

LEGIONES ASTARTES LOYALISTS

HOR

AGE OF DARKNESS, HORUS HERESY

This team list uses the FW Redbook, Age of Darkness and Istvaan Legions. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from the Codex, it will be clearly stated.

FACTION KEYWORDS

All models in this list have the **Imperium, Legiones Astartes, and Loyalist** keywords.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models



Legion Specific, Rites of War

Each Legion has army specific rules, which add additional abilities and core choices. Only one Legion may be chosen for your Kill Team.

LOYALIST MAJORIS	
1st Legion, Dark Angels	<p>Mastery of the Blade: When fighting in an assault with one of the following weapons, combat blade, chainsword, heavy chainsword, power sword, Tarranic greatsword, Calibanite war blade and paragon blades modeled as swords, and when fighting a model with an equal WS, a model with this special rule may add one to their hit rolls.</p> <p>Covenant of death: If at the end of the game, the opposing force has an equal or greater number of models in play than a Dark Angels kill team, the opposing force gains +1 VP. Fleeing units do not count towards working out this total.</p>
5th Legion, White Scars	<p>Swift Action: If a unit with this trait moves its full movement distance in the Movement phase, it can re-roll wound rolls of 1 in the following Shooting and Fight phases; and gains the benefit of cover, even if not in terrain.</p> <p>Born in the Saddle: Movement and charge distance is not negatively affected by terrain.</p>
6th Legion, Space Wolves	<p>Bestial Savagery: If a model with this trait started the turn more than 1" from any enemy models, and either Charged or was Charged in the Charge phase, it can add 1 to Hit rolls made during the following Fight phase.</p> <p>Hunter's Gait: Units with this trait may add 1" to their Heroic Intervention, Advance, Pile In and Consolidate moves</p>
7th Legion, Imperial Fists	<p>Unshakeable Defence: Units with this trait ignore Morale checks while in cover.</p> <p>Disciplined Fire: Units with this trait add 1 to the Strength of their Heavy weapons when targeting enemy Vehicles.</p> <p>The Bitter End: In missions where a dice roll is used to determine game length the Imperial Fists' opponent may choose to add 2 to the result of the dice</p>
9th Legion, Blood Angels	<p>Encarmine Fury: Units with this trait can add 1 to Wound rolls in the Fight phase, but still fail to wound on a roll of 1.</p> <p>Without Remorse, Without Relent: Models in a Blood Angels kill team always make sweeping Advances if they are able to</p>
10th Legion, Iron Hands	<p>Inviolable Armour: All shooting attacks against your models count as having their strength reduced by 1.</p> <p>Rigid tactics: only up to half of your models may be equipped with bikes/jetbikes/jump packs.</p> <p>Stand and fight: you must pass leadership test to make sweeping advance or run. Additionally you may take Techmarine as their team leader (in which case he gets additional wound for free).</p>
12th Legion, Ultramarines	<p>Interlocking Tactics: Ultramarine units that shoot at a unit already hit by another Ultramarine unit that phase Reroll 1s on to-wound rolls. Additionally, Ultramarine units that charge at an enemy already engaged in close combat with another Ultramarine unit may reroll failed charge distances.</p> <p>Certainty and Resolve: Ultramarines take regroup and nerve tests at an unmodified Ld 10.</p> <p>Rigid Chain of Command: If the Ultramarine detachment loses its Warlord then every Model must take an immediate nerve test. Additionally the opponent gains a bonus Victory Point</p>
18th Legion, Salamanders	<p>Strength of will – Models ignore any negative modifiers to their Leadership characteristics</p> <p>Promethean gift - all hand flamers , flamers and heavy flamers used by a model with this special rule count as having +1 strength , in addition , any enemy flamer based attacks used against them are reduced in strength by -1</p> <p>Nocturne born - When Advancing or charging, models with this ability reduce the dice roll by 1.</p>
19th Legion, Ravenguard	<p>By wing & Talon: - Units (except those with the Biker, Jump Pack and Terminator keywords) gain the Concealed Positions ability: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone and any enemy models.</p> <p>Furious Assault: Biker, Jump Pack and Terminator units get +1 Strength during the Fight phase of the turn they charge.</p>

