LEGIONES ASTARTES TRAITORS



AGE OF DARKNESS, HORUS HERESY

This team list uses the FW Redbook, Age of Darkness and Istvaan Legions books, as well as the work of the Heresy 30k forum. All rules not listed here will be drawn from there, mainly weapons profiles. If a rule differs from these sources, it will be clearly stated.

FACTION KEYWORDS

All models in this list have the **Legiones Astartes**, **<Legion>** keywords. Also your team must choose either **<Traitor>** or **<Loyalist>** keyword.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models



Legion Specific, Rites of WarEach Legion has army specific rules, which add additional abilities and core choices. Only one Legion may be chosen for your Kill

	TRAITORIS MA IOR
3 RD Legion, Emperor's Children	-Models always fight first in the Fight phase even if they didn't charge. If the enemy has models that have charged, or that have a similar ability, then alternate choosing models to fight, starting with the player whose turn is taking placeIf within 1" of an enemy Character; an Emperor's Children Character must direct all of his attacks against the enemy CharacterAstartes models suffer a -1 penalty to Leadership during the Morale phase if an enemy Character killed a friendly Emperor's Children Character within 6" during the preceding Fight phase
4 th Legion, Iron Warriors	- Models with this ability roll 3D6 and discard the highest result when taking Nerve tests -All Grenade type weapons thrown by models with this ability inflict +1 Damage against Buildings/Structures -In missions where a dice roll is used to determine game length the Iron Warriors' opponent may choose to play a final turn instead of rolling a D6
8 th Legion, Night Lords	-In the first battle round of the game, Night Lords models may claim the Benefit of Cover, even when in the open. If they already are in cover, then the benefit of cover is increased to +2. -If there are more friendly Night Lords than enemy models in combat at the start of the Fight phase, Night Lords add 1 to their Hit and Wound rolls until the end of the Fight phase. When counting models on either side, models with the Jump Pack, Biker or Terminator keywords counts as two models. -If a Night Lords Leader is slain, every Astartes model in the same Kill Team reduces their Leadership by 1 for the rest of the battle round
12 th Legion, World Eaters	-When a model makes a successful charge, it can make one additional attack in the subsequent Fight phase, and can re-roll any Wound rolls of a 1Models must always consolidate the full 3" directly towards the nearest enemy model, and attempt to get within 1" if possible.
14 th Legion, Deathguard	-Models ignore negative modifiers to their Leadership characteristicModels are never slowed by and never take damage from Battlefield TerrainModels with this ability may only move 2" when performing a Heroic Intervention or Consolidate move -Legion Destroyer Marines may be taken as Core as well as Special.
15 th Legion, Thousand Sons	-Models must choose the same <cult> as the Team Leader. The five cults and their respective abilities are listed here: -Athanean: Enemy Psykers suffer -1 to attempts to manifest psychic powers within 8" of models from the Athenaean cult -Corvidae: Models from the Corvidae cult can re-roll hit rolls of 1 in Shooting phase, if they were stationary in the Movement phase -Pavoni: Models from the Pavoni cult can re-roll failed charge rolls. -Pyrae: Models from the Pyrae cult are equipped with Psychic flames -Raptora: Models from the Raptora cult have a 6+ invulnerable save, or add 1 to their existing invulnerable save -Each time a model with this trait suffers a wound as a result of Perils of the Warp, all friendly Thousand Sons Astartes suffer -1 to their Leadership when taking Nerve tests for the rest of that battle round. In addition, if the Thousand Sons Leader is slain, all friendly Thousand Sons Astartes suffer -1 to their Leadership when taking Nerve tests for the rest of the game -Before the battle, generate the psychic powers for Psykers that can use powers from the Cult disciplines using the appropriate table below</cult>
16 th Legion, Sons of Horus	 -Models with this ability who roll to Hit rolls of a 6+ in the Fight phase generate an additional attack (additional attacks do not generate further attacks). -Models with this ability get a +1 bonus to hit rolls when making attacks with Rapid Fire or Assault type weapons within 3" of the target model. -Models with this ability can only benefit from special abilities or psychic powers that are provided by Sons of Horus models. In addition, in missions that award Victory Points for killing the Warlord, a Sons of Horus Warlord is worth 1 more VP than normal.
17 th Legion, Word Bearers	-True Believers: Models with this ability can re-roll failed Nerve tests -Charismatic leadership – If the Word Bearers Team Leader is killed all Word bearer models suffer -1 to their LD for the rest of the game.

-Mutable Tactics: Before setting up your first model, pick one ability from the list below. All Alpha Legion
Astartes models gain this ability for the rest of the battle.

• Feigned Deployment: At the start of the first battle round but before the first turn begins, you can move this model up to 6". It cannot end this move within 9" of any enemy models. If both players have models that can do this, the player who is taking the first turn moves their models first.

20th Legion, Alpha Legion

- Advance Deployment: When you set up this model during deployment, it can be set up anywhere on the battlefield that is more than 18" from any enemy models.
- Technical Secrets: When targeting enemy Vehicles, this model may re-roll Wound rolls of 1.
- Combat Stimulants: If this model charged or was charged in the Charge phase, it may re-roll Hit rolls of 1 in the following Fight phase.
- Advance Surveying: This model ignores any negative effects from Battlefield Terrain.
- Martial Hubris: If a Kill Team containing an Alpha Legion has suffered more destroyed models than the enemy team at the end of the game then it gives the opponent +1 VP

Cult Disciplines

Athanea	Athanean Discipline								
D3 Roll F	Power								
1	Mind Control Warp charge 6 If manifested, pick an enemy model within 6" of the psyker and roll 3D6. If the score is less than that model's Leadership nothing happens, but if it is equal to or greater, that model can immediately shoot another enemy model of your choice, or make a single close combat attack against it, as if it were part of your army. Models cannot attack themselves								
2	Horrify Warp charge 6 Choose an enemy model within 9" of the psyker – your opponent must subtract 1 from the Leadership of that model until your next Psychic phase								
3	Mass Hypnosis Warp charge 7 If manifested, select a visible enemy model within 9" of the psyker. Until the start of your next Psychic phase, the target cannot fire Overwatch, fights last in the Fight phase even if it charged, and must subtract 1 from its hit rolls								

