0	1
Conversion beam cannon CONVERSION SUSTAINED HITS D3	24"	1	3+	7	-1	3
Graviton blaster ANTI-VEHICLE 2+	18"	2	3+	5	-1	1
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Kheres assault cannon DEVASTATING WOUNDS	24"	6	3+	7	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Twin volkite culverin DEVASTATING WOUNDS TWIN-LINKED	36"	4	3+	6	0	2
➤ Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
➤ Cyclone missile launcher - krak	36"	2	3+	9	-2	D6
➤ Heavy plasma cannon - standard BLAST	36"	D3	3+	7	-2	2
➤ Heavy plasma cannon - supercharge BLAST HAZARDOUS	36"	D3	3+	8	-3	3
➤ Plasma blaster - standard	18"	2	3+	7	-2	1
➤ Plasma blaster - supercharge HAZARDOUS	18"	2	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	6	3+	6	0	1
Dreadnought chainfist ANTI-VEHICLE 3+	Melee	4	3+	12	-2	3
Dreadnought combat weapon	Melee	5	3+	12	-2	3

RELIC CONTEMPTOR DREADNOUGHT [LEGENDS]140 PTS

M	T	Sv	W	LD	OC
6"	9	2+	10	6+	3

INVULNERABLE
SAVE



ABILITIES

Even In Death I Serve

The first time this model is destroyed, remove it from play without resolving its Deadly Demise ability. Then, at the end of the phase, roll one D6: on a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with D6 wounds remaining.

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

KEYWORDS: Vehicle, Walker,
Dreadnought, Relic Contemptor
Dreadnought
FACTION KEYWORDS: -

RELIC CONTEMPTOR DREADNOUGHT [LEGENDS]140 PTS

M	T	Sv	W	LD	OC
6"	9	2+	10	6+	3

INVULNERABLE
SAVE



FACTION RULES

Conversion

Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Dreadnought, Relic Contemptor
Dreadnought
FACTION KEYWORDS: -

SICARAN ARCUS

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arcus multi-launcher INDIRECT FIRE	48"	2D6	3+	6	0	2
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Specialised Weapon System

Each time this model makes an attack that targets the enemy unit you selected for the Oath of Moment ability, that attack has the [IGNORES COVER] ability and can ignore the penalty to their Hit rolls when making attacks with Indirect Fire weapons against targets that are not visible to them.

WEAPON ABILITIES

- Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG
- 1x Sicaran Arcus [Legends]

Equipped with: Arcus multi-launcher, Heavy bolter, Hunter-killer missile, Lascannon, Storm bolter, Armoured tracks

Wargear Options:

This model can be equipped with 1x Hunter-killer missile.

This model can be equipped with one of: Two heavy bolters, Two lascannons.



KEYWORDS: Vehicle, Imperium, Smoke, Sicaran Arcus

FACTION KEYWORDS: Adeptus Astartes

SICARAN ARCUS

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Imperium,
Smoke, Sicaran Arcus
FACTION KEYWORDS: Adeptus
Astartes

SICARAN BATTLE TANK

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Herakles-pattern autocannon RAPID FIRE 2	48"	6	3+	9	-1	3
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Armoured Spearhead
- Each time this model makes an attack that targets an enemy unit, re-roll a Hit roll of 1 and, if that unit is within range of an objective marker you do not control, you can re-roll the Hit roll instead.
- Damaged: 1-5 wounds remaining
- While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- One Shot
- Each weapon with this ability can only be selected to make attacks with once per battle.
- If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
- If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire
- This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits
- This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG
- 1x Sicaran Battle Tank [Legends]
- Equipped with: Heavy bolter, Herakles-pattern autocannon, Hunter-killer missile, Lascannon, Storm bolter, Armoured tracks
- Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
 - This model can be equipped with one of: Two heavy bolters, Two lascannons.



KEYWORDS: Vehicle, Smoke, Sicaran Battle Tank

FACTION KEYWORDS: -

SICARAN BATTLE TANK

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke,
Sicaran Battle Tank

FACTION KEYWORDS: -

SICARAN OMEGA
[LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Omega plasma array - standard	36"	6	3+	9	-3	2
► Omega plasma array - supercharge HAZARDOUS	36"	6	3+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Overwhelming Short-range Firepower

Each time this model makes an attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

WEAPON ABILITIES

- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG

1x Sicaran Omega [Legends]
Equipped with: Heavy bolter, Hunter-killer missile, Lascannon, Storm bolter, ► Omega plasma array - standard, ► Omega plasma array - supercharge, Armoured tracks
Wargear Options:
■ This model can be equipped with 1x Hunter-killer missile.
■ This model can be equipped with one of: Two heavy bolters, Two lascannons.



