



HQ Detachment

Legion Command

Infantry (1)

Detachment Size 1

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Command Squad	5"	4+	+4	2+	1

Weapons

- Legion bolters (standard)
- Volkite chargers (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Legion bolters	8"	1	5+	0	Assault, Light
• Volkite chargers	8"	1	5+	0	Deflagrate, Light

Special Rules

Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician, Medicae



HQ Detachment

Legion Predator Commander

Vehicle (2)

Detachment Size 1

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Predator Commander	9"	3+	+3	2+	1

Weapons

- Predator cannon or lascannon (turret options)
- Heavy bolters or lascannon (sponson-mounted options)
- Pintle-mounted bolter (pintle upgrade)

Weapon	R	Dice	To Hit	AP	Trait
☐ Predator cannon (turret opt. 1)	18"	2	4+	-1	Light AT
☐ Predator lascannon (turr. opt.. 2)	22"	1	4+	-1	Accurate, Anti-tank
☐ Heavy bolters (spon. option 1)	12"	2	5+	0	Arc (front), Light, Point Def.
☐ Lascannon (spon. option 2)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (pintle upgrade)	12"	2	5+	0	Light, Point Defense

Special Rules

Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician



HQ Detachment

Legion Sicaran Commander

Vehicle (2)

Detachment Size 1

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Sicaran Commander	10"	3+	+3	2+	1

Weapons

- Twin-linked accelerator cannon, Punisher cannon, or Omega plasma array (turret options)
- Hull-mounted: heavy bolter (standard)
- Heavy bolters or lascannon (sponson-mounted options)

Weapon	R	Dice	To Hit	AP	Trait
☐ Omega plasma (turret option 1)	12"	1	4+	-2	Accurate
☐ Punisher rotar. cannon (turr.opt. 2)	12"	4	4+	-1	Light AT, Rapid Fire
☐ Twin-link. accelerator (turr. opt. 3)	16"	3	5+	-1	Tracking
• Heavy bolter (hull standard)	12"	2	5+	0	Arc (front), Light, Point Def.
☐ Lascannon (spon. option 1)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (spon. option 2)	12"	2	5+	0	Arc (f) Light, Point Defense
☐ Heavy bolter (pintle upgrade)	12"	2	5+	0	Light, Point Defense

Special Rules

Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician



HQ Detachment

Legion Kratos Commander

Vehicle (2)

Detachment Size 1

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Kratos Commander	8"	2+	+4	2+	2

Weapons

- Battlecannon (turr. option 1)
- Melta blasgun (turr. option 2)
- Co-axial autocannon (std)
- Lascannon (hull option 1)
- Autocannon (hull option 2)
- Heavy bolters (hull opt. 3)
- Heavy bolt. (spons. opt. 1)
- Lascannon (spons. opt. 2)
- Heavy bolter (pintle upgrad)

Weapon	R	Dice	To Hit	AP	Trait
☐ Battlecannon (turr. option 1)	20"	2	4+	-1	--
☐ Melta blasgun (turr. option 2)	8"	1	4+	-4	Anti-tank, Armorbane, Bunker Buster
• Co-axial autocannon (std)	16"	2	5+	-1	Co-axial, Light AT
☐ Lascannon (hull option 1)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Autocannon (hull option 2)	16"	2	5+	-1	Arc (front), Light AT
☐ Heavy bolters (hull opt. 3)	12"	2	5+	0	Arc (front), Light, Point Defense
☐ Heavy bolt. (spons. opt. 1)	12"	2	5+	0	Arc (front), Light, Point Defense
☐ Lascannon (spons. opt. 2)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (pintle upgrad)	12"	2	5+	0	Light, Point Defense

Special Rules

Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician

	Weapon Traits & Special Rules (Predator Commander)
Accurate	This weapon re-rolls failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defence	<i>See cheat sheet</i>
Commander	When deploying this model's Formation, this model must be assigned to a Detachment of the same type within it. - The Commander is part of the Detachment for the rest of the battle. - A Detachment can only have one Commander. - If it can't be assigned, this model acts as it's own Detachment.
Inspire (8") <i>errata 4/25</i>	If this model in not Embarked , Detachments within 8" can use its Morale.
Invul. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.
Master Tact. <i>errata 4/25</i>	When activated, select one other friendly Detachment within 6" that hasn't activated to replace its Order with another eligible Order. - Fall Back Orders cannot be replaced. - Broken Detachments can replace their Advance or Charge Orders.

	Weapon Traits & Special Rules (Command Squad)
Assault	Double the Dice value when at least one target model is in half Range.
Deflagrate	- Each unsaved Wound by this weapon generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. - Wounds caused by these extra Hits do not generate further Hits.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Commander	When deploying this model's Formation, this model must be assigned to a Detachment of the same type within it. - The Commander is part of the Detachment for the rest of the battle. - A Detachment can only have one Commander. - If it can't be assigned, this model acts as it's own Detachment.
Inspire (8") <i>errata 4/25</i>	If this model in not Embarked , Detachments within 8" can use its Morale.
Invul. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.
Master Tact. <i>errata 4/25</i>	When activated, select one other friendly Detachment within 6" that hasn't activated to replace its Order with another eligible Order. - Fall Back Orders cannot be replaced. - Broken Detachments can replace their Advance or Charge Orders.
Medicæ	Friendly models withink 4" gain Feel No Pain.

	Weapon Traits & Special Rules (Kratos Commander)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Armorbane	Re-roll sccessful Save rolls for a Vehicle, Super-heavy, Knight, or Titan.
Bunker Bust.	This weapon doubles its AP against Structures.
Co-axial	It must always fire at the same target as the weapon it is co-axial to.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defence	<i>See cheat sheet</i>
Commander	When deploying this model's Formation, this model must be assigned to a Detachment of the same type within it. - The Commander is part of the Detachment for the rest of the battle. - A Detachment can only have one Commander. - If it can't be assigned, this model acts as it's own Detachment.
Inspire (8") <i>errata 4/25</i>	If this model in not Embarked, Detachments within 8" can use its Morale.
Invul. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.
Master Tact.	<i>See cheat sheet</i>

	Weapon Traits & Special Rules (Sicaran Commander)
Accurate	This weapon re-rolls failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defence	<i>See cheat sheet</i>
Rapid Fire	Re-roll Hit rolls of 1 for this weapon if issued with a First Fire Order.
Tracking	Re-roll failed To Hit rolls against Flyers.
Commander	When deploying this model's Formation, this model must be assigned to a Detachment of the same type within it. - The Commander is part of the Detachment for the rest of the battle. - A Detachment can only have one Commander. - If it can't be assigned, this model acts as it's own Detachment.
Inspire (8")	If this model in not Embarked, Detachments within 8" can use its Morale.
Invul. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.
Master Tact.	<i>See cheat sheet</i>



HQ Detachment

Legion Saturnine Command

Infantry (1)

Detachment Size 1

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Saturnine Command Squad	4"	4+	+4	2+	2

Weapons

- Saturnine power weapons
- Particle shredders

Weapon	R	Dice	To Hit	AP	Trait
• Particle shredder	4"	1	4+	-1	Ignores Cover, Light AT
• Saturnine power weapons	-	-	-	-	Rend

Special Rules

Very Bulky, Armored, Commander, Inspire (8"), Invulnerable Save (5+), Master Tactician, Implacable



Core Detachment

Legion Tactical Detachment

Infantry (1)

Detachment Size 4 - 12

Tactical Strength 5/6*

Name	Move	Sv	CAF	Morale	W	Special Rules
Tactical	5"	5+	+2	3+	1	Medicae (Apothecary upgrade)
Plasma	5"	5+	+2	3+	1 upgrade	-
Missile	5"	5+	+1	3+	1 upgrade	-
Assault	7"	5+	+3	3+	1 upgrade	Independent, Jump Packs
Terminator*	5"	4+	+4	3+	1 upgrade	Armored, Bulky, Deep Strk., Implacable, Invul. (6+), Steadfast*

Weapon	R	Dice	To Hit	AP	Trait
• Bolter (Tactical)	8"	1	5+	0	Assault, Light
☐ Plasma gun (Support)	8"	1	4+	-1	Assault, Light AT
☐ Missile Launch. (Heavy)	20"	2	5+	0	Ignores Cover, Light
	20"	1	4+	-1	Anti-tank
☐ Bolt pistol (Assault)	6"	1	5+	0	Light
☐ Combi-bolter (Terminator)	8"	1	5+	0	Accurate, Assault, Light



Support Detachment

Legion Plasma Gun Support Detachment

Infantry (1)

Detachment Size 4 - 8

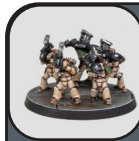
Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Support Legionaries	5"	5+	+2	3+	1

Weapons

- Plasma guns

Weapon	R	Dice	To Hit	AP	Trait
• Plasma guns	8"	1	4+	-1	Assault, Light AT



Support Detachment

Legion Missile Launcher Support Detachment

Infantry (1)

Detachment Size 4 - 8

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Heavy Support Legionaries	5"	5+	+1	3+	1

Weapons

- Missile Launcher

Weapon	R	Dice	To Hit	AP	Trait
• Missile Launcher	20"	2	5+	0	Ignores Cover, Light
	20"	1	4+	-1	Anti-tank

	Weapon Traits & Special Rules (Tactical Detachment)
Accurate	This weapon re-rolls failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Assault	Double the Dice value when at least one target model is in half Range.
Ignores cover	- No penalties to Hit rolls when targeting a Detachment in terrain. - Hits scored bypass Cover Saves.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Bulky	Embark on specific Transports only. Counts as 2 models (<i>See Transports</i>)
Deep Strike	<i>See cheat sheet</i>
Implacable	Don't take a Morale Check. Withdraw as normal or stays Engaged.
Independent	*Gets its own Orders. Must stay within 6" of Detachment. <i>See cheat sheet</i>
Invul. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.
Jump Packs	<i>See cheat sheet</i>
Medicae	Infantry models gain Feel No Pain when within 4" of this model.
Steadfast*	+1 to Terminators' Tactical Strength. (<i>Accounted for on this datasheet</i>).