TEAM LEADERS

LEGION SUB-CENTURION										30
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	4	3	9	2+	
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Bolter - Frag and Krak Grenades 									
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Depending on the wargear options selected by Legion Sub-Centurion, allows the following models as core choices as well as special: <ul style="list-style-type: none"> - Space Marine Bike: Outriders - Skyhunter Jetbike: Skyhunters (5 Total per Kill Team, includes Team Leader) - Terminator Armour: Terminators - None of the above – Veteran Tacticals - Legion Traits - Terminator Armour: A model equipped with Terminator Armour has a 5+ invulnerable - Cataphractii Armour: A model equipped with Cataphractii Armour has a 4+ invulnerable - Tactical Precision: You can re-roll Wound rolls of 1 for friendly <Legion> units that are within 6" of a this model 									
OPTIONS	<ul style="list-style-type: none"> - Can be upgraded with a bike. If it does, it replaces its Infantry keyword with Biker. - A Legion Centurion on Bike can replace its legion space marine bike with a legion skyhunter jetbike (heavy bolter). If it does, its Move characteristic is increased to 16", its Save characteristic is improved to 2+, and it gains the Fly keyword. - Can be upgraded to Terminator Armour. If it does, it gains the Terminator keyword. - A Legion Sub-Centurion in Terminator Armour can take Cataphractii Armour. If it does, its Move characteristic is reduced to 4". - A Legion Sub-Centurion in Terminator Armour can take Tartaros Armour. If it does, its Move characteristic is increased to 6". - Can take a jump pack. If it does, its Move characteristic is increased to 12", and it gains the Fly and Jump Pack keywords - Can replace its chainsword with an item from the Pistols or Melee Weapons lists - Can replace its bolt pistol with an item from the Pistols or Melee Weapons lists. - Can take an item from each of the Ranged Weapons*, and the Wargear* lists - Can replace its combi-bolter and/or power weapon with items from the Melee Weapons list - This model can replace its combi-bolter with items from the Ranged Weapons list. - This model can take melta bombs* * Not available to a Centurion in Terminator Armour - Depending on the Legion chosen, may replace its weapons with weapons specific to their parent legion 									
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry									

LEGION STRIKE LEADER

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[illegible]

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Chainsword - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Veteran Tactics: Before the game begins select one of the following options. This unit gains the benefit of that ability for the duration of the game. <ul style="list-style-type: none"> • Marksmen: Any hit rolls of a 6+ that this unit makes with ranged weapons improve their AP value by 1 (e.g. an AP-1 weapon becomes AP -2). • Resolve: This rolls 3D6 for a failed Nerve or Rout Test and discards the highest • Weapon Masters: This unit can re-roll hit rolls of 1 during the Fight phase. • Xenobane: This unit can re-roll failed to wound rolls against models with _____ Keyword 								
OPTIONS	<ul style="list-style-type: none"> - Can replace its chainsword with an item from the Pistols or melee Weapons list - Can replace its Bolt Pistol with an item from the Pistols or Melee Weapons list - Can replace its Bolter with an item from the Ranged or Combi-Weapons list - Can take any item from the Wargear list - Can take Melta Bombs <p>- Depending on the Legion chosen, may replace its weapons with weapons specific to their parent legion</p>								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry								

LEGION LEXICANIUM									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	3	9	3+
EQUIPMENT	<ul style="list-style-type: none"> - Force Weapon - Bolt Pistol - Krak and frag grenades 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence, Psyker (Smite) - Psychic Powers: This model can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to Deny one psychic power in each enemy Psychic phase. It knows the Smite power and two psychic powers from the Librarius discipline 								
OPTIONS	<ul style="list-style-type: none"> - Can replace his boltpistol with an item from the Ranged or Pistols list - Can take melta bombs <p>- Depending on the Legion chosen, may replace its weapons with weapons specific to their parent legion</p>								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Psyker								

DARK ANGELS PLACEHOLDER									
(May only be selected in a kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv

Legionnaire	6"	3+	3+	4	4	3	2	8	2+
EQUIPMENT	- Bolt Pistol - Power Axe								
RULES	-								
OPTIONS	- May - May								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

DARK ANGELS PLACEHOLDER (May only be selected in a kill team)									
									00
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+
EQUIPMENT	- Bolt Pistol - Power Axe								
RULES	-								
OPTIONS	- May - May								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

THE EBON KESHIG (May only be selected in a White Scars kill team)									
									00
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+/5++
EQUIPMENT	- Bolt Pistol - Power Glaive								
RULES	- If an Ebon Keshig is chosen as your leader, Keshig may be selected as core as well as Special and you can select up to 4 of them.								
OPTIONS	- May - May								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

SHASHMIR JETBIKE (May only be selected in a White Scars kill team)									
									00
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	14"	3+	3+	4	4	3	2	8	2+

EQUIPMENT	- Bolt Pistol - Power Axe
RULES	-
OPTIONS	- May - May
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

DEATHSWORN VARL (May only be selected in a Space Wolves kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+
EQUIPMENT	- Bolt Pistol - Power Axe - Yimira Class Stasis Bomb - Frag and Krak Grenades								
RULES	- Inspiring Presence - If a model is slain in the assault phase before it has fought (for any reason) it can still make all its attacks as if it were alive so long as another model with Deathsworn Keyword is within 3" - Automatically passes all Nerve test if within 1" of an enemy unit If a Deathsworn Varl is chosen as your leader, Deathsworn may be selected as core as well as Special and you can select up to 4 of them.								
OPTIONS	- Can replace his boltpistol with an item from the Ranged or Pistols list - Can take melta bombs								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

GREY SLAYER HUSCARL (May only be selected in a Space Wolves kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	3+

