

**LEGIONES ASTARTES:
DUSK RAIDERS 4TH GREAT COMPANY
'Age of Darkness' Army List**



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Points Total: 5493

HQ: 772
Troop: 2210
Elites: 1006
Fast Attack: 270
Heavy Support: 680
Lords of War: 555

HQ (3 Max)

1. Legion Praetor 'Ullis Temeter' (and Command Squad)

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Praetor	6	5	4	4	3	5	4(5)	10	2+
Legion Chosen	5	4	4	4	1	4	2	8	2+
Legion Standard Bearer	5	4	4	4	2	4	2	9	2+

	Range	S	AP	Type
Archaeotech Pistol	12"	6	3	Pistol, Master-crafted
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Paragon Blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon
Power Sword	-	User	3	Melee
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Praetor (Artificer Armour)	100
Archaeotech Pistol	20
Paragon Blade	25
Melta Bombs	5
Digital Lasers	15
Iron Halo	25
Master-crafted (Paragon Blade)	15
Total	205
Command Squad (3)	100
Legion Chosen (x2)	40
Melta Bombs (x5)	25
Power Weapon (x5)	50
Volkite Charger (x4)	40
Total	255

References:

Legion Praetor: Horus Heresy: Betrayal (pp.188-189) AND Legion Command Squad: Horus Heresy Betrayal (pp.192 – 193)

Saves:

Legion Praetor: Artificer Armour 2+ & Iron Halo 4+ Inv AND Legion Chosen & Standard: Artificer Armour 2+

Unit & Equipment:

- Chosen Warriors: All models in Legion Command Squad are characters and may accept and issue challenges (HH1 p.193 & RB pp.94-95))
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Standard: All 'Legiones Astartes' units in 6" are Fearless (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6" (2+ for Independent Characters, e.g. Praetor (RB p.166)) (RB p.94)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Digital Lasers: +1 A in CC (HH1 p.235)
- Master-crafted: Re-roll on failed To Hit roll per turn (RB p.168)
- Murderous Strike: Instant Death on a *To Wound* roll of 6 (HH1 p.235 & RB p.168))
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

2. Legion Praetor 'Huron-Fal'

Statistics:

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

	Range	S	AP	Type
Paragon Blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Praetor (Cataphractii Armour) Huron Fal	100
Cataphractii Warplate	35
Paragon Blade	20
Volkite Charger	7
Digital Lasers	15
Master-crafted (Paragon Blade)	15
Total	192

References:

Legion Praetor: Horus Heresy: Betrayal (pp.188-189)

Saves:

Legion Praetor: Cataphractii 2+ & 4+ Inv

Unit & Equipment:

- Bulky (Praetor in Cataphractii Armour): Count as two models for transport purposes (RB p.161)
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6" (2+ for Independent Characters, e.g. Praetor (RB p.166)) (RB p.94)
- Slow and purposeful: (Praetor/ in Cataphractii Armour) Cannot Run, perform Sweeping Advance or fire Overwatch (RB p.172):

Weapons:

- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Digital Lasers: +1 A in CC (HH1 p.235)
- Master-crafted: Re-roll on failed To Hit roll per turn (RB p.168)
- Murderous Strike: Instant Death on a *To Wound* roll of 6 (HH1 p.235 & RB p.168))

3. Legion Centurion – Moritat ‘The Ash-Maker’

Statistics:

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

	Range	S	AP	Type
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Volkite Serpenta	10"	5	5	Pistol, Deflagrate

Costs:

Centurion	50
Moritat	35
Artificer Armour	10
Refractor Field	10
Melta Bombs	5
Volkite Serpenta (x2)	10
Total	120

References:

Legion Centurion: Horus Heresy: Betrayal (pp.190-191)

Saves:

Legion Centurion: Artificer Armour 2+ & Refractor Field 5+ Inv

Unit & Equipment:

- Counter Attack: +1 A when charged (if not already engaged) (RB, p.161)
- Chain Fire: May declare in Shooting. Every successful To Hit roll equals additional Shooting attack until misses. Stacks with Gunslinger. May not then Assault in player turn and may not then Shoot next turn (HH1 p.191)
- Gunslinger: All models with two pistols can fire both in the shooting phase (RB p.43)
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6" (2+ for Independent Characters, e.g. Praetor (RB p.166)) (RB p.94)
- Lone Killer: Can only join Legion Destroyer squads (HH1 p.191)
- Scout: Can redeploy at least 12" after set-up and before game starts (RB, p.171)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Digital Lasers: +1 A in CC (HH1 p.235)
- Master-crafted: Re-roll on failed To Hit roll per turn (RB p.168)
- Murderous Strike: Instant Death on a *To Wound* roll of 6 (HH1 p.235 & RB p.168))
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rad Grenades: When assaulted/assaulting, enemy unit suffers -1 to T until end of phase (HH1 p.232)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