	Weapon Traits & Special Rules (Saturnine Command)
Ignores cover	- No penalties to Hit rolls when targeting a Detachment in terrain. - Hits scored bypass Cover Saves.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0.
Rend	- In a Fight, roll an additional D6 for each weapon with Rend. - A model cannot roll more than 6D6 when making a Fight roll.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Commander	When deploying this model's Formation, this model must be assigned to a Detachment of the same type within it. - The Commander is part of the Detachment for the rest of the battle. - A Detachment can only have one Commander. - If it can't be assigned, this model acts as it's own Detachment.
Implacable	Don't take a Morale Check. Withdraw as normal or stay Engaged.
Inspire (8")	If this model is not Embarked, Detachments within 8" can use its Morale.
Invul. (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.
Master Tact.	<i>See cheat sheet</i>
Very Bulky	Can only Embark on a Large or Large Assault Transport (X) . Counts as 2 models for transportation.

	Weapon Traits & Special Rules (Missile Support)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Ignores cover	- No penalties to Hit rolls when targeting a Detachment in terrain. - Hits scored bypass Cover Saves.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.

	Weapon Traits & Special Rules (Plasma Support)
Assault	Double the Dice value when at least one target model is in half Range.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields



Support Detachment

Legion Assault Detachment

Infantry (1)

Detachment Size 4 - 8

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Assault Legionaries	7"	5+	+3	3+	1

Weapons

- Bolt pistol

Weapon	R	Dice	To Hit	AP	Trait
• Bolt pistol	6"	1	5+	0	Light

Special Rules

Jump Packs (Bulky)



Support Detachment

Legion Terminator Detachment

Infantry (1)

Detachment Size 4 - 8

Tactical Strength 6*

Name	Move	Save	CAF	Morale	Wounds
Legion Terminators	5"	4+	+4	3+	1

Weapons

- Combi-bolter

Weapon	R	Dice	To Hit	AP	Trait
• Combi-bolter	8"	1	5+	0	Accurate, Assault, Light

Special Rules

Armored, Bulky, Deep Strike, Implacable, Invulnerable (6+), Steadfast*



Support Detachment

Legion Saturnine Terminator Detachment

Infantry (1)

Detachment Size 3 - 9

Tactical Strength 6*

Name	Move	Save	CAF	Morale	Wounds
Saturnine Terminators	4"	4+	+4	3+	2

Weapons

- Plasma bombard & disruption fist or Twin heavy disintegrators & disruption fist (options 1)
- Paired plasma bombards (option 2)
- Paired twin heavy disintegrators (option 3)

Weapon	R	Dice	To Hit	AP	Trait
☐ Disruption fist (option 1)	-	-	-	-	Disruptive
☐ Plasma bombard (option 1a)	12"	2	4+	-1	Barrage, Light AT
☐ Tw. heavy disintegrators (opt.1b)	8"	1	4+	-2	Power Capacitor
☐ Paired Plasma bombards (opt. 2)	12"	2	4+	-1	Accurate, Barrage, Light AT
☐ Pair, twin hvy disintegrators (opt.3)	8"	1	4+	-2	Accurate, Power Capacitor

Special Rules

Very Bulky, Armored, Invulnerable Save (5+), Implacable, Steadfast*



Support Detachment

Legion Rapier Battery

Infantry (1)

Detachment Size 2 - 8

Tactical Strength 5

Name	Move	Save	CAF	Morale	Wounds
Legion Rapier	4"	5+	+1	3+	1

Weapons

- Laser destroyer array or quad launcher (options)

Weapon	R	Dice	To Hit	AP	Trait
☐ Laser destroyer array (option 1)	15"	2	4+	-2	Anit-tank
☐ Quad launcher (option 2)	6-30" 16"	2 1	4+ 4+	-1 -1	Barrage. Light Demolisher, Light AT

Special Rules

Bulky

	Weapon Traits & Special Rules (Legion Terminator)
Accurate	This weapon re-rolls failed To Hit rolls.
Assault	Double the Dice value when at least one target model is in half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Bulky	Can only Embark on specific Transport types that allow it. Counts as two models for determining Transport capacity (<i>exception — Large-type Transports</i>).
Deep Strike	- May start in Reserve and activate in any round but the 1st. - Place 1st model at least 2" from enemy and Scatter D6". - If it Scatters off the table, into impassable terrain or a Structure, the whole Detachment is destroyed. - If it lands within 1" of an enemy, move it a minimum distance away. - Place remaining models within 2"--unplaceable ones are destroyed. - Overwatch taken against the Detachment after it sets up and after Deep strike effects, including Orbital Assault.
Implacable	Don't take a Morale Check. Withdraw as normal or stay Engaged.
Invul. (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP.
Steadfast*	+1 to its Tactical Strength. (<i>Accounted for on this datasheet</i>).

	Weapon Traits & Special Rules ((Assult Legionaries)
Jump Packs	Moves over models and terrain with no penalties.
Restrictions	- Can't end its movement overlapping a model's base. - If it finishes its move overlapping Impassable terrain it is destroyed. - It can't end its move in an enemy's Engagement Zone unless issued a Charge Order.
Structures	Can end movement on top of a Structure if Garrisoning it -- if not, any overlapping models are destroyed.
Charging	When Charging, gets a +1 to the result of Fight rolls against Garrisoned models (in addition to any other modifiers).
Transport	Bulky: Can only Embark on specific Transport types that allow it. - Counts as two models for determining Transport capacity (<i>exception — Large-type Transports</i>).
Leaving Flyers	- Can Disembark from a Flyer Transport that does not Hover. - A Transport with the Hover rule does not need to Hover for the model to Disembark.

	Weapon Traits & Special Rules (Rapier Battery)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Barrage	The weapon may target a Detachment that it doesn't have line of sight to as long as it's in range and meets other targeting requirements.
Demolisher	This weapon can damage Structures.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Bulky	- Can only Embark on specific Transport types that allow it. - Counts as two models for determining Transport capacity (<i>exception — Large and Large Assault Transports, where it only counts as one</i>).

	Weapon Traits & Special Rules (Saturnine Terminators)
Accurate	This weapon re-rolls failed To Hit rolls.
Barrage	The weapon may target a Detachment that it doesn't have line of sight to as long as it's in range and meets other targeting requirements.
Disruptive	If the model wins a Fight and the difference in the results is 4+, the losing model suffers 2 Wounds.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Power Capacitor	When a model issued with a First Fire Order fires this weapon, double its Dice Value.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Implacable	Don't take a Morale Check. Withdraw as normal or stay Engaged.
Invul. (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.
Steadfast	+1 to its Tactical Strength*. (<i>Accounted for on this datasheet</i>).
Very Bulky	Can only Embark on a Large Transport (X) or Large Assault Transport (X). Counts as 2 models for transportation.



Support Detachment

Leviathan Siege Dreadnought Detachment

Walker (1)

Detachment Size 4 - 8

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Leviathan Dreadnought	5"	4+	+5	3+	1

Weapons

- Leviathan storm cannon or cyclonic melta lance (options)
- Twin-linked volkite caliver
- Leviathan siege claw

Weapon	R	Dice	To Hit	AP	Trait
☐ Leviathan storm cannon (option 1)	10"	2	4+	-1	Light AT, Rapid Fire
☐ Cyclonic melta lance (option 2)	6"	1	4+	-3	Anti-tank, Demolisher
• Twin-linked volkite caliver	12"	1	4+	0	Accurate, Deflagrate, Light
• Leviathan siege claw	-	-	-	-4	Rend, Wrecker [2]

Special Rules

Armored, Invulnerable Save (+5)



Support Detachment

Legion Contemptor Dreadnought Talon

Walker (1)

Detachment Size 4 - 10

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Contemptor	5"	4+	+5	3+	1

Weapons

- Kheres assault cannon or twin-linked lascannon (options)
- In-built twin-linked bolter

Weapon	R	Dice	To Hit	AP	Trait
☐ Kheres assault cannon (option 1)	10"	2	5+	-1	Light AT, Rapid Fire
☐ Twin-linked lascannon (option 2)	22"	1	4+	-1	Accurate, Anti-tank
• In-built twin-linked bolter	8"	1	5+	0	Assault, Light, Point Def.

Special Rules

Armored, Invulnerable Save (+5)



Support Detachment

Legion Deathstorm Drop Pod Battery

Vehicle (2)

Detachment Size 2 - 6

Tactical Strength 0*

Name	Move	Save	CAF	Morale	Wounds
Deathstorm Drop Pod	-	4+	-8	-	1

Weapons

- Deathstorm missile launcher

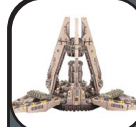
Weapon	R	Dice	To Hit	AP	Trait
• Deathstorm missile launcher	10"	2	5+	-1	Light AT, Limited (1), Saturation Fire

*Note: Always counts as Tactical Strength 0, which cannot be modified.