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Combat Blade or Chainsword - Frag and Krak Grenades
RULES	<ul style="list-style-type: none"> - Inspiring Presence - May charge even if they Advanced in the same turn, but the roll for charge distance suffers a -1 modifier <p>If a Grey Slayer Huscarl is chosen as your leader, Grey Slayers may be selected as core as well as Special and you can select up to 4 of them.</p>
OPTIONS	<ul style="list-style-type: none"> - Can take a boltgun - Can replace his chainsword and/or bolt pistol with a frost blade, frost axe, frost claw or great frost blade, or items from the Pistols or Melee Weapons lists - Can replace Boltgun with an item from the ranged Weapons list - Can take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

VARAGYR THEGN (May only be selected in a Space Wolves kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	4"	3+	3+	4	4	4	2	8	2+/4++
EQUIPMENT	<ul style="list-style-type: none"> - Frost Blade (Axe, Claw, or Sword) - Combi-Bolter 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - This model gains +1 Str for the fight phase that it charged, subsequent fight phases are at normal Str - This model can re-roll hit rolls of 1 during the Fight phase <p>If a Varagyr Thegn is chosen as your leader, Varagyr Terminators may be selected as core as well as Special and you can select up to 4 of them.</p>								
OPTIONS	<ul style="list-style-type: none"> - Can replace its frost weapon with a power fist, chainfist or thunder hammer - Can replace its combi-bolter with a frost weapon or item from the Combi-Weapons list - Can replace its frost weapon with a great frost blade - Can take Melta Bombs 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

CHAPTER CHAMPION (May only be selected in a Imperial Fists kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	2+	3+	4	4	3	2	8	2+

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Power Sword - Frag and Krak Grenades
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Add +1 to this model's Attacks characteristic in the Fight phase if it charged in the preceding Charge phase - This model can re-roll to hit rolls of 1 during the Fight Phase <p>If a Chapter Champion is chosen as your leader, Templar Brethren may be selected as core as well as Special and you can select up to 4 of them.</p>
OPTIONS	<ul style="list-style-type: none"> - Can replace his power sword with a power maul, power axe, power fist, solarite power gauntlet or thunder hammer - Can replace bolt pistol with an item from the Pistols List - Can take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

PHALANX CHAMPION (May only be selected in a Imperial Fists kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	3+/5++
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Boarding Shield - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Add 1 to the Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1. - If this model has at least three Phalanx Warders within 3", and is not within 1" of an enemy unit at the start of the enemy Charge phase, its Weapon Skill characteristic is increased to 2+ if it is charged <p>If a Phalanx Champion is chosen as your leader, Phalanx Warders may be selected as core as well as Special</p>								
OPTIONS	<ul style="list-style-type: none"> - Can replace his Boltgun or Bolt Pistol with an item from the Melee Weapons List - Can replace his Bolt pistol with an item from the Pistols list - Can take Melta Bombs 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

BLOOD ANGELS PLACEHOLDER (May only be selected in a kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+

EQUIPMENT	- Bolt Pistol - Power Axe
RULES	-
OPTIONS	- May - May
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

BLOOD ANGELS PLACEHOLDER									
(May only be selected in a kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+
EQUIPMENT	- Bolt Pistol - Power Axe								
RULES	-								
OPTIONS	- May - May								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

GORGON HAMMERBEARER									
(May only be selected in a Iron Hands kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	4"	3+	3+	4	4	4	2	8	2+/5++
EQUIPMENT	<ul style="list-style-type: none">- Combi-Bolter- Thunder Hammer								
RULES	<ul style="list-style-type: none">- Inspiring Presence- For each wound suffered, roll a D6, on a 5+ the wound is ignored- Enemy models within 1" suffer a -1 to their to Hit Roll in the Fight phase <p>If a Gorgon Hammerbearer is chosen as your leader, Gorgon Terminators may be selected as core as well as Special and you can select up to 4 of them.</p>								
OPTIONS	<ul style="list-style-type: none">- Can replace its bolter with an item from the Combi-Weapons list- Can replace it Thunder Hammer with an item from the Melee Weapons list- Can take Melta Bombs- Can take a grenade harness- Can take a cyber familiar								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

MEDUSAN IMMORTAL										26
(May only be selected in a Iron Hands kill team)										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	3	2	8	3+/5++	

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Boarding Shield - Frag and Krak Grenades
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Add 1 to the Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1 - For each wound suffered, roll a D6, on a 5+ the wound is ignored <p>If a Medusan Immortal Sergeant is chosen as your leader, Medusan Immortals may be selected as core as well as Special and you can select up to 4 of them.</p>
OPTIONS	<ul style="list-style-type: none"> - Can replace Boltgun with an item from the ranged weapons list - Can take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