Corvid	ae Discipline
D3 Roll	Power
	Prescience
	Warp Charge 7
1	If manifested, select a Thousand Sons model within 9" of the psyker. You can add 1 to all hit rolls made for that model until the
	start of your next Psychic phase.
	Forewarning
2	Warp charge 6
	If manifested, select a Thousand Sons model within 9" of the pskyer. Until the start of your next Psychic phase, you can add 1
	to any invulnerable saves taken for the model. Models that do not have an invulnerable save instead gain a 5+ invulnerable save
	Reveal
	Warp charge 6
3	If manifested, choose an enemy model within 9" of the psyker – this model does not gain any bonus to its saving throws for being
	in cover until your next Psychic phase

Pavoni I	Discipline
D3 Roll I	Power
	Blood Boil
	Warp charge 5
1	If manifested, select a visible enemy model within 9" of the psyker and roll three dice. The target suffers a mortal wound for each
	result that equals or exceeds its Toughness characteristic
	Iron Arm
2	Warp charge 5
	If manifested, select a friendly Thousand Sons model within 9" of the psyker. Until the start of your next Psychic phase, each
	time that model loses a wound, roll a D6; on a 5+, the damage is ignored and the model does not lose that wound
	Renewal
	Warp charge 5
3	If manifested, select a friendly non-Vehicle Thousand Sons model within 9" of the psyker. That model recovers D3 wounds lost
	earlier in the battle

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

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

TEAM LEADERS

within 6" of a this model OPTIONS - Can be upgraded with a bike of skyhunter jetbike (heavy bolten save characteristic is improved to Terminate of the control of the con	ices as well a Dutriders kyhunters (5 Terminators Veteran Tac el equipped v el equipped v e-roll Wound e. If it does, it	cted by Leg l as special: 5 Total per rs acticals with Termind d with Catag nd rolls of 1 it replaces i its legion spes, its Move	nator Armohractii Ar for friendl ts Infantry pace marii character	includes T nour has a s mour has a ly <legion> y keyword ne bike wit istic is incr</legion>	Team Leader) 5+ invulnerable a 4+ invulnerable vunits that are with Biker. th a legion						
EQUIPMENT - Bolt Pistol - Chainsword - Bolter - Frag and Krak Grenades RULES - Inspiring Presence - Depending on the wargear of following models as core chotogened followi	options selectices as well a Dutriders kyhunters (5 Terminators Veteran Tac el equipped vel equipped e-roll Wound e. If it does, it	cted by Leg l as special: 5 Total per rs acticals with Termind d with Catag and rolls of 1 it replaces in its legion spess, its Move	ion Sub-Co Kill Team, nator Arm phractii Ar for friendl ts Infantry pace marii character	enturion, a includes T nour has a mour has a ly <legion> y keyword ne bike wit istic is incr</legion>	ellows the Team Leader) 5+ invulnerable a 4+ invulnerable vunits that are with Biker. th a legion						
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- Depending on the wargear of following models as core in choral control of the state of the sta	ices as well a Dutriders kyhunters (5 Terminators Veteran Tac el equipped v el equipped v e-roll Wound e. If it does, it	s special: 5 Total per rs acticals with Termind with Cataged rolls of 1 it replaces in its legion special its legion special its Move	nator Armohractii Ar for friendl ts Infantry pace marii character	includes T nour has a s mour has a ly <legion> y keyword ne bike wit istic is incr</legion>	Team Leader) 5+ invulnerable a 4+ invulnerable vunits that are with Biker. th a legion						
- A Legion Centurion on Bike of skyhunter jetbike (heavy bolter save characteristic is improver - Can be upgraded to Terminate - A Legion Sub-Centurion in Tom Move characteristic is reducer - A Legion Sub-Centurion in Tom Move characteristic is increased - Can take a jump pack. If it do the Fly and Jump Pack keywore - Can replace its chainsword work - Can replace its bolt pistol wi	can replace it	its legion spes, its Move	oace marii character	ne bike wit istic is incr	th a legion						
 Can replace its combi-bolter list This model can replace its contained This model can take melta be 	 - Tactical Precision: You can re-roll Wound rolls of 1 for friendly < Legion > units that are within 6" of a this model - 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 replace its combi-bolter and/or power weapon with items from the Melee Weapons 										
parent legion KEYWORDS Legiones Astartes, Legion, Traito	osen, may re										

LEGION STRIKE LEADER 25										
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	3	3	9	3+	
EQUIPMENT	- Bolt Pistor - Bolter - Chainsw - Frag and	ord	enades							
RULES	 Inspiring Presence Legion Traits Tactical Precision: You can re-roll Wound rolls of 1 for friendly <legion> units that are within 4" of a this model</legion> 									
OPTIONS	- Can be upgraded to one of the following sub-types 5pts - Assault Leader, gains Jump Pack, 12" M, Fly Keyword 5pts - Breacher Leader, gains Boarding Shield, and may re-roll wounds against weapons that hit automatically 5 pts - Destroyer Leader, gains dual bolt pistols, loses Bolter, and can take up to 3 phosphex bombs - 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 take any item from the Wargear list - Can take Melta Bombs									
- Depending on the Legion chosen, may replace its weapons with weapons specific parent legion								ons specific t	to their	
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	alist, Infar	ntry				

WARDEN CHAPLAIN										(30)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	7"	3+	3+	4	4	3	3	9	3+	
EQUIPMENT	- Crozius Arcanum (Power Maul) - Bolt Pistol - Krak and frag grenades									
RULES	 Inspiring Presence Litanies of Hate: You can re-roll failed hit rolls in the Fight phase for friendly <legion> units within 6" of this model</legion> 									
OPTIONS	OPTIONS - Can replace his bolt pistol with an item from the Ranged or Pistols list - Can take melta bombs									
	- Depending on the Legion chosen, may replace its weapons with weapons specific to their parent legion									
KEYWORDS	YWORDS Legiones Astartes, Legion, Traitor/Loyalist, Infantry									

LEGION VETERAN SERGEANT (20)										
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	3	2	8	3+	
EQUIPMENT	Bolt PistoBolterChainswoFrag and	ord	enades							
RULES	 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. 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	- 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 - Depending on the Legion chosen, may replace its weapons with weapons specific to their parent legion									
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	ilist, Infar	ntry				

LEGION LEXICANIUM										(45)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	3	3	9	3+	
EQUIPMENT	- Force Weapon - Bolt Pistol - Krak and frag grenades									
RULES	 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	- Can replace his boltpistol with an item from the Ranged or Pistols list - Can take melta bombs									
	- Depending on the Legion chosen, may replace its weapons with weapons specific to their parent legion									to their
KEYWORDS	KEYWORDS Legiones Astartes, Legion, Traitor/Loyalist, Infantry, Psyker									