Ignore it when calculating the Formation's Break Point (though it does count toward breaking when destroyed)*. Automatically destroyed if forced to withdraw. FAQ 04/25

Special Rules

Drop Pod (Deep Strike Round 1+), Orbital Assault



Support Detachment

Legion Palisade Drop Pod

Vehicle (2)

Detachment Size 1

Tactical Strength 0*

Name	Move	Save	CAF	Morale	Wounds
Palisade Drop Pod	-	4+	-8	-	1

Weapons

- None

Weapon	R	Dice	To Hit	AP	Trait
-	-	-	-	-	-

*Note: Always counts as Tactical Strength 0, which cannot be modified.

Ignore it when calculating the Formation's Break Point (though it does count toward breaking when destroyed)*. Automatically destroyed if forced to withdraw. FAQ 04/25

Special Rules

Drop Pod (Deep Strike Round 1+), Shield Generator (5+)

	Weapon Traits & Special Rules (Contemptor Dreadnought)
Accurate	This weapon re-rolls failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Assault	Double the Dice value when at least one target model is in half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defence	<i>See cheat sheet</i>
Rapid Fire	Hit rolls of a natural 6 score 2 hits instead of 1.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Invulnerable Save (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Leviathan Dreadnought)
Accurate	This weapon re-rolls failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Deflagrate	- Each unsaved Wound generates another To Hit roll. - Roll for these additional Hits after removing destroyed models. - Extra Hits applied only to visible, in-range models in target unit. - Wounds caused by these extra Hits do not generate further Hits.
Demolisher	This weapon can damage Structures.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0.
Rapid Fire	Hit rolls of a natural 6 score 2 hits instead of 1.
Rend	- In Fights, roll an additional D6 for each weapon with Rend. - A model cannot roll more than 6D6 when making a Fight roll.
Wrecker (2)	- May attempt to destroy a Structure it is in base contact with in First Fire or Advance Fire. (<i>See cheat sheet for multiple Wrecker weapons</i>). - Make a Save roll applying the weapon's AP. Failure=2 wounds.
Armored	- Weapons with the Light trait count their AP as 0. - Re-roll failed Saves against Hits from Light weapons.
Invul. (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Palisade Drop Pod)
Deep Strike (<i>see cheat sheet for more details</i>)	- Place this model at least 2" from the enemy and Scatter D6". - If it Scatters off table, into impassable terrain, or a Structure, the whole Detachment is destroyed - If it lands within 1" of an enemy, move it a minimum distance to put it more than 1" away - Overwatch is taken against the Detachment after it sets up and after Deep strike effects, including Orbital Assault.
Drop Pod <i>faq 4/25</i>	- It is placed in Reserve and must Deep Strike. - Can Deep Strike Round 1. - Tactical Strength is always 0 and can't be modified. - Destroyed if forced to Withdraw.
Shield Generator (5+)	- Models (friend and foe) within 6" get a 5+ Invulnerable Save (may replace their normal Save and it isn't modified by AP). - The Save can only be rolled if the firing model is more than 6" away from the Shield Generator.

	Weapon Traits & Special Rules (Deathstorm Drop Pod)
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Limited (1)	After firing once, this weapon's ammo is depleted.
Saturation Fire	Every friend and foe in range of the Deathstorm is targeted. Roll To Hit each separately.
Deep Strike (<i>see cheat sheet for more details</i>)	- Place this model at least 2" from the enemy and Scatter D6". - If it Scatters off table, into impassable terrain or onto a Structure, the whole Detachment is destroyed. - If it lands within 1" of an enemy, move it a minimum distance to put it more than 1" away. - Place the Detachment within 2" of the 1st model. Avoid Structures and Impassable terrain. Don't place within 1" of an enemy. - Drop pods that can't be set up are destroyed. - Overwatch is taken against the Detachment after it sets up and after Deep strike effects, including Orbital Assault.
Drop Pod <i>faq 4/25</i>	- It is placed in Reserve and must Deep Strike. - Can Deep Strike Round 1. - Tactical Strength is always 0 and can't be modified. - Ignores Coherency when Detachment drop pods are destroyed.
Orbital Assault	May immediately fire its missile launcher upon Deep Striking.



Transport Detachment

Legion Termite Detachment

Vehicle (2)

Detachment Size Variable

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Termite	5"	4+	+1	3+	1

Weapons

- Twin-linked bolters

Weapon	R	Dice	To Hit	AP	Trait
• Twin-linked bolters	8"	2	5+	0	Arc (front), Assault, Light, Point Defense

Special Rules

Deep Strike, Transport (2)



Transport Detachment

Legion Drop Pod Detachment

Vehicle (2)

Detachment Size Variable

Tactical Strength 0*

Name	Move	Save	CAF	Morale	Wounds
Drop Pod	-	4+	-3	-	1

Weapons

- Twin-linked bolter (turret-mounted)

Weapon	R	Dice	To Hit	AP	Trait
• Twin-linked bolter	8"	1	5+	0	Assault, Light, Point Def.

***Note:** Always counts as Tactical Strength 0, which cannot be modified.

Ignore it when calculating the Formation's Break Point (though it does count toward breaking when destroyed)*. **Automatically destroyed if forced to withdraw.** *FAQ 04/25*

Special Rules

Drop Pod (Deep Strike Round 1+), Transport (2)



Transport Detachment

Dreadnought Drop Pod Detachment

Vehicle (2)

Detachment Size Variable

Tactical Strength 0*

Name	Move	Save	CAF	Morale	Wounds
Dreadnought Drop Pod	-	4+	-8	-	1

Weapons

- None

Weapon	R	Dice	To Hit	AP	Trait
-	-	-	-	-	-

***Note:** Always counts as Tactical Strength 0, which cannot be modified.

Ignore it when calculating the Formation's Break Point (though it does count toward breaking when destroyed)*. **Automatically destroyed if forced to withdraw.** *FAQ 04/25*

Special Rules

Drop Pod (Deep Strike Round 1+), Large Transport (2)

Transport Detachment

Name	Move	Save	CAF	Morale	Wounds
		4	-8	-	1

Weapons

-

Weapon	R	Dice	To Hit	AP	Trait
-	-	-	-	-	-

***Note:** Always counts as Tactical Strength 0, which cannot be modified.

Ignore it when calculating the Formation's Break Point (though it does count toward breaking when destroyed)*. **Automatically destroyed if forced to withdraw.** *FAQ 04/25*

Special Rules

	Weapon Traits & Special Rules (Drop Pod)
Assault	Double the Dice value when at least one target model is in half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defence	<i>See cheat sheet</i>
Deep Strike	- Place the first model at least 2" from the enemy and Scatter D6". - If it Scatters off table, into impassable terrain or onto a Structure, the whole Detachment is destroyed. - If it lands within 1" of an enemy, move it a minimum distance to put it more than 1" away.
Place Detachment	- Place the Detachment within 2" of the 1st model. Avoid Structures and Impassable terrain. Don't place within 1" of an enemy. - Drop Pods that can't be set up are destroyed. - Disembark passengers within 1" of it. (<i>See cheat sheet, Transport</i>) - Complete activation.
Overwatch against	Overwatch is taken against the Detachment and its passengers after it sets up and after Deep strike effects.
Drop Pod faq 4/25	- It is placed in Reserve and must Deep Strike. - Can Deep Strike Round 1. - Tactical Strength is always 0 and can't be modified. - Ignores Coherency when Detachment drop pods are destroyed.
Transport (2)	A Drop Pod can hold 2 Infantry models (no Bulky or Very-Bulky models).

	Weapon Traits & Special Rules (Termite)
Assault	Double the Dice value when at least one target model is in half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defence	<i>See cheat sheet</i>
Deep Strike	- Place the first model at least 2" from the enemy and Scatter D6". - If it Scatters off table, into impassable terrain or on a Structure the whole Detachment is destroyed. - If it lands within 1" of an enemy, move it a minimum distance to put it more than 1" away.
	- Place the Detachment within 2" of the 1st model. Avoid Structures and Impassable terrain. Don't place within 1" of an enemy. - Termites that can't be set up are destroyed. - Disembark passengers within 1" of the Termite. (<i>See cheat sheet, Transport</i>) - Complete activation.
	Overwatch is taken against the Detachment and its passengers after they Disembark and after Deep strike effects.
Transport (2)	A Termite can hold 2 Infantry models (no Bulky or Very-Bulky models).

	Weapon Traits & Special Rules

	Weapon Traits & Special Rules (Dreadnought Drop Pod)
Deep Strike <i>(see cheat sheet for more details)</i>	- Place the first model at least 2" from the enemy and Scatter D6". - If it Scatters off table, into impassable terrain or on a Structure the whole Detachment is destroyed. - If it lands within 1" of an enemy, move it a minimum distance to put it more than 1" away.
Place Detachment	- Place the Detachment within 2" of the 1st model. Avoid Structures and Impassable terrain. Don't place within 1" of an enemy. - Drop Pods that can't be set up are destroyed. - Complete activation.
Overwatch against	Overwatch is taken against the Detachment and its passengers after they Disembark and after Deep strike effects.
Drop Pod faq 4/25	- It is placed in Reserve and must Deep Strike. - Can Deep Strike Round 1. - Tactical Strength is always 0 and can't be modified. - Ignores Coherency when Detachment drop pods are destroyed.