INVICTARUS SUZERAIN ANCIENT (May only be selected in a Ultramarineskill team)									
									35
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+/5++
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Legatine Axe - Boarding Shield - Refractor Field - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Any friendly Ultramarines model within 6" adds +1 to their Ld - Can re-roll hit rolls of 1 in the Fight Phase <p>If an Invictarus Suzerain Ancient is chosen as your leader, Invictarus Suzerains may be selected as core as well as Special and you can select up to 4 of them.</p>								
OPTIONS	<ul style="list-style-type: none"> - Can replace its bolt pistol with an item from the Pistols list - Can replace it Legatine Axe with an item from the Melee Weapons list - Can take Melta Bomb 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

LOCUTARUS STRIKE LEADER (May only be selected in a Ultramarines kill team)									
									40
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	12"	3+	3+	4	4	4	2	8	2+

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Power sword - Frag and Krak Grenades - Jump Pack
RULES	<ul style="list-style-type: none"> - Inspiring Presence - During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 8" away from any enemy models. - When this unit is deployed, they may fire any weapons with the Pistol type twice in the following Shooting phase <p>If a Locutarus Strike Leader is chosen as your leader, Locutarus may be selected as core as well as Special and you can select up to 4 of them.</p>
OPTIONS	<ul style="list-style-type: none"> - Can replace its bolt pistol with an item from the Pistols list - Can replace it Power Sword with an item from the Melee Weapons list - Can take Melta Bomb
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry, Fly

FULMENTARUS DECURION (May only be selected in a Ultramarines kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	4"	3+	2+	4	4	4	2	8	2+/4++
EQUIPMENT	<ul style="list-style-type: none"> - Combi-Bolter - Power Maul 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - If there are 3 or more Fulmentarus Terminators in B2B, then their shooting attacks ignore all cover saves <p>If a Fulmentarus Decurion is chosen as your leader, Fulmentarus Terminators may be selected as core as well as Special and you can select up to 4 of them.</p>								
OPTIONS	<ul style="list-style-type: none"> - Can replace its bolter with an item from the Combi-Weapons list - Can take Twin Missile Launchers 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

PYROCLAST WARDEN (May only be selected in a Salamanders kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+

EQUIPMENT	<ul style="list-style-type: none"> - Pyroclast Flame Projector - Combat Blade - Frag and Krak Grenades
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Model has a 5+ Invul against weapons with the Flame type/description/name <p>If a Pyroclast Warden is chosen as your leader, Pyroclasts may be selected as core as well as Special and you can select up to 4 of them.</p>
OPTIONS	<ul style="list-style-type: none"> - Can replace it's Combat blade with an item from the Melee Weapons list - Can take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

FIREDRAKE MASTER (May only be selected in a Salamanders kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	4"	2+	3+	4	4	4	3	8	2+/4++
EQUIPMENT	<ul style="list-style-type: none"> - Combi-Bolter - Mastercrafted Power Weapon 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Can re-roll to hit rolls of 1 in the Fight Phase <p>If a Firedrake Master is chosen as your leader, Firedrakes may be selected as core as well as Special and you can select up to 4 of them.</p>								
OPTIONS	<ul style="list-style-type: none"> - Can replace it Power Weapon with an item from the Melee Weapons list (retains Master Crafted) - Can take Melta Bombs 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

MOR DEYTHAN SHADE (May only be selected in a Raven Guard kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	2+	3+	4	4	3	2	8	3+

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword or combat blade - Krak Grenades and Shroud Bombs
RULES	<ul style="list-style-type: none"> - Inspiring Presence - Add 2 to saving throws made for models in this unit when they receive the benefits of cover, instead of 1 - Once per game, at the start of the Shooting phase, you may declare that the unit is using this ability. For the duration of that Shooting phase, this unit can re-roll hit and wound rolls of 1 <p>If a Mor Deythan Shade is chosen as your leader, Mor Deythan may be selected as core as well as Special</p>
OPTIONS	<ul style="list-style-type: none"> - Must take a space marine shotgun, sniper rifle or an item from the Combi-Weapons list - Can Take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

CHOOSE OF THE SLAIN (May only be selected in a Raven Guard kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	12"	3+	3+	4	4	4	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Pair of Raven's Talons - Jump Pack - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence - During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models - Models killed by Overwatch can attack as normal during the following Fight phase - When deploying via Jump Pack Assault this unit counts as being in cover until the start of your next movement phase - Can re-roll hit rolls of 1 during the Fight phase <p>If a Chooser of the Slain is chosen as your leader, Dark Fury may be selected as core as well as Special</p>								
OPTIONS	<ul style="list-style-type: none"> - Can take Melta Bombs 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry, Fly								

CORE

LEGION TACTICAL MARINE									
NAME	M	WS	BS	S	T	W	A	Ld	Sv

RULES	- May take one Support Marine for every two Tac, Assault, or Breacher Marines
OPTIONS	- Can replace their flamer with a rotor cannon, volkite charger, volkite caliver, plasma gun or meltagun - Can take a chainsword
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry

LEGION RECON MARINE									
10									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Boltgun - Chainsword - Shroud Bombs - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Cameleoline: Add 2 to saving throws made for models in the unit when they receive the benefits of cover, instead of 1. - Recon Armour: A model with recon armour changes it's Save to 4+. When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone 								
OPTIONS	<ul style="list-style-type: none"> - Can take cameleoline - Can take recon armour - Can replace boltgun with a sniper rifle, space marine shotgun, or chainsword 								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry								