KEYWORDS: Vehicle, Smoke, Imperium, Sicaran Omega
FACTION KEYWORDS: Adeptus Astartes

SICARAN OMEGA
[LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Sicaran Omega
FACTION KEYWORDS: Adeptus Astartes

SICARAN PUNISHER

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Punisher rotary cannon DEVASTATING WOUNDS	36"	18	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Rotating Death

This model's Punisher rotary cannon has the [SUSTAINED HITS 1] ability when targeting INFANTRY units.

WEAPON ABILITIES

- Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG
- 1x Sicaran Punisher [Legends]
- Equipped with: Heavy bolter, Hunter-killer missile, Lascannon, Punisher rotary cannon, Storm bolter, Armoured tracks
- Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.

This model can be equipped with one of: Two heavy bolters, Two lascannons.



KEYWORDS: Vehicle, Smoke, Sicaran Punisher

FACTION KEYWORDS: -

SICARAN PUNISHER

[LEGENDS]

160 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke,
Sicaran Punisher

FACTION KEYWORDS: -

SICARAN VENATOR

[LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Venator neutron laser HEAVY	48"	3	3+	16	-4	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Ferocious Assault**
Each time this model makes a ranged attack that targets the closest eligible MONSTER or VEHICLE unit, add 1 to the Hit roll.

WEAPON ABILITIES

- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits**
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



- AUFSTELLUNG
- 1x Sicaran Venator [Legends]
- Equipped with:** Heavy bolter, Hunter-killer missile, Lascannon, Storm bolter, Venator neutron laser, Armoured tracks
- Wargear Options:**
 - This model can be equipped with 1x Hunter-killer missile.
 - This model can be equipped with one of: Two heavy bolters, Two lascannons.



KEYWORDS: Vehicle, Smoke, Sicaran Venator

FACTION KEYWORDS: -

SICARAN VENATOR

[LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
10"	11	2+	14	6+	4

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke,
Sicaran Venator

FACTION KEYWORDS: -

SOKAR-PATTERN
STORMBIRD [LEGENDS]

900 PTS

M	T	Sv	W	LD	OC
20"+	13	2+	40	6+	0

INVULNERABLE
SAVE



 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery ANTI-FLY 3+	48"	4	3+	10	-3	D6
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

- Aerial Assault**
Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Damaged: 1-13 wounds remaining**
While this model has 1-13 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Anti**
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Sustained Hits**
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise 2D6**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Sokar-pattern Stormbird
[Legends]

Equipped with: Hellstrike missile battery, Twin heavy bolter, Twin lascannon, Armoured hull

KEYWORDS: Vehicle, Titanic, Fly, Transport, Sokar-pattern Stormbird, Aircraft

FACTION KEYWORDS: -

SOKAR-PATTERN
STORMBIRD [LEGENDS]

900 PTS

M	T	Sv	W	LD	OC
20"+	13	2+	40	6+	0

INVULNERABLE
SAVE



TRANSPORT

Sokar-pattern Stormbird
This model has a transport capacity of 55 <FACTION> Infantry or <FACTION> MOUNTED models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each MOUNTED, CENTURION or OBLITERATOR model takes up the space of 3 models. This model can also transport up to 1 RHINO model (this model – and any models embarked within it – take up the space of 25 models).

KEYWORDS: Vehicle, Titanic, Fly,
Transport, Sokar-pattern Stormbird,
Aircraft

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Laser destroyer HEAVY	36"	3	3+	14	-4	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Quad lascannon	48"	4	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Assault Ramp
- Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.
- Damaged: 1-6 wounds remaining
- While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Heavy
- In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.
- Ignores Cover
- Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta
- This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.



- AUFSTELLUNG
- 1x Spartan [Legends]
- Equipped with: Heavy bolter, Heavy flamer, Laser destroyer, Multi-melta, Quad lascannon, Storm bolter, Twin heavy bolter, Twin heavy flamer, Armoured tracks
- Wargear Options:
- This model can replace its Twin heavy bolter with Twin heavy flamer.

This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter.

This model can replace its Two quad lascannons with Two laser destroyers.



KEYWORDS: Vehicle, Transport, Smoke, Spartan

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRANSPORT

- Spartan

This model has a transport capacity of 28 <FACTION> INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS, TERMINATOR or POSSESSED model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models.