Vanguard Detachment Legion Outrider Squadron

Cavalry (1) Detachment Size 2 - 6 Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Outrider	10"	5+	+2	3+	1

Weapons

- Twin-linked bolters
- Twin-plasma guns

Weapon	R	Dice	To Hit	AP	Trait
• Twin-linked bolters	8"	1	5+	0	Assault, Light, Point Defense
• Twin plasma guns	8"	1	4"	-1	Assault, Light AT

Special Rules

Jink (6+)



Vanguard Detachment Legion Scimitar Jetbike Squadron

Cavalry (1) Detachment Size 3 - 9 Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Scimitar Jetbike	12"	5+	+2	3+	1

Weapons

- Scimitar heavy bolter

Weapon	R	Dice	To Hit	AP	Trait
• Scimitar heavy bolter	12"	2	5+	0	Light, Point Defence

Special Rules

Jink (6+), Skimmer



Vanguard Detachment Legion Land Speeder Squadron

Cavalry (1) Detachment Size 2 - 6 Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Land Speeder	11"	4+	+1	3+	1

Weapons

- Plasma cannon and heavy bolter (option 1)
- or
- Nose-mounted heavy flamer and multi-melta (option 2)

Weapon	R	Dice	To Hit	AP	Trait
☐ Plasma cannon (opt. 1)	12"	1	4+	-1	Light AT
– Heavy bolter (opt. 1)	12"	2	5+	0	Light, Point Defence
☐ Multi-melta (opt. 2)	6"	1	4+	-3	Anti-tank
– Heavy flamer (opt. 2)	6"	1	4+	0	Arc (front), Light, Ignores Cover

Special Rules

Jink (6+), Skimmer



Vanguard Detachment Legion Javelin Squadron

Cavalry (1) Detachment Size 2 - 6 Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Javelin	11"	4+	+1	3+	1

Weapons

- Nose-mounted heavy flamer (standard)
- Lascannon or cyclone missile launcher (sponson-mounted options)

Weapon	R	Dice	To Hit	AP	Trait
• Heavy flamer	6"	1	4+	0	Arc (front), Light, Ignores Cover
☐ Lascannon (spon. option 1)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Cyclone launcher (spon. opt. 2)	20"	2	4+	0	Arc (front), Light, Ignores Cover

Special Rules

Jink (6+), Skimmer

	Weapon Traits & Special Rules (Scimitar Jetbike)
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defense	<i>See cheat sheet</i>
Jink (6+)	- May use a 6+ Save instead of its normal Save. It is not modified by AP. - Cannot be taken if this model is given a First Fire Order.
Skimmer	- Can move over all terrain and models with no penalties. - Cannot end its move overlapping a model or in its Engagement Zone unless it is Engaging it.
Impassable	If it ends its move overlapping Impassable terrain, the model is destroyed.
Pop-up attack	- If issued a First Fire Order, it may do a "pop-up" attack. - It fires as normal, but for line of sight, it is considered to be 10" above the battlefield. - For enemy targeting purposes, the model remains 10" above the ground until the end of the First Fire stage, when it descends.

	Weapon Traits & Special Rules (Outrider)
Assault	2x Dice value when at least one target model is within half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defense	A Detachment can use its PD weapons to target a Secondary Target; they must all fire at the same target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the detachment completes it's activation as normal.
Once per round	A detachment can only fire its Point Defence weapons once per round.
Jink (6+)	- May use a 6+ Save instead of its normal Save. It is not modified by AP. - Cannot be taken if this model is given a First Fire Order.

	Weapon Traits & Special Rules (Javelin)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Ignores Cover	- A model suffers no penalties to its Hit rolls when targeting a Detachment in an area of terrain. - Hits scored bypass Cover Saves.
Jink (6+)	- May use a 6+ Save instead of its normal Save. It is not modified by AP. - Cannot be taken if this model is given a First Fire Order.
Skimmer	- Can move over all terrain and models with no penalties. - Cannot end its move overlapping a model or in its Engagement Zone unless it is Engaging it.
Impassable	If it ends its move overlapping Impassable terrain, the model is destroyed.
Pop-up attack	- If issued a First Fire Order, it may do a "pop-up" attack. - It fires as normal, but for line of sight, it is considered to be 10" above the battlefield. - For enemy targeting purposes, the model remains 10" above the ground until the end of the First Fire stage, when it descends.

	Weapon Traits & Special Rules (Land Speeder)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Ignores Cover	- No Hit roll penalties targeting a Detachment in an area of terrain. - Hits scored bypass Cover Saves.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defense	<i>See cheat sheet</i>
Jink (6+)	May use a 6+ Save instead of its normal Save. It is not modified by AP. Cannot be taken if this model is given a First Fire Order.
Skimmer	- Can move over all terrain and models with no penalties. - Cannot end its move overlapping a model or in its Engagement Zone unless it is Engaging it.
Impassable	Model is destroyed it ends its move overlapping Impassable terrain.
Pop-up attack	- If issued a First Fire Order, it may do a "pop-up" attack. - It fires as normal, but for line of sight, it is considered to be 10" above the battlefield. - For enemy targeting purposes, the model remains 10" above the ground until the end of the First Fire stage, when it descends.



Bastion Detachment

Legion Tarantula Battery

Infantry (1)

Detachment Size 4 - 8

Tactical Strength 0*

Name	Move	Save	CAF	Morale	Wounds
Legion Tarantula	-	5+	-3	-	1

Weapons

- Tarantula lascannon battery or Hyperios air-defence missile launcher (options)

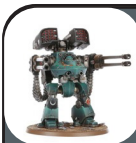
Weapon	R	Dice	To Hit	AP	Trait
☐ Tarantula lascannon battery (option 1)	22"	1	5+	-1	Accurate, Anti-tank
☐ Hyperios air-defense launcher (option 2)	25"	1	4+	-1	Skyfire, Tracking

***Note:** Always counts as Tactical Strength 0, which cannot be modified.

Ignore it when calculating the Formation's Break Point (though it does count toward breaking when destroyed).

Special Rules

Automated Sentry



Bastion Detachment

Legion Deredeo Dreadnought Detachment

Walker (1)

Detachment Size 4 - 8

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Deredeo Dreadnought	5"	4+	+2	3+	1

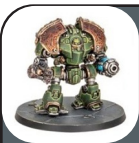
Weapons

- Hellfire plasma cannonade or Anvilus autocannon (battery options)
- Aiolos missile launcher (standard)
- Sarcophagus-mounted weapons (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Sarcophagus-mounted weapons	8"	1	6+	0	Light, Point Def.
• Aiolos missile launcher	25"	1	4+	-2	Anti-tank, Skyfire
☐ Hellfire plasma cannonade (battery opt. 1)	14"	2	4+	-2	Light AT
☐ Anvilus autocannon battery (battery opt. 2)	16"	2	5+	-1	Accurate, Lt. AT

Special Rules

Armored, Invulnerable Save (5+), Tracking Array



Bastion Detachment

Legion Saturnine Dreadnought

Walker (1)

Detachment Size 2 - 6

Tactical Strength 3

Name	Move	Save	CAF	Morale	Wounds
Saturnine Dreadnought	5"	4+	+2	3+	2

Weapons

- Heavy Plasma bombard and disintegrator cannon, (option 1) or
- Graviton pulveriser and inversion beamer (option 2)

Weapon	R	Dice	To Hit	AP	Trait
☐ Heavy Plasma bombard (opt. 1)	16"	2	4+	-1	Barrage, Light AT
– Disintegrator cannon (opt. 1)	10"	1	4+	-3	Power Capacitor
☐ Graviton pulveriser (option 2)	8"	1	-	-2	Gravitron Pulse
– Inversion beamer (option 2)	8"	1	3+	-2	
	16"	1	4+	-1	

Special Rules

Armored, Invulnerable Save (5+)



Bastion Detachment

Araknae Weapons Platform Battery

Vehicle (2)

Detachment Size 1 - 4

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Araknae Weapons Platform	- *	4+	-2	-	1

Weapons

- Every model in Detachment must be armed the same
- Quad accelerator cannon or twin punisher cannon or Orias heavy frag missiles (options)

Weapon	R	Dice	To Hit	AP	Trait
☐ Quad accelerator (option 1)	18"	5	5+	-1	Tracking
☐ Twin punisher (option 2)	12"	4	4+	-1	Accurate, Light AT, Rapid Fire, Skyfire
☐ Orias heavy frag (option 3)	24"	2	4+	0	Barrage, Blast (3"), Light, Limited(2)

***Note:** Automatically destroyed if forced to Withdraw in combat.

Special Rules

Invulnerable Save (5+)

	Weapon Traits & Special Rules (Deredeo)
Accurate	Re-roll failed To Hit rolls with this weapon.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defense	<i>See cheat sheet</i>
Skyfire errata 4/25	- Can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Armored	- Weapons with the Light trait count their AP as 0. - Armored models can re-roll failed Saves against Hits from Light weapons.
Invulnerable Save (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.
Tracking Array	When the model is issued a First Fire Order, ALL its weapons gain the Skyfire special rule.

	Weapon Traits & Special Rules (Tarantula Battery)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Skyfire errata 4/25	- Can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Tracking	This weapon can re-roll failed To Hit rolls against Flyers.
Automated Sentry	- It is NOT issued Orders. It activates and fires during the Movement phase. - If no target in Movement, activate and fire in Advancing Fire phase.
-Anti-armor -Light weapon -Skyfire weapon -Other weapons	Chooses targets based on weapon type: - Fire at closest Walkers, Vehicles, Super-heavies, Knights or Titans. - Fire at nearest eligible Infantry or Cavalry Detachment - May choose to fire at nearest Flyer Detachment instead. - Fires any other weapons at the closest eligible Detachment.
Engaged	Can fire while Engaged & Pinned. Ignores all Engaged & Pinned units when selecting targets (even the one engaging it).