		(May				/IPION s Children				40
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	4	2	9	2+/5++	
EQUIPMENT	- Phoenix	Power Sp	ear							
RULES	subtract 1 - Sudden s activated - Legion E	on: Friend I from Ne Strike: Mo during th lite: This enix Cham	dly Empe rve tests odels kille e followi model ca opion is c	ed by Ov ng Fight n re-roll hosen as	erwatch phase. hit rolls your lea	can attac of 1 durir ader, Pho	ck as nor	mal wher	vith this abiling this model e. e. may be sele	is
OPTIONS	- The Pho	enix Cha	mpion ca	n take a	grenade	harness				
KEYWORDS	Legiones A	Astartes, Le	egion, Tra	itor/Loya	llist, Infan	itry				

		(May				ECTOF				(30)
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	·
Legionnaire	6"	2+	3+	4	4	3	2	9	2+	
EQUIPMENT	- Bolt Pist - Charnab - Frag and	al Sabre	enades							
ABILITIES	single ac further a - Legion E	asters: Eadditional attacks). lite: This	ch hit rol attack wi model ca cor is cho	th the sa in re-roll sen as yo	hit rolls	pon (add of 1 durii	itional at	phase gra ttacks do n ght phase. s may be s	ot generat	te
OPTIONS	- The Pala - The Pala - Can be e	tine Prefe	ector car	take me	elta-bom	bs	·	ma pistol. nd Fly keyv	vords	
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	ılist, Infar	ntry				

		(May		RCHE		FOR s Children	kill team)			25
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	3	2	9	3+	
EQUIPMENT	- The Cacc - Bolt Pist - Chainsw - Krak and	ol ord	nades							
RULES	suffer a -1	ophony: E penalty estrator i	nemy m to hits ro s chosen	olls during	g the Fig	ht phase			I with Cacc	
OPTIONS	- The Orch - The Orch - The Orch	nestrator	can repla	ace his bo	olt pistol			•	power fist	
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infar	ntry				

		(№				//ASTE				35
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Twin Mi - Power F - Combi-E	ist	cher							
RULES	Buildings Omnisco cover aga	r: All attad ope: Enem inst attac nt Siege N	cks by thi ny model ks made Master is	s do not by a Tyr chosen a	receive ant Siege as your le	the benef Master. eader, Ty	fit to the	ir saving t	age against throws for b may be seled	J
OPTIONS	- The Sieg	ge Master	can repl	ace its co	mbi-bol	ter with a	an item f	rom the (Combi-Weap	ons list
KEYWORDS	Legiones A	Astartes, Lo	egion, Tra	itor/Loya	list, Infar	ntry				

		(IV				RGEAN /arriors kill				25
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	2+	4	4	4	2	9	3+/5++	
EQUIPMENT	- Bolt Pist - Heavy Bo - Frag and	olter w Sł		Bolts						
RULES	 Deadly a their savir 	nters: The nim: Mode ng throws n Havoc S	e model a els attacl s because ergeant	ked by the of cove is chosen	ie Havoc r. i as your	in the sh	ooting p	hase do r	targeting Venot get any be	oonus to
OPTIONS	- The Iron power fist - The Iron	t		·		·	r with a	power w	eapon or a	
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infan	ntry				

		(1	May only b		OSMA I in a Night	N Lords kill t	eam)			25
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Terror Marine	6"	3+	3+	4	4	3	2	9	3+	
EQUIPMENT	Bolt PistChainswFrag and	ord	enades							
RULES	3" of one - Conceald anywhere	oners: This or more ed Positice on the b dsman is o	s model of Terror Mons: Whe attlefield chosen as	arines re n you se I that is r s your le	educes its t up this nore tha	Leaders model du n 9" from	hip by 1 Iring dep In the end	fantry. End bloyment, emy deplo e selected	it can be so	et up ie.
OPTIONS	chainglaiv	ve, power dsman ca	fist or lig in replace	ghtning, on the second	claw t pistol w	·		apon, nos		
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	ilist, Infan	try				

					MAST	ER Lords kill te	eam)			25
NAME	M	WS	BS	S	T	W	Α	Ld	Sv	
Legionnaire	12"	3+	3+	4	4	3	2	9	3+	
EQUIPMENT	Bolt PistoChainswFrag andJump Pa	ord or Co Krak Gre		ade						
RULES	InspiringOnslauglIf a Huntfield 5 tot	nt: This m master is	odel get chosen	as your l		-		be selecte	ed as core.	You may
OPTIONS	- The Hur plasma pi - The Hun	stol	·		olt pistol	with a vo	olkite sei	rpenta, ha	nd flamer	or
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	alist, Infar	ntry, Fly				

		(N	T lay only be	HE DE			team)			40
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	4"	2+	4+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Power A	xes (2)							,	·
RULES	this mode required t on worse - Dark Fur - Unstopp	g Madme el is within to take. E than a 3+ y: If this n able Chal	n: This m n 1" of ar nemy mo model is rge: This s chosen	n enemy odels targ equipped model ca as your l	model is geting th d with tw an re-roll eader, R	automat is model o melee failed ch ed Butch	cically par during the weapon narge roll	sses any he Fight p s, it gains ls.	or any reaso Morale tests phase can ne +1 Attack. ay be selecto	it is ver hit
OPTIONS	- The Deve hammer. - The Dev				·		·		chainfist or t	hunder
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	list, Infar	try				

		(N				MPIO Eaters kill				25
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	4+	4	4	3	2	9	3+	
EQUIPMENT	- Bolt Pisto - Chainaxo - Frag and	9	enades							
RULES	model car - Feel No I ignored.	d: Once k n move as Pain: Roll nger Char	ooth side s if it wer a dice fo mpion is o	e their N r each w chosen a	Novemer yound th	nt phase is model	suffers; (on a 6, tha	es their tur It wound is	
OPTIONS	- The Ram - The Ram item from - Can be e	pager Ch the Pow	ampion or er Weap	can repla ons list	ace its ch	ainaxe w	ith a ligh	tning claw	, power fis	st, or an
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	alist, Infar	ntry				