SPECIAL

LEGION APOTHECARY									
(May only take one Apothecary in your kill team)									
40									
NAME	M	WS	BS	S	T	W	A	Ld	Sv

OPTIONS	-
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry

LEGION TERMINATOR										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	5"	3+	3+	4	4	2	2	7	2+	
EQUIPMENT	- Combi-Bolter - Power Weapon									
RULES	- A Legion Terminator can take Cataphractii Armour. If it does its Move characteristic is reduced to 4" and has a 5++ OR - A Legion Terminator can take Tartaros Armour. If it does its Move characteristic is increased to 6" and it gains a 4++									
OPTIONS	- can replace its combi-bolter with a Volkite charger, or an item from the Combi-Weapons list. - Can replace its power weapon with a power fist, chainfist, thunder hammer or lightning claw - Can replace its power weapon and combi-bolter with two lightning claws. - For every five Terminators in your Kill Team, one Legion Terminator can replace its combi-bolter with a heavy flamer, reaper autocannon or plasma blaster									
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry									

LEGION OUTRIDER MARINE										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	14"	3+	3+	4	5	2	1	7	3+	
EQUIPMENT	- Bolt Pistol - Chainsword - Frag and Krak Grenades - Space Marine Bike with TL Bolter									
RULES	-									
OPTIONS	- can replace the twin boltguns on their Legion Space Marine Bikes with twin plasma guns, twin meltaguns, or twin flamers - For every three Outriders in your Kill Team, one can replace his chainsword with a power weapon, or replace his bolt pistol with a plasma pistol, or hand flamer - Can take Melta bombs									
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Bike									

LEGION VETERAN TACTICAL MARINE										17
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	2	7	3+	

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Chainsword - Frag and Krak Grenades - Power Armour
RULES	<ul style="list-style-type: none"> - Veteran Tactics: Before the game begins select one of the following options. This unit gains the benefit of that ability for the duration of the game. <ul style="list-style-type: none"> • Marksmen: Any hit rolls of a 6+ that this unit makes with ranged weapons improve their AP value by 1 (e.g. an AP-1 weapon becomes AP -2). • Resolve: This rolls 3D6 for a failed Nerve or Rout Test and discards the highest • Weapon Masters: This unit can re-roll hit rolls of 1 during the Fight phase. • Xenobane: This unit can re-roll failed to wound rolls against models with _____ Keyword
OPTIONS	<ul style="list-style-type: none"> - Can replace its chainsword with an item from the Power Weapons list. - Can replace its boltgun with an item from the Combi-Weapons list. - Can replace its bolt pistol with a volkite serpenta. - For every five Veterans in your Kill Team, one Veteran can replace its boltgun with an item from the Veteran Weapons list. Alternatively, the model can replace both its boltgun and chainsword with a pair of lightning claws - Can take Melta bombs
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry

LEGION SEEKER MARINE									
13									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	2+	4	4	1	1	7	3+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Chainsword - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Special Issue Ammunition: When this unit fires any boltgun (or the boltgun part of combi-weapons), you can choose for it to fire special ammunition. If you do so, choose one kind of ammunition and apply the modifiers listed. <ul style="list-style-type: none"> • Kraken shells Change the Range to 30" and the AP to -1 • Tempest shells Change the Range to 18", the Strength to 3 and the Type to Rapid Fire D3 • Scorpius shells Change the Strength to 5, the AP to -2 and the Type to Heavy 1 - Marked for Death: This unit can re-roll hit and wound rolls of 1, against Character units 								
OPTIONS	<ul style="list-style-type: none"> - Can replace his boltgun with items from the Combi-weapon List - Can take melta bombs 								
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry								

LEGION SKYHUNTER MARINE									
(May only take three Skyhunters in your kill team)									
35									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	16"	3+	3+	4	5	2	1	7	2+

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword - Frag and Krak Grenades - Jetbike with TL Heavy Bolter
RULES	-
OPTIONS	<ul style="list-style-type: none"> - For every three Skyhunters in your Kill team, one may replace their Heavy Bolter with one of the following: Multi-Melta, Volkite Culverin, or Plasma Cannon - Can take Melta bombs
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Bike

LEGION DESTROYER MARINE										14
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> - Pair of Bolt Pistols - Chainsword - Rad, Frag, and Krak Grenade 									
RULES	<ul style="list-style-type: none"> - Suspensor Web: A weapon with a suspensor web does not suffer the penalty for moving and firing Heavy weapons. However, if it does move and fire in the same turn, half the weapon's maximum range 									
OPTIONS	<ul style="list-style-type: none"> - Can take a jump pack. If it does, its Move characteristic is increased to 12", and it gains the Fly and Jump Pack keywords - For every three Destroyers in your Kill Team, one model can replace one of it's bolt pistols with an item from the Pistols list or a missile launcher (rad missiles) with suspensor web. - Can take melta bombs 									
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry									