	Weapon Traits & Special Rules (Araknae)
Accurate	Re-roll failed To Hit rolls with this weapon.
Barrage	The weapon may target a Detachment that it doesn't have line of sight to as long as it's in range and meets other targeting requirements.
Blast (3")	Use the 3" template. <i>See cheatsheet for detailed notes.</i>
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Limited (2)	After its 2nd time firing, this weapon's ammo is depleted.
Rapid Fire	Hit rolls of a natural 6 score 2 hits instead of 1.
Skyfire	- A Skyfire weapon can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - If the Detachment fires its Skyfire weapons against a Secondary target, they all fire at the same target unless a rule overrides this.
Tracking	This weapon can re-roll failed To Hit rolls against Flyers.
Invulnerable Save (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Saturnine Dreadnought)
Barrage	The weapon may target a Detachment that it doesn't have line of sight to as long as it's in range and meets other targeting requirements.
Gravitron Pulse	- The To Hit value is equal to the Armor Save of the target. - If different Armor Saves, use the majority's (if tied use the worst). - A model with an AS of " - " can only be Hit on a natural roll of a 6. - The weapon's AP is applied when hits are scored.
Attacking Structures	- If the weapon can damage Structures, it hits on a 3+, regardless of the Structure's Save characteristic, ignoring hit modifiers. - Make a Save roll for each Hit -- IF PASSED, the Structure suffers D3+1 Wounds. If the Save is FAILED, it suffers no Wounds.
Overwatch Flyers	- A Gravitron Pulse weapon cannot be fired as part of Overwatch. - Flyers are only hit on a natural 6 unless the weapon has Skyfire.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Power Cap.	A First Fire Order double's this weapon's Dice Value when it fires.
Invul. (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.



Light Armor Detachment Legion Sabre Squadron

Vehicle (2) Detachment Size 4 - 8 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Sabre	11"	4+	+2	3+	1
Weapons - Neutron blaster or Anvilus autocannon (main hull-mounted options) - Heavy bolter or multi-melta (secondary hull-mounted options) - Sabre missiles (standard)					
Weapon	R	Dice	To Hit	AP	Trait
• Sabre missiles	12"	1	5"	-1	Arc (front), Light AT
☐ Anvilus (main hull option 1)	16"	3	5+	-1	Arc (front), Light AT
☐ Neutron blast. (main hull opt. 2)	12"	1	4+	-3	Arc (frt), Anti-tank, Shock Pulse
☐ Heavy bolter (2nd hull opt.1)	12"	2	5+	0	Arc (front), Light, Point Defence
☐ Multi-melta (2nd hull option 2)	6"	1	5"	-3	Arc (front), Anti-tank
Special Rules Nimble					



Battle Tank Detachment Legion Sicaran Squadron

Vehicle (2) Detachment Size 2 - 6 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Legion Sicaran	10"	3+	+2	3+	1
Weapons - Heavy bolters (hull, standard) - Twin-mounted accelerator autocannon (turret, standard) - Heavy bolters or lascannon (sponson-mounted options) - Heavy bolter (pintle-mounted upgrade)					
Weapon	R	Dice	To Hit	AP	Trait
• Heavy bolter (hull)	12"	2	5+	0	Arc (front), Light, Point Defence
• Twin-linked accelerator autocannon	16"	3	5+	-1	Tracking
☐ Heavy bolters (spon. option 1)	12"	2	5+	0	Arc (front), Light, Point Defence
☐ Lascannon (spon. option 2)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (pintle upgrade)	12"	2	5+	0	Light, Point Defence



Battle Tank Detachment Legion Sicaran Omega Squadron

Vehicle (2) Detachment Size 2 - 6 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Sicaran Omega	10"	3+	+2	3+	1
Weapons - Heavy bolter (hull, standard) - Omega Plasma array (turret, standard) - Heavy bolters or lascannon (sponson-mounted options) - Heavy bolter (pintle-mounted upgrade)					
Weapon	R	Dice	To Hit	AP	Trait
• Heavy bolter (hull)	12"	2	5+	0	Arc (front), Light, Point Defence
• Omega plasma array	12"	1	4+	-2	Accurate
☐ Heavy bolters (spon. option 1)	12"	2	5+	0	Arc (front), Light, Point Defence
☐ Lascannon (sponson option 2)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (pintle upgrade)	12"	2	5+	0	Light, Point Defence



Battle Tank Detachment Legion Sicaran Punisher Squadron

Vehicle (2) Detachment Size 2 - 6 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Sicaran Punisher	10"	3+	+2	3+	1
Weapons - Heavy bolter (hull, standard) - Punisher rotary cannon (turret, standard) - Heavy bolters or lascannon (sponson-mounted options)					
Weapon	R	Dice	To Hit	AP	Trait
• Heavy bolter (hull)	12"	2	5+	0	Arc (front), Light, Point Defence
• Punisher rotary cannon	12"	4	4+	-1	Light AT, Rapid Fire
☐ Heavy bolters (spons. option 1)	12"	2	5+	0	Arc (front), Light, Point Defence
☐ Lascannon (spons. option 2)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (pintle upgrade)	12"	2	5+	0	Light, Point Defence

	Weapon Traits & Special Rules (Sicaran)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavy, Knights, Titans, or Void Shields.
Point Defense	The Detachment's PD weapons may shoot a Secondary Target (all must fire at the same target).
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- May fire when activated in Movement or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes its activation as normal.
Once per round	A Detachment can only fire its PD weapons once per round.
Tracking	This weapon can re-roll failed To Hit rolls against Flyers.

	Weapon Traits & Special Rules (Sabre)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light AT	Hits against Vehicles, Super-heavy, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defense	All a Detachment's PD weapons can target the same Secondary Target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- May fire when activated in Movement or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes its activation as normal.
Once per round	A Detachment can only fire its PD weapons once per round.
Shock Pulse <i>errat 4/25</i>	When a Vehicle, Super-heavy, Knight, or Titan Detachment is Hit: - Next time it moves, it halves its movement characteristic - The next time the Detachment fires, it fires a max of one weapon for the whole Detachment. - A Shock Pulse decreases a Void Shield by 2 instead of 1.
Nimble	No penalties when moving through Difficult Terrain.

	Weapon Traits & Special Rules (Sicaran Punisher)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavy, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavy, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defense	The Detachment's PD weapons may shoot a Secondary Target (all must fire at the same target).
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- May fire when activated in Movement or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes its activation as normal.
Once per round	A Detachment can only fire its Point Defense weapons once per round.
Rapid Fire	Hit rolls of a natural 6 score 2 hits instead of 1.

	Weapon Traits & Special Rules (Sicaran Omega)
Accurate	Re-roll failed To Hit rolls with this weapon.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavy, Knights, Titans, or Void Shields.
Point Defense	The Detachment's PD weapons may shoot a Secondary Target (all must fire at the same target).
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- May fire when activated in Movement or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes its activation as normal.
Once per round	A Detachment can only fire its Point Defense weapons once per round.



Battle Tank Detachment

Legion Sicaran Arcus Squadron

Vehicle (2)

Detachment Size 2 - 6

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Sicar Arcus	10"	3+	+2	3+	1

Weapons

- Heavy bolter (standard)
- Arcus missile launcher (standard)
- Heavy bolters or lascannon (sponson-mounted options)

Weapon	R	Dice	To Hit	AP	Trait
• Heavy bolter (hull)	12"	2	5+	0	Arc (front), Light, Point Defence
• Arcus missile launcher	16"	2	4+	-2	Anti-tank, Ripple Fire
	20"	2	5+	-2	Anti-tank, Skyfire, Tracking
☐ Heavy bolters (spon. opt. 1)	12"	2	5+	0	Arc (front), Light, Point Defence
☐ Lascannon (spons. opt 2)	22"	1	4+	-1	Arc (front), Anti-tank



Battle Tank Detachment

Legion Predator Squadron

Vehicle (2)

Detachment Size 3 - 9

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Predator	9"	3+	+2	3+	1

Weapons

- Predator Cannon or Predator lascannon (turrent options)
- Heavy bolters or lascannon (sponson-mounted options)
- Heavy bolter (pintle-mounted upgrade)

Weapon	R	Dice	To Hit	AP	Trait
☐ Predator cannon (turr. opt. 1)	18"	2	4+	-1	Light AT
☐ Predator lascannon (turr. opt. 2)	22"	1	4+	-1	Accurate, Anti-tank
☐ Heavy bolters (spons. option 1)	12"	2	5+	0	Arc (front), Light, Point Def.
☐ Lascannon (spons. option 2)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (pintle upgrade)	12"	2	5+	0	Light, Point Defense



Battle Tank Detachment

Legion Vindicator Detachment

Vehicle (2)

Detachment Size 4 - 10

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Vindicator	8"	3+	+0	3+	1

Weapons

- Demolisher cannon (standard)
- Pintle-mounted twin-linked bolter (standard)

Weapon	R	Dice	To Hit	AP	Trait
• Demolisher cannon	12"	1	4+	-3	Arc (front), Demolisher, Ignores Cover
• Twin-linked bolter	8"	1	5+	0	Arc (front), Assault, Light, Point Defence



Heavy Armor Detachment

Legion Kratos Squadron

Vehicle (2)

Detachment Size 2 - 6

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Kratos	8"	2+	+3	3+	2

Weapons

- Kratos battlecannon or melta blastgun (turrent options)
- Co-axial autocannon (**standard**) *Must fire at what the battlecannon or melta blastgun targets**
- Heavy bolter or Kratos lascannon or Kratos autocannon (**hull-mounted options**)
- Heavy bolters or lascannons (sponson-mounted options)
- Heavy bolter (pintle-mounted upgrade)

Weapon	R	Dice	To Hit	AP	Trait
☐ Battlecannon (tur opt. 1)*	20"	2	4+	-1	--
	10"	1	4+	-2	Anti-tank, Armorbane
☐ Melta blast. (tur opt. 2)*	8"	1	4+	-4	Anti-tank, Armorbane, Bunker buster
• Co-axial autocannon*	16"	2	5+	-1	Co-axial, Light AT
☐ Lascannon (hull opt. 1)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Autocannon (hull opt. 2)	16"	2	5+	-1	Arc (front), Light AT
☐ Heavy bolt. (hull opt. 3)	12"	2	5+	0	Arc (front), Light, Point Defense
☐ Heavy bolt. (spon. opt 1)	12"	2	5+	0	Arc (front), Light, Point Defense
☐ Lascannon (spon. opt. 2)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolter (pintle upgd)	12"	2	5+	0	Light, Point Defense

	Weapon Traits & Special Rules (Predator)
Accurate	Re-roll failed To Hit rolls with this weapon.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defense	The Detachment's Point Defense weapons may shoot a Secondary Target (all must fire at the same target).
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- May fire when activated in Movement or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes it's activation as normal.
Once per round	A Detachment can only fire its Point Defense weapons once per round.