		(1)			MAST in a Death	ΓER Guard kill	team)			40
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	4"	3+	3+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Assault - Power F		Launcher	w/Krak	and Toxi	n Grenad	es			
RULES	the 'charg activation	loud: Infa gers' port n stage alo n-Master	ntry and ion of the ong with is chose	e Fight pl models t n as youi	hase. Ins hat did r leader,	tead they not charg Grave W	/ can be e.	activated	et to strike d I in the alter es may be se	nating
OPTIONS	- The Che Weapons		r can rep	lace its a	assault gi	renade la	uncher v	vith an it	em from the	Combi-
KEYWORDS	Legiones A	Astartes, L	egion, Tra	itor/Loya	ılist, Infar	ntry				

						IAMPI Guard kill				40
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	5"	3+	3+	4	4	4	2	9	2+/5++	
EQUIPMENT	- Hand Fla - Deathsh				ons					
RULES	- Inspiring - If a Deat selected a	thshroud	Champio		•			hroud Te	rminators ma	ay be
OPTIONS	- May tak	e Melta B	ombs			5 pts				
KEYWORDS	Legiones A	Astartes, Le	egion, Tra	itor/Loya	list, Infan	ntry				

		(Ma				PTOR and Sons ki	ill team)			50
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	5"	3+	3+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Force W - Combi-B		-		rd)		,			
RULES	Discipline	t knows t	he Smite otor is ch	osen as	your lead	der, Sekh			evant <cult></cult>	
OPTIONS	- The Sekl Weapons		ptor can	replace	its comb	i-bolter v	vith an it	em from	the Combi-	
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	alist, Infar	ntry, Psyke	er			

						ADEM and Sons ki		R		30
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	2+	3+	4	4	3	2	9	3+	
EQUIPMENT	- Two For - Bolt Pist - Krak and	ol	-							
RULES	Discipline - Mindsor	t knows t ng of Blad emaster i	he Smite es: s chosen	as your					evant <cult< td=""><td></td></cult<>	
OPTIONS	- The Khe	netai Blad	demaster	can tak	e melta b	ombs				
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	list, Infan	itry, Psyke	er			

		(Ma				AL FAT and Sons ki				25
NAME	М	ws	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	2+	4	4	3	2	9	4+	
EQUIPMENT	 Bolt Pisto Sniper Ri Combat Krak and Shroud B 	fle Blade frag grer	nades							
RULES	Intercessorolls made the start of gain the branch anywhere any eneminate with the control of the	t knows t er ,Warp ers model e for shoo of the nex enefits of mour: W on the b y models d: Once b in move as is chosen	he Smite charge 7 within 3 oting atta ct Psychic f being ir hen you attlefield ooth side s if it wer	7, If mania" of the acks until contact to the cover to set up the date their New Header, A	ifested, p psyker. I the star models ta their sa nis mode more tha loyed but	bick a fried that mode to fithe no argeted be aving thrown 19" from the before that phase	el can re ext Psycly this moow. deployment the ene	roll failed hic phase. odel's rang ent, it can emy deplo	ns Ammitar hit and wo Additional ged attacks be set up yment zono es their turn ted as core	ound Ily, until do not e and n, this
OPTIONS	The Ammi	tara Fate	may tak	e melta	bombs					
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	ılist, Infar	ntry, Psyke	er			

		(M			R CHIE		team)			25
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	·
Legionnaire	6"	3+	3+	4	4	3	2	9	3+	
EQUIPMENT	Bolt PistChainswFrag and	ord or Co		de						
RULES	targeted e - Flanking flanks inst the mode battlefield	s Eye: Enceven if the Manoeur tead of place I can join dedge of the Chieft.	emy Char ey are no vres: Dur acing it o the battl your cho ain is cho	t the neing depoin the base of	earest visi loyment, attlefield. t up so th more tha	ble enemyou can s At the enemat all mo at all mo	ny mode set up th nd of an dels in t n enemy	l. his model n y of your N he model a models	12" ,can be noving arou Movement are within 7	und the phases 7" of a
OPTIONS		ver Chieft e a boltgu	tian can t n, volkite	ake a ha charge	and flame r or an ite	er em from t		bi-Weapo		
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loy	alist, Infar	ntry				

o

- Power Weapon												
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	·		
Legionnaire	4"	3+	3+	4	4	4	2	9	2+/4++			
EQUIPMENT												
RULES	- Furious (charged in - Legion E	Charge: To the prediction the prediction that the character of the charact	his mode ceding Ch model ca mpion is	narge pha in re-roll chosen a	ase. hit rolls	of 1 durii	ng the Fi	ght phase		ŕ		
OPTIONS	- Can repl - Can repl - Can repl	ace its co	mbi-bolt	er with a	ın item fı	rom the (Combi-W	/eapons l	ist.			
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	llist, Infar	ntry						

						MAR Bearers kill				(55)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	7"	3+	3+	5	5	4	3	9	3+/5++	
EQUIPMENT	- Bolt Pist - Boltgun - Chainsw - Frag and	ord or Co		nde	•					
RULES	placing it may use a is more th - Legion E	rike: Duri on the ba warp rif nan 9" aw Elite: This Marty is	ng deplot attlefield. It to arrive way from e model ca chosen a	At the e e on the enemy m in re-roll is your le	nd of an battlefie nodels. hit rolls	y of your ld - set it of 1 durir	first Mo up anyw	vement post of the version of the ve	arp instead o bhase this mo the battlefie e ed as core. Y	odel ld that
OPTIONS		k Martyr	can repla	ce its ch	ainsword				elee Weapon ightning claw	
KEYWORDS	Legiones A	Astartes, T	raitor, Inf	antry, Da	emon					

		(M	ay only be		OCLAS	ST Bearers kill	l team)			25
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	11"	3+	3+	4	4	3	2	9	3+5++	
EQUIPMENT	HandflanAxe-rakeJump PacFrag and	ck	enades							
RULES	of placing can assaul away from - Burning I ability, selden - Scorched enemy. Or	ck Assaulthem on the from all any ene Descent: ect 1 mo learth: Rector and a 6 it tall coclast is	t: During the batt bove - se my mod Immedia del withi oll a D6 kes a mo chosen a	lefield. A t them u lels. ately afte in 12". Th for each ortal wou as your le	t the end p anywh er deploy nat model model th und.	d of any o ere on th ing this n el suffers nat finisho	of your N e battlef nodel via 2D6 Stre es a char	Movement field that In the Jump ength 3, Auge move	in the skies i t phases this is more than p Pack Assaul P -1, Damage within 1" of a	model 9" It e 1 hits.
OPTIONS	- The Icono - The Icono - The Icono	oclast cai	n take up	to three	e phosph	•		tol or infe	erno pistol.	
KEYWORDS	Legiones As	startes, Le	egion, Tra	aitor/Loya	alist, Infar	ntry, Fly				