STORM EAGLE GUNSHIP

[LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	18	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36''	3	3+	5	-1	2
Twin hellstrike launcher ANTI-FLY 2+ TWIN-LINKED	72''	2	3+	10	-3	D6
Twin lascannon TWIN-LINKED	48''	1	3+	12	-3	D6+1
Twin multi-melta MELTA 2 TWIN-LINKED	18''	2	3+	9	-4	D6
Vengeance launcher BLAST	48''	2D6	3+	6	0	1
► Typhoon missile launcher - frag BLAST	48''	2D6	3+	4	0	1
► Typhoon missile launcher - krak	48''	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

- Armoured Resilience
- Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.
- Damaged: 1-6 wounds remaining
- While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Blast
- Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
- Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Melta
- This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Sustained Hits
- This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Twin-linked
- Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Storm Eagle Gunship
[Legends]
- Equipped with: Twin heavy bolter, Twin hellstrike launcher, Twin lascannon, Twin multi-melta, Vengeance launcher, ► Typhoon missile launcher - frag, ► Typhoon missile launcher - krak, Armoured hull
- Wargear Options:
- This model can replace its Twin heavy bolter with Twin multi-melta or Typhoon missile launcher.

■ This model can replace its Two twin hellstrike launchers with Two twin lascannons.



KEYWORDS: Vehicle, Fly, Aircraft, Transport, Storm Eagle Gunship

FACTION KEYWORDS: -

STORM EAGLE GUNSHIP

[LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	18	6+	0

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

TRANSPORT

Storm Eagle Gunship

This model has a transport capacity of 22 <FACTION> INFANTRY models and 1 DREADNOUGHT model. Each JUMP PACK, WULFEN, GRAVIS, TERMINATOR or POSSESSED model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models.

KEYWORDS: Vehicle, Fly, Aircraft, Transport, Storm Eagle Gunship
FACTION KEYWORDS: -

TARANTULA SENTRY
BATTERY [LEGENDS]

30 PTS

M	T	Sv	W	LD	OC
-	6	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

ABILITIES

Sentinel Protocols

Each time you select this unit for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

WEAPON ABILITIES

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Tarantula Sentry Battery
[Legends]

Equipped with: Twin heavy bolter,
Twin lascannon

Wargear Options:

■ This model can replace its Twin
heavy bolter with Twin lascannon.

KEYWORDS: Vehicle, Artillery,
Imperium, Tarantula Sentry Battery

FACTION KEYWORDS: Adeptus
Astartes

TERRAX-PATTERN TERMITE

[LEGENDS]

200 PTS

M	T	Sv	W	LD	OC
8"	10	3+	14	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Terrax melta cutter MELTA 2	12"	5	3+	9	-4	D6
Twin volkite charger DEVASTATING WOUNDS TWIN-LINKED	18"	2	3+	5	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Termite drill ANTI-VEHICLE 3+	Melee	6	4+	14	-2	D3+3

ABILITIES

- Damaged: 1-5 wounds remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Termite Assault**
This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

AUFSTELLUNG

1x Terrax-pattern Termite
[Legends]

Equipped with: Heavy flamer,
Storm bolter, Terrax melta cutter,
Twin volkite charger, Termite drill

Wargear Options:
■ This model can replace its Two
storm bolters with Two heavy
flamers or Two twin volkite
chargers.

KEYWORDS: Vehicle, Transport,
Dedicated Transport, Terrax-pattern
Termite
FACTION KEYWORDS: -

TERRAX-PATTERN TERMITE

[LEGENDS]

200 PTS

M	T	Sv	W	LD	OC
8"	10	3+	14	6+	2

- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

TRANSPORT

- Terrax-pattern Termite

This model has a transport capacity of 12 <FACTION> INFANTRY models. It cannot transport JUMP PACK, WULFEN, PHOBOS, GRAVIS, CENTURION, TERMINATOR, OBLITERATOR, POSSESSED or TACTICUS models (excluding TACTICUS CHARACTER models that began the battle attached to a non-TACTICUS unit).

KEYWORDS: Vehicle, Transport,
Dedicated Transport, Terrax-pattern
Termite

FACTION KEYWORDS: -

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dreadhammer siege cannon BLAST	24"	D6+6	3+	14	-3	D6
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

- Damaged: 1-6 wounds remaining**
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Sunderer of Fortresses**
Each time this model makes an attack that targets a VEHICLE, improve the Strength and Damage characteristic of that attack by 1 (if that attack targets a FORTIFICATION unit, improve the Strength and Damage characteristics of that attack by 2 instead).

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Ignore Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Typhon [Legends]

Equipped with: Dreadhammer siege cannon, Heavy bolter, Heavy flamer, Lascannon, Multi-melta, Storm bolter, Armoured tracks

Wargear Options:

This model can be equipped with one of: Heavy bolter, Heavy flamer, Multi-melta, Storm bolter.

This model can be equipped with one of: Two heavy bolters, Two lascannons.