	Weapon Traits & Special Rules (Sicaran Arcus)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defense	See <i>cheatsheet</i> .
Ripple Fire	If given a First Fire Order, the weapon can re-roll Hits of a 1.
Skyfire	- Can fire against its Detachment's target or a Secondary Target that must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Tracking	This weapon can re-roll failed To Hit rolls against Flyers.

	Weapon Traits & Special Rules (Kratos)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Armorbane	Re-roll successful Save rolls for a Vehicle, Super-heavy, Knight, or Titan.
Bunker Bust.	This weapon doubles its AP against Structures.
Co-axial	It must always fire at the same target as the weapon it is co-axial to.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defense	The Detachment's Point Defense weapons may shoot a Secondary Target (all must fire at the same target).
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- May fire when activated in Movement or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes it's activation as normal.
Once per round	A Detachment can only fire its PD weapons once per round.

	Weapon Traits & Special Rules (Vindicator)
Assault	2x Dice value when at least one target model is within half Range.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Demolisher	This weapon can damage Structures.
Ignores cover	- No penalties to Hit rolls when targeting a Detachment in terrain. - Hits scored bypass Cover Saves.
Point Defense	The Detachment's Point Defense weapons may shoot a Secondary Target (all must fire at the same target).
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- May fire when activated in Movement or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes it's activation as normal.
Once per round	A Detachment can only fire its Point Defense weapons once per round.



Transport Detachment

Legion Land Raider Detachment

Vehicle (2)

Detachment Size Variable

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Land Raider	9"	2+	+2	3+	1

Weapons

- Twin-linked lascannon (sponson standard)
- Multi-melta or heavy bolter (pintle upgrade options)

Weapon	R	Dice	To Hit	AP	Trait
• Twin-linked lascannon	22"	1	4+	-1	Arc (front), Accurate, Anti-tank
☐ Multi-melta (pintle upgrade 1)	6"	1	5+	-3	Anti-tank
☐ Heavy bolter (pintle upgrade 2)	12"	2	5+	0	Light, Point Defense

Special Rules

Forward Deployment, Assault Transport (2)



Heavy Armor Detachment

Legion Cerberus Squadron

Super-Heavy Vehicle (3)

Detachment Size 1 - 4

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Cerberus	8"	2+	+3	3+	2

Weapons

- Neutron laser battery (hull, standard)
- Heavy bolters or lascannons (sponson options)
- Multi-melta or heavy bolter (pintle upgrade)

Weapon	R	Dice	To Hit	AP	Trait
• Neutron laser battery	24"	3	4+	-3	Arc (front), Shock Pulse
☐ Lascannons (spon. option 1)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolters (spon. option 2)	12"	2	5+	0	Arc (front), Light, Point Defense
☐ Multi-melta (pintle upgrade 1)	6"	1	5+	-3	Anti-tank
☐ Heavy bolter (pintle upgrade 2)	12"	2	5+	0	Light, Point Defense



Heavy Armor Detachment

Legion Typhon Squadron

Super-Heavy Vehicle (3)

Detachment Size 1 - 4

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Typhon	8"	2+	+3	2+	2

Weapons

- Dreadhammer siege cannon (hull, standard)
- Heavy bolters or lascannon (sponson options)
- Multi-melta or heavy bolter (pintle upgrade)

Weapon	R	Dice	To Hit	AP	Trait
• Dreadhammer siege cannon	16"	2	3+	-4	Arc (front), Demolisher, Ignores Cover
☐ Lascannon (spon. option 1)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolters (spon. opt. 2)	12"	2	5+	0	Arc (front), Light, Point Defense
☐ Multi-melta (pintle upgrade 1)	6"	1	5+	-3	Anti-tank
☐ Heavy bolter (pintle upgrade 2)	12"	2	5+	0	Light, Point Defense



Heavy Armor Detachment

Legion Mastodon Squadron

Super-Heavy Vehicle (3)

Detachment Size 1 - 4

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Mastodon	8"	2+	+4	3+	3

Weapons

- Siege melta array and Skyreaper battery (standard)
- Heavy flamers (sponson, standard)
- Heavy bolters or lascannon (sponson options)

Weapon	R	Dice	To Hit	AP	Trait
• Siege melta array	6"	1	3+	-4	Arc (front), Anti-tank, Demolisher, Engine Killer (2)
• Skyreaper battery	20"	3	5+	-1	Light At, Skyfire, Tracking
• Heavy flamers	6"	2	4+	0	Arc (front), Light, Ignores Cover, Point Defense
☐ Lascannon (spon. option 1)	22"	1	4+	-1	Arc (front), Anti-tank
☐ Heavy bolters (spon. opt. 2)	12"	2	5+	0	Arc (front), Light, Point Defense

Special Rules

Large Assault Transport (8), Void Shields (2)

	Weapon Traits & Special Rules (Cerberus)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defense	Detachment's PD weapons can all target the same Secondary Target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes it's activation as normal.
Once per round	Detachment can only fire Point Defence weapons once per round.
Shock Pulse <i>errata 4/25 p.2</i>	When a Vehicle, Super-heavy, Knight, or Titan Detachment is Hit: - Next time it moves, it halves its movement characteristic - The next time the Detachment fires, it fires a maximum of one weapon. - A Shock Pulse decreases a Void Shield by 2 instead of 1.

	Weapon Traits & Special Rules (Land Raider)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defense	<i>See cheat sheet</i>
Assault Transport (2)	May transport 2 models, including Bulky infantry (which count as 2). Embarked models may be issued Advance, March, or Charge Orders. <i>See cheat sheet for more details.</i>
Forward Deployment When <i>errata 4/25</i>	After deployment (<i>including Infiltrators</i>) but before Round 1, the Detachment may make a special move if all models in it have Forward Deployment.
Movement	May move up to its Movement characteristic, ignoring Difficult and Dangerous Terrain rules.
Outside Zone	May move outside of it's Deployment Zone.
If both players have it	Roll off: the winner decides who moves their Forward Deployers first.

	Weapon Traits & Special Rules (Mastodon)
Anti-tank, Light, Light AT, Point Defense <i>See cheat sheet</i>	
Demolisher	This weapon can damage Structures.
Engine Killer (2) <i>errata 4/25</i>	- When a Vehicle, Super-heavy, Knight, or Titan suffers a Wound, it suffers 2 additional Wounds. - No Save rolls of any kind can be made against these new wounds. - Only the wounded model suffers these extra Wounds--no overflow.
Ignores cover	No terrain penalties to Hit. Hits also bypass Cover Saves.
Skyfire <i>errata 4/25</i>	- Can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Tracking	A model firing this weapon at a Flyer can re-roll failed To Hit rolls.
Large Assault Transport (8)	Capacity of 8 models, including Walkers (take 2 spaces), Infantry, Bulky models (take 1 space) and Very Bulky models (take 2 spaces). Passengers can be given Advance, March, or Charge Orders.
Void Shields (2 shields)	Ignore 0 AP while active. Each -1 AP or better Hit drops a shield. Roll for each dropped shield in Resolve End Phase Effects. It reignites on 4+.

	Weapon Traits & Special Rules (Typhon)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Demolisher	This weapon can damage Structures.
Ignores cover	No Hit penalties when target is in terrain. Hits bypass Cover Saves.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields,
Point Defense	Detachment's PD weapons can all target the same Secondary Target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes it's activation as normal.
Once per round	Detachment can only fire Point Defence weapons once per round.