		(M:				PRIME Legion kil				25
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	2+	4	4	3	2	9	3+	
EQUIPMENT	- Bolt Pisto - Bolter wi - Power da - Venomsp - Frag and	ith Banes agger oheres		munitior	1					
RULES	anywhere any enem - Assassins the neares - Marked f models	ed Positio on the bay y models. s Eye: Ene st visible for Death	ns: Whe attlefield. emy Chalenemy nemy nemy modernemy modernemy modernemy modernemy modernemy moderneme is continue in the continue is continue in the continue is continue in the continue in the continue is continue in the continue in the continue in the continue is continue in the continue in the continue in the continue is continue in the continue in the continue in the continue is continue in the co	d that is r racter mo nodel. odel can chosen as	nore tha odels wit re-roll hi	n 9" fron :hin 12" c t and wo	n the end	emy deplorgeted events of 1, again	it can be se yment zone en if they ar nst Charact selected as o	e and re not er
OPTIONS	power fist	dhunter P	rime cai	n replace	its powe	er dagger	·		inferno pist	
KEYWORDS	Legiones A	startes, Le	gion, Tra	itor/Loya	list, Infan	ntry				

		(M	ay only be		ROWE n an Alpha	R Legion kill	team)		(35
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	4"	3+	3+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Volkite (- Power A	•								
RULES	automation - Legion E	n: If you r cally passo lite: This ower is ch	oll a 6 wl ed. model ca nosen as	n re-roll your lead	hit rolls d	of 1 durir	ng the Fig	ght phase	del, the test is e. selected as co	re.
OPTIONS	- The Harr - May rep			•			fist			
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infan	try				



			LEGIO	N TAC	TICAL	MARI	NE			10
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	7	3+	
EQUIPMENT	- Bolt Pist - Boltgun - Frag and		enades							
RULES	- May fire a transpo	_			•			ep strike, c	or disemba	rk from
OPTIONS	- Can repl	ace their	boltguns	with ch	ainsword	S				
KEYWORDS	Legiones A	Astartes, L	egion, Tra	itor/Loya	list, Infan	itry				

			LEGIO	N ASS	AULT	MARI	NE			13
NAME	М	WS	BS	S	Т	w	Α	Ld	Sv	
Legionnaire	12"	3+	3+	4	4	1	1	7	3+	
EQUIPMENT	Bolt PistoChainswoFrag andJump Page	ord Krak Gre	enades							
RULES										
OPTIONS		y five Ass em from	ault Mar	•		-		•	e his chains n a plasma	
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	list, Infan	try, Fly				

		L	EGION	N BRE	ACHEF	MAR	INE			11
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	7	3+/5++	
EQUIPMENT	Bolt PistBolterFrag andBoarding	l Krak Gre	enades							
RULES	- May rer	oll all faile	ed saves	against v	veapons	that auto	maticall	y hit		
OPTIONS	- For ever a volkite o	•		•	-			olace its b	ooltgun with	either
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	ilist, Infar	try				

		LEGIC	N TA	CTICA	L SUPF	PORT	MARII	NE		11
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	7	3+	
EQUIPMENT	- Bolt Pist - Flamer - Frag and		enades							
RULES	- May tak	e one Sup	port Ma	rine for e	every two	Tac, Ass	sault, or	Breacher N	Marines	
OPTIONS	- Can repl or meltag - Can take	un		vith a rot	or canno	n, volkite	charger	, volkite ca	aliver, plas	ma gun
KEYWORDS	Legiones A	Astartes, Le	egion, Tra	itor/Loya	llist, Infan	try				

			LEGIC	ON RE	CON	MARIN	E			(10)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	7	3+	
EQUIPMENT	Bolt PistBoltgunChainswShroud IFrag and	ord Bombs	enades							
RULES	benefits o - Recon A	of cover, i rmour: A ng deploy	nstead o model w ment, it o	f 1. vith recor can be se	n armoui	· changes	it's Save	to 4+. W	n they receiv hen you set i at is more th	up this
OPTIONS	- Can take - Can take - Can repl	recon ar	mour	a sniper	rifle, spa	ce marine	e shotgui	n, or chair	sword	
KEYWORDS	Legiones A	Astartes, L	egion, Tra	itor/Loya	alist, Infar	ntry				



		(1)				ECARY				40
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	2	1	7	3+	
EQUIPMENT	Bolt PistChainswFrag andNarthec	ord I Krak Gre	enades							
RULES	•									
OPTIONS	- Can be ι keyword	e either a upgraded with Biker e a jump p	volkite c to a Legi r oack. If it	harger o on Apotl does, its	r an item necary oi	from the Bike. If	it does, i	Weapons t replaces creased to	its Infantry	
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	ilist, Infar	itry				

		(N				ARINE in your kill				40
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	3	2	7	2+	
EQUIPMENT	- Bolt Pist - Power A - Frag and - Servo Ai	ixe d Krak Gre	enades							
RULES				-				unds to a \ y battlefie	VEHICLE wi	ithin 3"
OPTIONS	- Can take - Can take - Can repl - Can rake - Can take	e rad gren lace its po lace its se e an item	nades. wer axe rvo arm from the	with a lig	ght c-bea	m canno				
KEYWORDS	Legiones A	Astartes, Lo	egion, Tra	itor/Loya	alist, Infar	itry				

		(You m			UTON	/ATA ata in your	kill team)			00
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Automata	6"	4+	4+	4	3	1	1	6	5+	
EQUIPMENT	-									
RULES	•									
OPTIONS	-									
KEYWORDS	Legiones A	Astartes, Le	egion, Tra	itor/Loya	list, Infar	itry				

			LEG	ION T	ERMII	NATOR	₹		(2.	5
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	5"	3+	3+	4	4	2	2	7	2+	
EQUIPMENT	- Combi-B - Power W									
RULES	reduced to OR	o 4" and l	has a 5+- tor can t	+ ake Tarta					characteristic is	
OPTIONS	list. - Can repl claw - Can repl	ace its po ace its po y five Ter	wer wea	apon with apon and s in your	h a powe I combi-k Kill Tean	er fist, cha polter wit n, one Leg	ainfist, th h two lig gion Terr	under har htning cla ninator ca	n replace its	
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	alist, Infa	ntry				