LEGION HEAVY SUPPORT MARINE										15
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	7	3+	
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Heavy Bolter - Frag and Krak Grenades 									
RULES	<ul style="list-style-type: none"> - May reroll all failed saves against weapons that automatically hit 									
OPTIONS	<ul style="list-style-type: none"> - Can replace Heavy Bolter with one of the following: Heavy Flamer, Autocannon, Multi-Melta, Missile Launcher, Plasma Cannon, Volkite Culverin, or a Lascannon - Can take Melta Bombs 									
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Infantry									

DARK ANGELS PLACEHOLDER										00
(May only be selected in a kill team)										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	

RULES	<ul style="list-style-type: none"> - This model gains +1 Str for the fight phase that it charged, subsequent fight phases are at normal Str - This model can re-roll hit rolls of 1 during the Fight phase
OPTIONS	<ul style="list-style-type: none"> - Can replace its frost weapon with a power fist, chainfist or thunder hammer - Can replace its combi-bolter with a frost weapon or item from the Combi-Weapons list - Can replace its frost weapon with a great frost blade - Can take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

CHAPTER CHAMPION (May only be selected in a Imperial Fists kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	2+	3+	4	4	3	2	8	2+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Power Sword - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Add +1 to this model's Attacks characteristic in the Fight phase if it charged in the preceding Charge phase - This model can re-roll to hit rolls of 1 during the Fight Phase 								
OPTIONS	<ul style="list-style-type: none"> - Can replace his power sword with a power maul, power axe, power fist, solarite power gauntlet or thunder hammer - Can replace bolt pistol with an item from the Pistols List - Can take Melta Bombs 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

PHALANX CHAMPION (May only be selected in a Imperial Fists kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	3+/5++

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Boarding Shield - Frag and Krak Grenades
RULES	<ul style="list-style-type: none"> - Add 1 to the Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1. - If this model has at least three Phalanx Warders within 3", and is not within 1" of an enemy unit at the start of the enemy Charge phase, its Weapon Skill characteristic is increased to 2+ if it is charged
OPTIONS	<ul style="list-style-type: none"> - Can replace his Boltgun or Bolt Pistol with an item from the Melee Weapons List - Can replace his Bolt pistol with an item from the Pistols list - Can take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

BLOOD ANGELS PLACEHOLDER (May only be selected in a kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Power Axe 								
RULES	-								
OPTIONS	<ul style="list-style-type: none"> - May - May 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

BLOOD ANGELS PLACEHOLDER (May only be selected in a kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Power Axe 								
RULES	-								
OPTIONS	<ul style="list-style-type: none"> - May - May 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

GORGON HAMMERBEARER (May only be selected in a Iron Hands kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv

Legionnaire	4"	3+	3+	4	4	4	2	8	2+/5++
EQUIPMENT	<ul style="list-style-type: none"> - Combi-Bolter - Thunder Hammer 								
RULES	<ul style="list-style-type: none"> - For each wound suffered, roll a D6, on a 5+ the wound is ignored - Enemy models within 1" suffer a -1 to their to Hit Roll in the Fight phase 								
OPTIONS	<ul style="list-style-type: none"> - Can replace its bolter with an item from the Combi-Weapons list - Can replace it Thunder Hammer with an item from the Melee Weapons list - Can take Melta Bombs - Can take a grenade harness 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

MEDUSAN IMMORTAL (May only be selected in a Iron Hands kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	3+/5++
EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Bolter - Boarding Shield - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - Add 1 to the Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1 - For each wound suffered, roll a D6, on a 5+ the wound is ignored 								
OPTIONS	<ul style="list-style-type: none"> - Can replace Boltgun with an item from the ranged weapons list - Can take Melta Bombs 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

INVICTARUS SUZERAIN ANCIENT (May only be selected in a Ultramarines kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+/5++

	- Power Maul
RULES	- If there are 3 or more Fulmentarus Terminators in B2B, then their shooting attacks ignore all cover saves
OPTIONS	- Can replace its bolter with an item from the Combi-Weapons list - Can take Twin Missile Launchers
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

PYROCLAST WARDEN (May only be selected in a Salamanders kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	3+	3+	4	4	3	2	8	2+
EQUIPMENT	- Pyroclast Flame Projector - Combat Blade - Frag and Krak Grenades								
RULES	- Model has a 5+ Invul against weapons with the Flame type/description/name								
OPTIONS	- Can replace it's Combat blade with an item from the Melee Weapons list - Can take Melta Bombs								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

FIREDRAKE MASTER (May only be selected in a Salamanders kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	4"	2+	3+	4	4	4	3	8	2+/4++
EQUIPMENT	- Combi-Bolter - Mastercrafted Power Weapon								
RULES	- Can re-roll to hit rolls of 1 in the Fight Phase								
OPTIONS	- Can replace it Power Weapon with an item from the Melee Weapons list (retains Master Crafted) - Can take Melta Bombs								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry								