Heavy Armor Detachment

Legion Ascalon Squadron

Super-Heavy Vehicle (3) Detachment Size 1 - 4 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Ascalon	8"	2+	+4	3+	3

Weapons

- Ascalon inferno gun (standard)
- Quad lascannon, laser destroyers, or quad heavy bolters (sponson-mounted options)
- Heavy bolter or multi-melta (pintle-mounted upgrade)

Weapon	R	Dice	To Hit	AP	Trait
• Ascalon inferno gun	T	-	4+	-2	Arc (front), Firestorm, Light AT
☐ Quad hvy bolter. (spon. option 1)	12"	4	5+	0	Arc (front), Light, Point Def.
☐ Quad lascannon (spon. option 2)	22"	2	4+	-1	Arc (front), Accurate, Anti-tank
☐ Laser destroyers (spon. opt. 3)	15"	2	4+	-2	Arc (front), Accurate, Anti-tank
☐ Heavy bolter (pintle upgrade 1)	12"	2	5+	0	Light, Point Defense
☐ Multi-melta (pintle upgrade 2)	6"	1	5+	-3	Anti-tank



Heavy Armor Detachment

Legion Falchion Squadron

Super-Heavy Vehicle (3) Detachment Size 1 - 4 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Falchion	8"	2+	+4	3+	3

Weapons

- Neutron wave cannon (standard)
- Quad lascannon, laser destroyers, or quad heavy bolters (sponson-mounted options)
- Heavy bolter or multi-melta (pintle-mounted upgrade)

Weapon	R	Dice	To Hit	AP	Trait
• Neutron wave cannon	30"	2	4+	-3	Arc (front), Accurate, Shock Pulse
☐ Quad hvy bolters (spon. opt. 1)	12"	4	5+	0	Arc (front), Light, Point Def.
☐ Quad lascannon (spon. opt. 2)	22"	2	4+	-1	Arc (front), Accurate, Anti-tank
☐ Laser destroyers (spon. opt. 3)	15"	2	4+	-2	Arc (front), Accurate, Anti-tank
☐ Heavy bolter (pintle upgrade 1)	12"	2	5+	0	Light, Point Defense
☐ Multi-melta (pintle upgrade 2)	6"	1	5+	-3	Anti-tank



Heavy Armor Detachment

Legion Fellblade Squadron

Super-Heavy Vehicle (3) Detachment Size 1 - 4 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Fellblade	8"	2+	+4	3+	3

Weapons

- Accelerator cannon, Demolisher cannon, and Heavy bolters (turret, standard)
- Quad Heavy bolters, Quad laser destroyers, or Quad lascannons (options + pintle upgrade)

Weapon	R	Dice	To Hit	AP	Trait
• Accelerator cannon	30"	3	4+	-1	Light AT
	25"	2	4+	-3	Anti-tank, Armorbane
• Demolisher cannon	12"	1	4+	-3	Arc (f) Demolisher, Ignores cover
• Heavy bolters	12"	2	5+	0	Arc (front), Light, Point Defense
☐ Quad hvy bolt. (spon opt. 1)	12"	4	5+	0	Arc (front), Light, Point Defense
☐ Quad lascan. (spon opt. 2)	22"	2	4+	-1	Arc (front), Accurate, Anti-tank
☐ Laser destroyer. (spon opt. 3)	15"	2	4+	-2	Arc (front), Accurate, Anti-tank
☐ Heavy bolt. (pintle upgrade 1)	12"	2	5+	0	Light, Point Defense
☐ Multi-melta (pintle upgrade 2)	6"	1	5+	-3	Anti-tank



Heavy Armor Detachment

Legion Glaive Squadron

Super-Heavy Vehicle (3) Detachment Size 1 - 4 Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Glaive	8"	2+	+4	3+	3

Weapons

- Volkite carronade and heavy bolters (turret, standard)
- Quad lascannon, laser destroyers, or quad heavy bolters (sponson-mounted options)
- Heavy bolter or multi-melta (pintle-mounted upgrade)

Weapon	R	Dice	To Hit	AP	Trait
• Volkite carronade	18"	3	4+	-2	Beam, Light AT, Deflagrate
• Heavy bolters	12"	2	5+	0	Arc (front), Light, Point Def.
☐ Quad hvy bolters (spon. opt. 1)	12"	4	5+	0	Arc (front), Light, Point Def.
☐ Quad lascannon (spon. opt. 2)	22"	2	4+	-1	Arc (front), Accurate, Anti-tank
☐ Laser destroyers (spon. opt. 3)	15"	2	4+	-2	Arc (front), Accurate, Anti-tank

	Weapon Traits & Special Rules (Falchion)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defense	<i>See cheat sheet</i>
Shock Pulse <i>errata 04/25 p2</i>	When a Vehicle, Super-heavy, Knight, or Titan Detachment is Hit: • Next time the Detachment moves, it halves its movement characteristic. • The next time the Detachment fires, it can only fire a maximum of one weapon. • A Shock Pulse decreases a Void Shield by 2 instead of 1.

	Weapon Traits & Special Rules (Ascalon)
Accurate	Re-roll failed To Hit rolls with this weapon.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Firestorm	1. Narrow end of the Flame Template touches the weapon or vehicle. 2. Make Hit rolls for each Detachment with models under the template equal to the number of models that are at least 50% covered. 3. Roll for each model less than 50% covered--they are hit on 4+. 4. When targeting a Structure, every model Garrisoning it is hit. 5. No penalty for firing at Detachments in terrain. Ignore cover. 6. Hits can only be allocated to models under the template.
Garrisons <i>FAQ 04/25 p3</i>	
Flyers	• Flyers cannot be hit unless the weapon has the Firestorm and Skyfire traits; in that case it can only hit Flyers.
No Overwatch	• Cannot be fired as part of Overwatch.
Other Weapons	• The Detachment can fire its other weapons at another target.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defense	<i>See cheat sheet</i>

	Weapon Traits & Special Rules (Glaive)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Beam	1. Draw a 1mm-wide line up to the max range (end within Arc if applicable). 2. Make Hit rolls for Detachments (friend or foe) under the line. • Models must be in range and in the correct Arc (if applicable) to be hit. • Flyers cannot be hit. • Impassable terrain and Structures stop beams (Garrison is hit). • This weapon cannot be used for Overwatch. • The beam doesn't target units, so the Detachment can pick another target for its other weapons.
Deflagrate	1. Each unsaved Wound caused by this weapon generates another To Hit roll against the Detachment. 2. Roll for these additional Hits after removing destroyed models. 3. These extra Hits can only be allocated to models in the target Detachment that are in range and visible of at least one firing model. 4. Wounds caused by these extra Hits do not generate further Hits.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defence	<i>See cheat sheet</i>

	Weapon Traits & Special Rules (Fellblade)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Armorbane	Successful Save rolls for a Vehicle, Super-heavy, Knight, or Titan must be rerolled.
Demolisher	This weapon can damage Structures.
Ignores Cover	• A model suffers no penalties to its Hit rolls when targeting a Detachment in an area of terrain. • Hits bypass Cover Saves.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defense	<i>See cheat sheet</i>



Artillery Detachment

Legion Scorpium Battery

Vehicle (2)

Detachment Size 2 - 8

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Legion Scorpium	8	3+	+0	3+	1

Weapons

- Scorpium missile launcher (standard)
- Twin-linked bolter (pintel-mounted, standard)

Weapon	R	Dice	To Hit	AP	Trait
• Scorpium missile launcher	18"	2	4+	-2	Barrage, Light AT
• Twin-linked bolter	8'	1	5+	0	Arc (front), Assault, Light, Point Defense



Artillery Detachment

Legion Whirlwind Battery

Vehicle (2)

Detachment Size 2 - 8

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Whirlwind	8	3+	+0	3+	1

Weapons

- Whirlwind missile launcher (standard)
- Twin-linked bolter (pintel-mounted, standard)

Weapon	R	Dice	To Hit	AP	Trait
• Whirlwind missile launcher	30"	2	4+	0	Barrage, Ignores Cover, Rapid Fire
• Twin-linked bolter	8'	1	5+	0	Arc, Assault, Light, Point Defense



Transport Detachment

Legion Rhino Detachment

Vehicle (2)

Detachment Size Variable

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Rhino	9"	4+	+0	3+	1

Weapons

- Twin-linked bolter (standard)
- Havoc launcher or multi-melta (pintle-mounted upgrade options)
- Hunter killer missile (other upgrade)

Weapon	R	Dice	To Hit	AP	Trait
• Twin-linked bolter	8'	1	5+	0	Arc (front), Assault, Light, Point Def.
☐ Havoc (pintle upgrade 1)	15"	1	4+	0	Arc (front), Light AT, Point Def.
☐ Multi-melta (pintle upgrade 2)	6"	1	5+	-3	Anti-tank
☐ Hunter killer (other upgrade)	12"	1	5+	-2	Anti-tank, Limited (1)

Special Rules

Transport (2)



Transport Detachment

Legion Spartan Detachment

Vehicle (2)

Detachment Size Variable

Tactical Strength 2

Name	Move	Save	CAF	Morale	Wounds
Spartan	8"	2+	+2	3+	2

Weapons

- Quad lascannon or laser destroyers (sponson-mounted options)
- Heavy bolters or lascannon (hull-mounted options)
- Multi-melta or heavy bolter (pintle-mounted upgrade options)

Weapon	R	Dice	To Hit	AP	Trait
☐ Lascannon (hull option 1)	22"	1	4+	-1	Arc (front), Accurate, Anti-tank
☐ Heavy bolters (hull option 2)	12"	2	5+	0	Arc (front), Light, Point Def.
☐ Quad lascannon (spon. opt. 1)	22"	2	4+	-1	Arc (front), Accurate, Anti-tank
☐ Laser destroyers (spon. opt. 2)	15"	2	4+	-2	Arc (front), Accurate, Anti-tank
☐ Heavy bolter (pintle upgrade 1)	12"	2	5+	0	Light, Point Defense
☐ Multi-melta (pintle upgrade 2)	6"	1	5+	-3	Anti-tank

Special Rules

Assault Transport (5)

	Weapon Traits & Special Rules (Whirlwind)
Assault	2x Dice value when at least one target model is within half Range.
Barrage	May target a Detachment that it doesn't have line of sight to as long as it's in range and meets other targeting requirements.
Ignores Cover	- No penalties to Hit rolls when targeting a Detachment in terrain. - Hits scored bypass Cover Saves.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defense	A Detachment's PD weapons can all target the same Secondary Target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes it's activation as normal.
Once per round	A Detachment can only fire Point Defense weapons once a round.
Rapid Fire	Hit rolls of a natural 6 score 2 hits instead of 1.