		L	EGIO	N OUT	RIDER	MAR	INE			(25)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	14"	3+	3+	4	5	2	1	7	3+	
EQUIPMENT	Bolt PistoChainswFrag andSpace M	ord Krak Gre		Bolter						
RULES	-									
OPTIONS	twin melt	aguns, or y three O or replace	twin flai utriders his bolt	ners in your K	(ill Team,	one can	replace	his chains	n twin plasn word with a	
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	alist, Infar	itry, Bike				

		LEGIC	N VET	ERAN	I TAC	ΓICAL I	MARII	NE		(17)
NAME	М	WS	BS	S	T	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	2	7	3+	
EQUIPMENT	Bolt PistoBolterChainswoFrag andPower An	ord Krak Gre	nades							
RULES	the benefi	t of that en: Any h by 1 (e.g. This rolls Masters	ability fo nit rolls o an AP-1 v s 3D6 for : This uni	r the dui f a 6+ th veapon a failed t can re-	ration of nat this u become Nerve o roll hit r	the game init makes s AP -2). r Rout Tes olls of 1 d	e. s with ra st and di luring th	inged wea scards the e Fight ph	ase.	
OPTIONS	item from and chains - Can take - Dependi	ace its bo ace its bo y five Vet the Vete sword wi Melta bo ng on the	Itgun wit It pistol v erans in y ran Wea th a pair ombs	h an iter vith a vo your Kill pons list of lightn	m from t olkite ser Team, o Alterna ing claw	he Combi penta. ne Vetera atively, the s	i-Weapo an can re e model	ns list. place its b can replac	ooltgun witl ce both its l ons specific	boltgun
KEYWORDS	parent leg		egion, Tra	itor/Loya	ılist, Infa	ntry				

			LEGIC	ON SE	EKER I	MARIN	IE			13
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	2+	4	4	1	1	7	3+	
EQUIPMENT	Bolt PistoBolterChainswoFrag and	ord	enades							
RULES	• Te Fir	you can ition and aken she mpest sh e D3 orpius sh	choose for the characteristic charac	for it to for it	ire speci iers listed inge to 3 Range to Strength	al ammund. d. 0" and th 18", the to 5, the	nition. If ne AP to Strength AP to -2	you do so -1 n to 3 and and the T	, choose or the Type to ype to Heav	ne kind o Rapid vy 1
OPTIONS	- Can repla - Can take		_	ith items	from the	e Combi-	weapon	List		
KEYWORDS	Legiones As	tartes, Le	egion, Tra	itor/Loya	list, Infar	ntry				

						R MAF				35
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	·
Legionnaire	16"	3+	3+	4	5	2	1	7	2+	
EQUIPMENT	Bolt PistoChainswFrag andJetbike v	ord Krak Gre		er						
RULES	-									
OPTIONS	- For ever one of the - Can take	followin	g: Multi	•		-			avy Bolter	with
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infan	ntry, Bike				

		LE	GION	DEST	ROYE	R MAF	RINE			14
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	8	3+	
EQUIPMENT	- Pair of B - Chainsw - Rad, Fra	ord		de						
RULES	•	Heavy we	eapons. I		•				enalty for return, half	_
OPTIONS	the Fly an - For ever	d Jump Pa y three Da th an item	ack keyw estroyers n from th	ords s in your	Kill Tean	n, one mo	odel can	replace or	12", and it ne of it's bo es) with sus	lt
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	llist, Infar	ntry				

		LEG	ON H	EAVY	SUPPO	ORT M	IARIN	=		(15)
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	1	1	7	3+	
EQUIPMENT	- Bolt Pist - Heavy B - Frag and	olter	enades							
RULES	- May rer	oll all faile	ed saves	against v	veapons	that auto	omaticall	y hit		
OPTIONS	•	issile Laur	ncher, Pla			•	•	lamer, Au a Lascanno	tocannon, I on	Multi-
KEYWORDS	Legiones A	Astartes, L	egion, Tra	itor/Loya	list, Infar	itry				

		(May				NATO s Children				35
NAME	М	WS	BS	S	Т	w	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	4	2	9	2+/5++	
EQUIPMENT	- Phoenix	Power Sp	ear							
RULES	subtract 2	1 when ta Strike: Ma during th	king Ner odels kill e followi	ve tests. ed by Ov ng Fight	erwatch phase.	can atta	ck as nor	mal whei	vith this abili n this model	•
OPTIONS	-									
KEYWORDS	Legiones A	Astartes, L	egion, Tra	itor/Loya	list, Infan	try				

		(May			NE BL		kill team)			25
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	2+	3+	4	4	3	2	9	2+	
EQUIPMENT	Bolt PistCharnabFrag and	al Sabre	nades							
ABILITIES		dditional a attacks).	attack wi	th the sa	ime wear	oon (addi	itional at	tacks do r	ants this mand general	
OPTIONS	-									
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infan	try				

		(May	only be se		IORA Emperor'	s Children	kill team)			20
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	3	2	9	3+	
EQUIPMENT	- The Cac - Bolt Pist - Chainsw - Krak and	ol ord	nades					·		
RULES	- The Cac suffer a -:		•					equipped	l with Cacoph	nony
OPTIONS										
KEYWORDS	Legiones A	Astartes, L	egion, Tra	itor/Loya	ilist, Infan	itry				

					E TERI in a Iron W					35
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	3+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Twin Mis - Power Fi - Combi-B	ist	cher							
RULES	Buildings.	pe: Enen	ny model	s do not	receive t	he benef	·		age against throws for b	eing in
OPTIONS	-									
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infan	try				

		(N	1ay only be		HAVC in a Iron W	OC Varriors kill	team)			20
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	2+	4	4	4	2	9	3+/5++	
EQUIPMENT	- Bolt Pist - Heavy B - Frag and	olter w S	•	solts						
RULES		aim: Mod	els attacl	ked by th	ie Havoc	•	•		targeting Ve not get any b	
OPTIONS	-									
KEYWORDS	Legiones A	Astartes, L	egion, Tra	itor/Loya	list, Infan	itry				

		(1			JTION I in a Night	ER Lords kill t	team)			20
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Terror Marine	6"	3+	3+	4	4	3	2	9	3+	
EQUIPMENT	Bolt PistChainswFrag and	ord	nades							
RULES	3" of one - Conceale	or more ⁻ ed Positio	Terror M ns: Whe	arines re n you se	educes its t up this	Leaders model du	hip by 1. Iring dep	loyment,	emy mode it can be so yment zon	et up
OPTIONS	-									
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	ilist, Infan	try				