MOR DEYTHAN SHADE (May only be selected in a Raven Guard kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	6"	2+	3+	4	4	3	2	8	3+

EQUIPMENT	<ul style="list-style-type: none"> - Bolt Pistol - Chainsword or combat blade - Krak Grenades and Shroud Bombs
RULES	<ul style="list-style-type: none"> - Add 2 to saving throws made for models in this unit when they receive the benefits of cover, instead of 1 - Once per game, at the start of the Shooting phase, you may declare that the unit is using this ability. For the duration of that Shooting phase, this unit can re-roll hit and wound rolls of 1
OPTIONS	<ul style="list-style-type: none"> - Must take a space marine shotgun, sniper rifle or an item from the Combi-Weapons list - Can Take Melta Bombs
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry

CHOOSE OF THE SLAIN (May only be selected in a Raven Guard kill team)									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	12"	3+	3+	4	4	4	2	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Pair of Raven's Talons - Jump Pack - Frag and Krak Grenades 								
RULES	<ul style="list-style-type: none"> - During deployment you can set the unit up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models - Models killed by Overwatch can attack as normal during the following Fight phase - When deploying via Jump Pack Assault this unit counts as being in cover until the start of your next movement phase - Can re-roll hit rolls of 1 during the Fight phase 								
OPTIONS	<ul style="list-style-type: none"> - Can take Melta Bombs 								
KEYWORDS	Imperium, Legiones Astartes, Loyalist, Infantry, Fly								

LEGION RHINO									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Legionnaire	12"	6+	3+	6	7	5	3	8	3+
EQUIPMENT	<ul style="list-style-type: none"> - Combi-Bolter - Searchlight - Smoke Launchers 								
RULES	-								
OPTIONS									
KEYWORDS	Legiones Astartes, Legion, Traitor/Loyalist, Vehicle								

ARMOURY

COMBI WEAPONS

Combi-bolter
Combi-flamer
Combi-grenade launcher
Combi-melta
Combi-plasma
Combi-volkite

MELEE WEAPONS

Chainfist (Terminator only)
Charnabal sabre (not available to Terminators)
Heavy chainsword (not available to Terminators)
Lightning claw
Paragon blade (Praetor only)
Power fist
Power Weapons
Thunder hammer

PISTOLS

Archaeotech pistol*

Hand flamer
Plasma pistol
Volkite serpenta

POWER WEAPONS

Power axe
Power lance
Power maul
Power sword

WARGEAR

Boarding shield
Combat shield
Refractor field
Outrider Bike
Skyhunter Jetbike

RANGED WEAPONS

Boltgun
Combi-weapons
Master-crafted boltgun (Praetor only)

Volkite charger

TECHMARINE EQUIPMENT

Combi-Weapons
Graviton gun
Master-crafted boltgun
Nuncio-vox
Plasma pistol
Volkite charger

VETERAN WEAPONS

Flamer
Heavy bolter with suspensor web
Heavy chainsword
Heavy flamer
Lightning claw
Meltagun
Missile launcher (frag & krak missiles) with suspensor web
Plasma gun
Volkite charger

LEGION SPECIFIC ITEMS

Weapons Chart

Archaeotech Pistol	6	12"	Pistol 1	6	-2	2	-

Blade struts	0	Melee	Melee	User	-2	2	-
Breaching charge	7	6"	Grenade D6	8	-3	D3	This weapon can only be used once per game.
Chainfist	14	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit roll.
Charnabal sabre	2	Melee	Melee	User	-2	1	Every time you make a Hit roll of 6+ with this weapon, that attack is resolved with an AP of -4 instead of -2.
Combi-bolter	2	24"	Rapid Fire 2	4	0	1	-
Combi-flamer	11	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Flamer	-	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grenade launcher	9	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Grenade launcher	-	When attacking with this weapon, choose one of the profiles below.					
- Frag grenade	-	24"	Assault D6	3	0	1	-
- Krak grenade	-	24"	Assault 1	6	-1	D3	-
Combi-melta	19	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Meltagun	-	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Combi-plasma	15	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					
- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Plasma gun	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Combi-volkite	8	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls for this weapon.					