M	T	Sv	W	LD	OC
10"	12	2+	18	6+	6

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

VINDICATOR LASER DESTROYER [LEGENDS]

175 PTS

M	T	Sv	W	LD	OC
9"	11	2+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Laservolley cannon - overcharge fire HAZARDOUS	36"	3	3+	14	-4	D6+3
► Laservolley cannon - volley fire	36"	3	3+	12	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

- Annihilator**
Each time this model makes a ranged attack that targets a MONSTER or VEHICLE unit, re-roll a Damage roll of 1.
- Damaged: 1-4 wounds remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



- AUFSTELLUNG
- 1x Vindicator Laser Destroyer [Legends]
- Equipped with:** Hunter-killer missile, Storm bolter, ► Laservolley cannon - overcharge fire, ► Laservolley cannon - volley fire, Armoured tracks
- Wargear Options:**
 - This model can be equipped with 1x Hunter-killer missile.



KEYWORDS: Vehicle, Smoke, Imperium, Vindicator Laser Destroyer

FACTION KEYWORDS: Adeptus Astartes

VINDICATOR LASER DESTROYER [LEGENDS]

175 PTS

M	T	Sv	W	LD	OC
9"	11	2+	11	6+	3

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke, Imperium, Vindicator Laser Destroyer

FACTION KEYWORDS: Adeptus Astartes

WHIRLWIND SCORPIUS

[LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Scorpius multi-launcher BLAST INDIRECT FIRE	48"	2D3+3	3+	6	-1	2
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 wounds remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Pinning Bombardment**
In your Shooting phase, after this model has shot, if one or more of those attacks made with its Scorpius multi-launcher scored a hit against an enemy INFANTRY unit, that unit must take a Battle-shock test.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



AUFSTELLUNG

- 1x Whirlwind Scorpius [Legends]
- Equipped with:** Hunter-killer missile, Scorpius multi-launcher, Storm bolter, Armoured tracks
- Wargear Options:**
- This model can be equipped with 1x Hunter-killer missile.



KEYWORDS: Vehicle, Smoke, Whirlwind Scorpius
FACTION KEYWORDS: -

WHIRLWIND SCORPIUS

[LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	6+	3

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Smoke,
Whirlwind Scorpis
FACTION KEYWORDS: -

XIPHON INTERCEPTOR

[LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
20+	9	3+	12	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Xiphon missile battery ANTI-FLY 2+	60"	3	3+	7	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

- Damaged: 1-4 wounds remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Interceptor**
Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

WEAPON ABILITIES

- Anti**
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

1x Xiphon Interceptor [Legends]
Equipped with: Twin lascannon, Xiphon missile battery, Armoured hull



KEYWORDS: Vehicle, Fly, Aircraft,
Xiphon Interceptor
FACTION KEYWORDS: -

PUNKTELISTE

EINHEIT	PUNKTE
Blood Slaughterer [Legends]	160 pts
Cerberus [Legends]	270 pts
Chaos Thunderhawk [Legends]	840 pts
Deathstorm Drop Pod [Legends]	95 pts
Decimator [Legends]	165 pts
Deredeo Dreadnought [Legends]	160 pts
Dreadclaw Drop Pod [Legends]	115 pts
Dreadnought Drop Pod [Legends]	75 pts
Falchion [Legends]	420 pts
Fellblade [Legends]	480 pts
Fire Raptor Gunship [Legends]	290 pts
Greater Blight Drone [Legends]	150 pts
Greater Brass Scorpion [Legends]	500 pts
Javelin Attack Speeder [Legends]	110 pts
Kharybdis Assault Claw [Legends]	300 pts
Kratos [Legends]	240 pts
Kytan Ravager [Legends]	400 pts
Land Raider Achilles [Legends]	230 pts
Land Raider Proteus [Legends]	220 pts
Leviathan Dreadnought [Legends]	160 pts
Mastodon [Legends]	540 pts
Rapier Carrier [Legends]	90 pts
Relic Contemptor Dreadnought [Legends]	140 pts
Sicaran Arcus [Legends]	160 pts
Sicaran Battle Tank [Legends]	160 pts
Sicaran Omega [Legends]	180 pts
Sicaran Punisher [Legends]	160 pts
Sicaran Venator [Legends]	180 pts
Sokar-pattern Stormbird [Legends]	900 pts
Spartan [Legends]	300 pts
Storm Eagle Gunship [Legends]	250 pts
Tarantula Sentry Battery [Legends]	30 pts
Terrax-pattern Termite [Legends]	200 pts
Typhon [Legends]	320 pts
Vindicator Laser Destroyer [Legends]	175 pts
Whirlwind Scorpis [Legends]	115 pts
Xiphon Interceptor [Legends]	115 pts