	Weapon Traits & Special Rules (Scorpius)
Assault	2x Dice value when at least one target model is within half Range.
Barrage	The weapon may target a Detachment that it doesn't have line of sight to as long as it's in range and meets other targeting requirements.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defense	A Detachment's PD weapons can all target the same Secondary Target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the Detachment completes it's activation as normal.
Once per round	A Detachment can only fire Point Defense weapons once a round.

	Weapon Traits & Special Rules (Spartan)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Point Defense	A Detachment can use its PD weapons to target a Secondary Target; they must all fire at the same target.
Overwatch	There is no -2 penalty for firing Overwatch.
Firing	May fire during the Movement phase if given Advance or March orders, or during the Combat phase.
Start or end	- During the Movement phase, the Detachment may fire immediately when activated or at the end of its activation. - If fired at the start of activation, the fire is resolved and then the detachment completes it's activation as normal.
Once per round	A detachment can only fire its Point Defence weapons once per round.
Assault Transport (5)	The Spartan can carry 5 models, including Bulky models that count as 2 models each. Embarked units may be issued Advance, March, or Charge Orders. <i>See cheat sheet for more details.</i>

	Weapon Traits & Special Rules (Rhino)
Assault	A model doubles the weapon's Dice value if the weapon is in half Range of at least one model of the target Detachment.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Limited (1)	This weapon can fire one time per game.
Transport (2)	A Rhino can hold 2 Infantry models (no Bulky or Very-Bulky models).
Destroyed	If this model is destroyed, roll a Save for each Embarked model (4+ or its own Save, if better) not modified by AP. Each failed save causes 1 Wound. Place survivors within 2" of the destroyed Rhino.
Embarking	To Embark, a model must end its activation in contact with the Rhino.
Disembarking	Passengers may Disembark at any point during the Rhino's Movement phase activation. All models in the Detachment must Disembark if possible (if a model is unable to Disembark, it remains Embarked), being placed within 1" of the Rhino and may activate if they haven't. The Rhino may complete its move. <i>(See cheat sheet for more details).</i>



Air Support Detachment

Legion Xiphon Interceptor Squadron

Vehicle (2)

Detachment Size 1 - 4

Tactical Strength 0

Name	Move	Save	CAF	Morale	Wounds
Xiphon Interceptor	30"	3+	+0	-	1

Weapons

- Xiphon lascannon array
- Xiphon rotary missile launcher

Weapon	R	Dice	To Hit	AP	Trait
• Lascannon array	22"	2	4+	-1	Arc (front), Accurate, Anti-tank, Skyfire
• Rotary missile launcher	24"	2	4+	-1	Arc (front), Skyfire, Tracking

Special Rules

Flyer, Interceptor, Jink (5+)

**Note: This Detachment cannot call Overwatch during the Movement phase. errata 4/25*
It cannot capture Objectives.



Air Support Detachment

Legion Storm Eagle Squadron

Vehicle (2)

Detachment Size 1 - 3

Tactical Strength 0/2*

Name	Move	Save	CAF	Morale	Wounds
Storm Eagle	25"	3+	+0	-	1

Weapons

- Storm Eagle heavy bolter
- Vengeance launcher
- Wing-mounted lascannon

Weapon	R	Dice	To Hit	AP	Trait
• Heavy bolter	12"	3	5+	0	Arc (front), Light, Point Def., Skyfire
• Vengeance launcher	25"	2	4+	-1	Arc (front), Light AT
• Lascannon	22"	2	4+	-1	Arc (front), Anti-tank, Skyfire

Special Rules

Assault Transport (5), Flyer, Hover, Jink (5+)

Note: If it Hovers, it becomes a Skimmer, loses the "no Engagement" restriction, and can capture Objectives.
**(In Flyer mode) This Detachment cannot call Overwatch during the Movement phase. errata 4/25*



Air Support Detachment

Legion Fire Raptor Squadron

Vehicle (2)

Detachment Size 1 - 3

Tactical Strength 0/2*

Name	Move	Save	CAF	Morale	Wounds
Fire Raptor	25"	3+	+0	-	1

Weapons

- Avenger bolt cannon and Tempest rockets (standard)
- Quad heavy bolter, Gravis autocannon, or lascannon (batteries options)

Weapon	R	Dice	To Hit	AP	Trait
• Avenger bolt cannon	16"	5	5+	-1	Arc (front), Light At, Rapid Fire, Skyfire
• Tempest rockets	35"	1	2+	-2	Arc (front), Skyfire
☐ Quad hvy bolt (option)	12"	4	5+	0	Light, Point Defense, Skyfire
☐ Gravis auto. (option)	16"	3	5+	-1	Light AT, Skyfire
☐ Lascannon (option)	22"	2	4+	-1	Anti-tank, Skyfire

Special Rules

Flyer, Hover, Jink (5+),

**Note: If it Hovers, it becomes a Skimmer, loses the "no Engagement" restriction, and can capture Objectives.*
**(In Flyer mode) This Detachment cannot call Overwatch during the Movement phase. errata 4/25*



Air Support Detachment

Legion Thunderhawk Gunship

Vehicle (2)

Detachment Size 1 - 3

Tactical Strength 0/2*

Name	Move	Save	CAF	Morale	Wounds
Thunderhawk Gunship	20"	2+	+0	-	2

Weapons

- Turbo laser destructor
- Thunderhawk heavy bolters and Thunderhawk lascannon
- Hellstrike missiles

Weapon	R	Dice	To Hit	AP	Trait
• Turbo laser destructor	40"	2	4+	-3	Arc (front), Accurate
• Thunderhawk heavy bolters	12"	3	5+	0	Arc (front), Light AT, Point Def, Skyfire
• Thunderhawk lascannon	22"	2	4+	-1	Arc (front), Anti-tank, Skyfire
• Hellstrike missiles	30"	2	4+	-1	Arc (front), Armorbane

Special Rules

Flyer, Hover, Jink (5+), Large Assault Transport (8)

Note: If it Hovers, it becomes a Skimmer, loses the "no Engagement" restriction, and can capture Objectives.
**(In Flyer mode) This Detachment cannot call Overwatch during the Movement phase. errata 4/25*

	Weapon Traits & Special Rules (Storm Eagle)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defense	<i>See cheat sheet</i>
Skyfire <i>errata 4/25</i>	- Can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Assault Transport (5)	Carries 5 models, including Bulky models (count as 2). Passengers can be given Advance, March, or Charge Orders. <i>See cheat sheet.</i>
Flyer	<i>See cheat sheet</i>
Hover	Before the battle, the Storm Eagle may deploy as a Skimmer or transition to one in each End phase. <i>See cheat sheet for more rules.</i>
Jink (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP. Cannot be taken if this model is given a First Fire Order (<i>Can only First Fire when Hovering</i>)

	Weapon Traits & Special Rules (Xiphon)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Skyfire <i>errata 4/25</i>	- Can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Tracking	A model firing this weapon at a Flyer can re-roll failed To Hit rolls.
Flyer <i>See cheat sheet for more details.</i>	- Starts each turn in Reserve and has special deployment rules. - Travels in a straight line but can make one 90° turn. - Can move over models and terrain and overlap them. - Every turn it departs the table for Reserve during the End phase.
Interceptor	- After moving, may fire a single weapon even if it doesn't have the Point Defense trait. - May only target a Flyer and suffers -2 to Hit. - If it fires in this way, it may fire as normal in the Combat phase, including the weapon it just fired, but may not also fire in Overwatch.
Jink (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP.

	Weapon Traits & Special Rules (Thunderhawk)
Accurate	Re-roll failed To Hit rolls.
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0.
Armorbane	Re-roll successful Save rolls for a Vehicle, Super-heavy, Knight, or Titan.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields
Point Defense	<i>See cheat sheet</i>
Skyfire <i>errata 4/25</i>	- A Skyfire weapon can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Flyer	<i>See cheat sheet</i>
Hover	May deploy as or transition to a Skimmer. <i>See cheat sheet for more rules.</i>
Jink (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP. Can't use it if given a First Fire Order (<i>Can only First Fire if Hovering</i>).
Large Assault Transport (8)	Carries 8 models, including Walkers (take 2 spaces), Infantry, Bulky models (take 1 space) and Very Bulky models (take 2 spaces). Passengers can be given Advance, March, or Charge Orders. <i>See cheat sheet.</i>

	Weapon Traits & Special Rules (Fire Raptor)
Anti-tank	Hits scored against Infantry and Cavalry count as AP 0
Light	Can't hurt Vehicles, Super-heavies, Knights, Titans, or Void Shields.
Light AT	Hits against Vehicles, Super-heavies, Knights, and Titans count as AP 0. This can prevent hits from being allocated to Void Shields.
Point Defense	<i>See cheat sheet</i>
Rapid Fire	Hit rolls of a natural 6 score 2 hits instead of 1.
Skyfire <i>errata 4/25</i>	- Can fire against its Detachment's target or against a Secondary Target, which must be a Flyer. - When firing Overwatch, subtract 1 from the Hit result rather than 2. - Hits as normal when targeting Flyers instead of requiring a 6 to hit. - If using a Detachment's Skyfire weapons against a Flyer, they must all target the same Flyer Detachment, unless a rule overrides this.
Flyer <i>See cheat sheet and front of card for more details.</i>	- Starts each turn in Reserve and has special deployment rules. - Travels in a straight line but can make one 90° turn. - Can move over models and terrain and overlap them. - Every turn, it departs for Reserve in the End phase, unless it goes to Hover mode and becomes a Skimmer (until it opts to Take Off).
Hover	May deploy as or transition to a Skimmer. <i>See cheat sheet for more rules.</i>
Jink (5+)	May use a 5+ Save instead of its normal Save. It is not modified by AP. Can't use it if given a First Fire Order (<i>Can only First Fire if Hovering</i>).