- Boltgun	-	24"	Rapid Fire 1	4	0	1	-
- Volkite charger	-	15"	Assault 2	5	0	2	-
Flamer	9	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Force axe	10	Melee	Melee	+1	-2	D3	-
Force lance	9	Melee	Melee	+2	-1	D3	-
Force stave	8	Melee	Melee	+2	-1	D3	-
Force sword	8	Melee	Melee	User	-3	D3	-
Frag grenade	0	6"	Grenade D6	3	0	1	-
Graviton gun	15	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+ or better, this weapon increases its Damage to D3.
Grenade harness	8	12"	Assault D6	4	-1	1	-
Hand flamer	8	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolter	10	36"	Heavy 3	5	-1	1	-
Heavy chainsword	2	Melee	Melee	+2	0	1	-
Heavy flamer	17	8"	Heavy D6	5	-1	1	This weapon automatically hits its target.
Inferno pistol	9	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Light c-beam cannon	22	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over half its range are resolved at Strength 8, AP -1 and Damage 2.
Lightning claw	8/12	Melee	Melee	User	-2	1	You can re-roll failed wounds with this weapon. If a model is armed with two lightning claws, each time it fights it can make 1 additional attack with them.
Lightning gun	12	18"	Heavy 1	7	0	1	You can re-roll failed wound rolls with this weapon. On a wound roll of 6+; change that hit's AP to -3 and Damage to 2.
Master-crafted boltgun	3	24"	Rapid Fire 1	4	-1	2	-
Melta bomb	5	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a Vehicle .
Meltagun	17	12"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Missile launcher	25/20	When attacking with this weapon, choose one of the profiles below.					
- Frag missile	-	48"	Heavy D6	4	0	1	-
- Krak missile	-	48"	Heavy 1	8	-2	D6	-

- Rad missile	*20	48"	Heavy D3	4	-2	1	Your opponent must subtract 1 from the Toughness characteristic of any Infantry or Biker units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Multi-laser	15	36"	Heavy 3	6	0	1	-
Multi-melta	27	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.
Needle pistol	2	12"	Pistol 1	1	0	1	A needle pistol always wounds on a 2+, unless the target model is a Vehicle
Paragon blade	21	Melee	Melee	+2	-3	D3	-
Phosphex bomb	8	6"	Grenade D3+1	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units. This weapon can only be used once per battle.
Phosphex discharger	20	18"	Heavy 2D3+2	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units. This weapon can only be used once per battle.
Plasma blaster	17	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	18"	Assault 2	7	-3	1	-
- Supercharge	-	18"	Assault 2	8	-3	2	For each hit roll of 1, the bearer suffers one mortal wound after all this weapon's shots have been resolved.
Plasma gun	13	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	24"	Rapid Fire 1	7	-3	1	-
- Supercharge	-	24"	Rapid Fire 1	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	7	When attacking with this weapon, choose one of the profiles below.					
- Standard	-	12"	Pistol 1	7	-3	1	-
- Supercharge	-	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Power axe	5	Melee	Melee	+1	-2	1	-
Power fist	12	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power lance	4	Melee	Melee	+2	-1	1	-
Power maul	4	Melee	Melee	+2	-1	1	-
Power sword	4	Melee	Melee	User	-3	1	-
Quad gun	30	48"	Heavy 8	7	-4	2	This weapon gets +1 to hit against units with the Fly keyword. However it gets -1 to hit all other units.
Quad heavy bolter	36	36"	Heavy 12	5	-1	1	-
Quad lascannon	80	48"	Heavy 4	9	-3	D6	-
Quad launcher	40	When attacking with this weapon, choose one of the profiles below.					

- Frag shells	+5	60"	Heavy 4D3	5	0	1	This weapon can target units that are not visible to the bearer.
- Shatter shells	+5	24"	Heavy 4	8	-2	3	-
- Incendiary shells	+5	60"	Heavy 4D3	4	0	1	This weapon can target units that are not visible to the bearer. Units targeted by this weapon do not gain any bonus to their saving throw for being in cover.
- Splinter shells	+5	36"	Heavy 4D3	2	0	1	This weapon can target units that are not visible to the bearer. On a wound roll of 6+; change this weapon's AP to -3.
- Phosphex canister shot	+40	36"	Heavy 2D6+2	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units. This weapon can target units that are not visible to the bearer.
Rad grenade	2	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from the Toughness characteristic of any Infantry or Biker units that have suffered any hits from rad grenades or rad missiles until the end of the turn.
Rotor cannon	6	30"	Rapid Fire 3	3	0	1	-
Rotor cannon (bio-corrosive rounds)	11	16"	Rapid Fire 3	1	0	1	This weapon always wounds on a 4+, unless the target model is a Vehicle
Shock chargers	20	Melee	Melee	User	-3	1	-
Shroud bombs	0	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for Infantry units that have suffered any hits from shroud bombs until the end of the turn.
Sniper rifle	4	36"	Heavy 1	4	0	1	This weapon can target a Character even if it is not the closest enemy unit. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
Space marine shotgun	0	12"	Assault 2	4	0	1	If the target is within half range, add 1 to this weapon's Strength.
Special issue boltgun	3	When attacking with this weapon, choose one of the profiles below.					
- Standard Rounds	-	24"	Rapid Fire 1	4	0	1	-
- Kraken bolt shells	-	30"	Rapid Fire 1	4	-1	1	-
- Tempest bolt shells	-	18"	Rapid Fire D3	3	0	1	-
- Scorpius bolt shells	-	24"	Heavy 1	5	-3	2	You can re-roll failed wounds with this weapon
Volkite caliver	12	30"	Heavy 2	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage
Volkite charger	6	15"	Assault 2	5	0	2	-

[illegible]