					RAPT	OR Lords kill te	eam)			20
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	·
Legionnaire	12"	3+	3+	4	4	3	2	9	3+	
EQUIPMENT	Bolt PisteChainswFrag andJump Pa	ord or Co Krak Gre		ıde						
RULES	- Onslaugl	ht: This m	nodel get	s +D3 At	tacks on	the charg	ge			
OPTIONS	=									
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	list, Infan	ntry, Fly				

						MINAT Eaters kill				35
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	4"	2+	4+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Combi B - Power A									
RULES	this mode required to on worse	el is withir to take. E than a 3+ ry: If this r	n 1" of ar nemy mo ·. model is	n enemy odels tar equippe	model is geting th d with tw	automat is model o melee	ically pa during tl weapon	sses any l he Fight p s, it gains	or any reaso Morale tests shase can ne +1 Attack.	it is
OPTIONS										
KEYWORDS	Legiones A	Astartes, Le	egion, Tra	itor/Loya	list, Infar	try				

		(N	lay only be		IPAGE in a World	R Eaters kill	team)			20
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	4+	4	4	3	2	9	3+	
EQUIPMENT	- Bolt Pist - Chainax - Frag and	2	enades							
RULES	model ca	n move as	if it wer	e their N	1ovemen	t phase	,	,	es their turi t wound is	
OPTIONS	-									
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	list, Infan	itry				

						RMINA Guard kill				35
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	4"	3+	3+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Assault (- Power F		-auncher	w/Krak	and Toxii	n Grenad	es			
RULES		gers' porti	ion of the	e Fight pl	nase. Inst	tead they	can be	_	et to strike du in the altern	_
OPTIONS	-									
KEYWORDS	Legiones A	Astartes, Le	egion, Tra	itor/Loya	list, Infan	try				

						KMINA Guard kill				35
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	5"	3+	3+	4	4	4	2	9	2+/5++	
EQUIPMENT	- Hand Fla - Deathsh				5					·
RULES										
OPTIONS										
KEYWORDS	Legiones A	Astartes, Lo	egion, Tra	itor/Loya	ılist, Infan	itry				

		(Ma				NATO				45
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	5"	3+	3+	4	4	4	2	9	2+/4++	
EQUIPMENT	- Force W - Combi-B		-		⁻ d)					
RULES	- Psyker: I Discipline		he Smite	power	and one p	osychic po	ower fro	m the rel	evant <cult></cult>	
OPTIONS	-									
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infar	itry, Psyke	er			

						T BLAI				25
NAME	M	WS	BS	S	Т	w	Α	Ld	Sv	
Legionnaire	6"	2+	3+	4	4	3	2	9	3+	
EQUIPMENT	- Two For - Bolt Pist - Krak and	ol								
RULES	- Psyker: I Discipline - Mindsor			power a	and one p	osychic po	ower fro	m the rele	evant <cult></cult>	•
OPTIONS	-									
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	list, Infan	try, Psyke	er			

						RCESS(and Sons ki				20
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv	
Legionnaire	6"	3+	2+	4	4	3	2	9	4+	
EQUIPMENT	- Bolt Pist - Sniper R - Combat - Krak and - Shroud	lifle Blade d frag gre	nades							
RULES	Intercesse rolls mad the start of gain the b Recon A anywhere any enem	ller, Warp ors mode e for shoo of the nex penefits o rmour: W e on the b ny models rd: Once b	charge in the ch	7, If man 3" of the acks unti c phase r n cover t set up t d that is a	ifested, p psyker. I I the star models ta o their sa his mode more tha loyed bu	Dick a frie That mod t of the n argeted b aving thro I during o an 9" from t before t	el can re next Psyc y this mo ow. deploym n the end	e-roll failed hic phase. odel's rang ent, it can emy deplo	ns Ammitara I hit and wo Additionall ged attacks be set up yment zone	und y, until do not e and
OPTIONS										
KEYWORDS	Legiones A	Astartes, L	egion, Tra	aitor/Loya	alist, Infar	ntry, Psyke	er			

REAVER (May only be selected in a Sons of Horus kill team)											
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv		
Legionnaire	6"	3+	3+	4	4	3	2	9	3+		
EQUIPMENT	Bolt PistChainswFrag and	ord or Co		de							
RULES	the neare - Flanking flanks inst	st visible Manoeu tead of pl	enemy m vres: Dur acing it o the battl	nodel. ing depl in the ba e - set it	oyment, attlefield. up so th	you can s . At the e at all mo	set up th nd of any dels in th	rgeted eve is model m y of your N ne model a models	noving arou	und the phases	
OPTIONS	-										
KEYWORDS	Legiones A	Astartes, Le	egion, Tra	itor/Loya	alist, Infar	ntry					

	JUSTAERIN TERMINATOR (May only be selected in a Sons of Horus kill team)											
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv			
Legionnaire	4"	3+	3+	4	4	4	2	9	2+/4++			
EQUIPMENT	- Combi-B - Power W											
RULES	- Furious (charged in - Legion E	n the pred	eding Ch	arge ph	ase.				e Fight phase	e if they		
OPTIONS	-											
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infan	try						

GAL VORBAK DARK (May only be selected in a Word Bearers kill team)											
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv		
Legionnaire	7"	3+	3+	5	5	4	3	9	3+/5++		
EQUIPMENT	- Boltgun - Chainsw	 Bolt Pistol Boltgun Chainsword or Combat Blade Frag and Krak Grenades 									
RULES	placing it	on the ba warp rift an 9" aw	attlefield. It to arriver ay from	At the ee on the eenemy n	end of an battlefie nodels.	y of your ld - set it	first Mo up anyw	vement p vhere on	arp instead of ohase this mo the battlefiel	odel	
OPTIONS	·										
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	alist, Infan	try, Daen	non				

INCENDIARY (May only be selected in a Word Bearers kill team)											
NAME	М	WS	BS	S	Т	W	Α	Ld	Sv		
Legionnaire	11"	3+	3+	4	4	3	2	9	3+5++		
EQUIPMENT	HandflanAxe-rakeJump PaFrag and	e ck	nades								
RULES	of placing can assau away fror - Burning ability, se	them on It from ak n any ene Descent: Iect 1 mo d Earth: R	the battle cove - set my mode Immedia del withi oll a D6 f	efield. A them u els. tely afte n 12". Th	t the end p anywho er deployinat mode model th	of any or ere on th ing this m I suffers	of your N e battlet nodel via 2D6 Stre	Movement field that a the Jumpength 3, A	in the skies t phases this is more thar p Pack Assau P -1, Damag within 1" of	s model n 9" ult ge 1 hits.	
OPTIONS	-										
KEYWORDS	Legiones A	startes, Le	egion, Tra	itor/Loya	list, Infan	try, Fly					

HEADHUNTER (May only be selected in an Alpha Legion kill team)													
NAME	М	M WS BS S T W A Ld Sv											
Legionnaire	6"	3+	2+	4	4	3	2	9	3+				
EQUIPMENT	Bolt PistBolter wPower dVenomsFrag and	ith Banes agger pheres		mmode [®]	lion								
RULES	anywhere any enem - Assassin the neare	on the by models s Eye: Enst	attlefield emy Char enemy m	I that is racter model.	more tha	n 9" from thin 12" c	n the end	emy deplo	it can be so yment zon en if they a nst Charac	e and are not			
OPTIONS													
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loy	alist, Infar	ntry							

LERNAEAN TERMINATOR (May only be selected in an Alpha Legion kill team)											
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv		
Legionnaire	4"	3+	3+	4	4	4	2	9	2+/4++		
EQUIPMENT	- Volkite (- Power A	U									
RULES	- Stubbori automation - Legion E	cally passo	ed.								
OPTIONS	·										
KEYWORDS	Legiones A	startes, Le	gion, Tra	itor/Loya	list, Infan	itry					

LEGION RHINO											
NAME	M	WS	BS	S	Т	W	Α	Ld	Sv		
Legionnaire	12"	6+	3+	6	7	5	3	8	3+		
EQUIPMENT	- Combi-B - Searchlig - Smoke L	ght									
RULES	-										
OPTIONS											
KEYWORDS	Legiones A	startes, L	egion, Tra	itor/Loya	list, Vehic	cle					



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

WEAPON	POINTS	RANGE	TYPE	S	AP	D	ABILITIES
Archaeotech	6	12"	Pistol 1	6	-2	2	
Pistol							
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	4	0	1	-
Combi-flamer	11	When at	ttacking with	this we	apon,		se one or both of the profiles below. If you choose both, subtract 1 m all hit rolls for this weapon.
- Boltgun	-	24"	Rapid Fire	4	0	1	-
- Flamer	-	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Combi-grenade launcher	9	When a		this we	apon,		se one or both of the profiles below. If you choose both, subtract 1 m all hit rolls for this weapon.
- Boltgun	-	24"	Rapid Fire	4	0	1	-
- Grenade launcher	-		W	hen att	acking	g 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 at	ttacking with	this we	apon,		se one or both of the profiles below. If you choose both, subtract 1 m 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 a	ttacking with	this we	apon,		se one or both of the profiles below. If you choose both, subtract 1 m all hit rolls for this weapon.
- Boltgun	-	24"	Rapid Fire	4	0	1	-
- Plasma gun	13		W	hen att	acking	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 at	ttacking with	this we	apon,		se one or both of the profiles below. If you choose both, subtract 1 m 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	Of If the target is within half range of this weapon, roll two dice whe			
							inflicting damage with it and discard the lowest result.			
Light c-beam	22	42"	Heavy D3	6	0	1	Attacks from a light c-beam cannon that target enemies at over			
cannon			licary 23			-	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			
Ligitiming claw	0,12	IVICICC	IVICICC	Osci	-	*	armed with two lightning claws, each time it fights it can make 1			
							additional attack with them.			
Liebtuie e eus	12	10"	111	7		1				
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	3	24"	Rapid Fire	4	-1	2	-			
boltgun			1							
Melta bomb	5	4"	Grenade	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a			
			1				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		W	hen att	acking	g 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			
Nau IIII33IIC	20	40	ricavy b5	~	-	*	of any Infantry or Biker units that have suffered any hits from rad			
							grenades or rad missiles until the end of the turn.			
B.O. IA: Janes	15	26"	112			1	grenades of rad missiles dritti 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	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units.			
			D3+1				This weapon can only be used once per battle.			
Phosphex	20	18"	Heavy	5	-3	1	You can re-roll failed wound rolls against Infantry and Biker units.			
discharger			2D3+2				This weapon can only be used once per battle.			
Plasma blaster	17		W	hen att	acking	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			
- Supercharge	_	10	Assault 2	0	-3	-	all this weapon's shots have been resolved.			
Di	12			(1-1		·			
Plasma gun	13			1		1	this weapon, choose one of the profiles below.			
- Standard	-	24"	Rapid Fire	7	-3	1	-			
			1							
- Supercharge	-	24"	Rapid Fire	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots			
			1				have been resolved.			
Plasma pistol	7		W	hen att	acking	g 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			
. 50007 1130	12	. FICICE	WICICE	Λ2			hit roll.			
Power lance	4	Melee	Melee	+2	-1	1				
Power lance Power maul										
POWER MAIII	4	Melee	Melee	+2	-1	1				
	4	Melee	Melee	User	-3	1	-			
Power sword		48"	Heavy 8	7	-4	2	This weapon gets +1 to hit against units with the Fly keyword.			
	30						However it gets -1 to hit all other units.			
Power sword	30					_	nowever it gets -1 to filt all other utilts.			
Power sword	36	36"	Heavy 12	5	-1	1	- However it gets -1 to filt all other units.			
Power sword Quad gun		36"	Heavy 12	5	-1	1	- However it gets -1 to filt all other units.			
Power sword Quad gun Quad heavy		36" 48"	Heavy 12 Heavy 4	5	-1 -3	1 D6	- However it gets -1 to flit all other units.			

0,

- Frag shells	+5	60"	Heavy	5	0	1	This weapon can target units that are not visible to the bearer.
			4D3				and the second s
- 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	0	1	-
Rotor cannon (bio-corrosive rounds)	11	16"	Rapid Fire	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		W	hen att	acking	g 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	-
Volkite culverin	24	45"	Heavy 4	6	-1	2	Each time you make a wound roll of 6+ for this weapon, the target suffers D3 mortal wounds in addition to any other damage
Volkite serpenta	4	10"	Pistol 1	5	0	2	-
		<u> </u>					

Legion Specific Weapons Chart

WEARAN	DOINE	DANIGE	= V25		4.5		ABULTIE
WEAPON	POINTS	RANGE	ТҮРЕ	S	AP	D	ABILITIES
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