TROOPS (6 Max)

1. Legion Tactical Squad #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Power Sword	-	User	3	Melee

Costs:

Legion Tactical Squad (10)	150
Legion Space Marines (x10)	100
Legion Vexilla	10
Nuncio Vox	10
Sergeant	
Artificer Armour	10
Melta Bombs	5
Power Weapon	10
Total	295

References:

Legion Tactical Squad: Horus Heresy: Betrayal (p.202)

Saves:

Legion Tactical Space Marines: Power Armour: 3+

Legion Tactical Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Fury of the Legion: If haven't moved, arrived by Deep Strike, or disembarked, can fire Bolters twice with penalties for following turn (no Overwatch, cannot Shoot next turn (HH1 p.202)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Vexilla: Squad may re-roll failed Morale Tests (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

2. Legion Tactical Squad #2

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta-Bombs	-	8	1	Armourbane, Unwieldy
Power Sword	-	User	3	Melee

Costs:

Legion Tactical Squad (10)	150
Legion Space Marines (x10)	100
Legion Vexilla	10
Nuncio Vox	10
Sergeant	
Artificer Armour	10
Melta Bombs	5
Power Weapon	10
Total	295

References:

Legion Tactical Squad: Horus Heresy: Betrayal (p.202)

Saves:

Legion Tactical Space Marines: Power Armour: 3+

Legion Tactical Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Fury of the Legion: If haven't moved, arrived by Deep Strike, or disembarked, can fire Bolters twice with penalties for following turn (no Overwatch, cannot Shoot next turn (HH1 p.202)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Vexilla: Squad may re-roll failed Morale Tests (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

3. Legion Breacher Siege Squad #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Bolt Gun	24"	4	5	Rapid Fire
Breacher Charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker
Defensive Grenade	8"	1	-	Assault 1, Blast (3"), Blind
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Legion Breacher Siege Squad (10)	225
Legion Space Marines (x10)	100
Legion Vexilla	15
Nuncio Vox	10
Volkite Charger (x4)	20
Sergeant	
Artificer Armour	10
Breacher Charge	10
Melta Bombs	5
Total	395

References:

Legion Breacher Siege Squad: Horus Heresy: Betrayal (p.204)

Saves:

Legion Space Marines: Power Armour: 3+ & Boarding Shield 6+ Inv (5+ Inv in Close Combat)

Legion Sergeant: Artificer Armour: 2+ & Boarding Shield 6+ Inv (5+ Inv in Close Combat)

Unit & Equipment:

- Hardened Armour: Failed Saves against Template/Blast can be re-rolled, reduce Charge/Sweeping Advance/Run by 1" (HH1 p.204)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Vexilla: Squad may re-roll failed Morale Tests (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Blind: Enemy take I test at end of phase, if failed, WS and BS reduced to 1 until end of next turn (RB p.159)
- Breacher Charge: Buildings, Emplacements & Vehicles hit automatically. If missed, roll scatter dice and flip template in direction (re-roll To Hit results) (HH1 p.233)
- Defensive Grenades: Attacking units do not gain bonus Attacks for Charging (RB p.183)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)
- Wrecker: Re-roll failed Armour Penetration rolls against fortifications and immobile structures, add +1 to any result rolled on the Building Damage chart (RB p.175)

4. Legion Assault Squad #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta-Bombs	-	8	1	Armourbane, Unwieldy
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Power Sword	-	User	3	Melee

Costs:

Legion Assault Squad (10)	250
Legion Space Marines (x10)	150
Melta-Bombs (x20)	100
Sergeant	
Artificer Armour	10
Plasma Pistol	15
Power Weapon	10
Total	535

References:

Legion Assault Squad: Horus Heresy: Betrayal (p.203)

Saves:

Legion Assault Space Marines: Power Armour: 3+

Legion Assault Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Bulky: Count as two models for transport purposes (RB p.161)
- Deep Strike: May start game in reserve and deploy by deep strike (RB p.162)
- Hammer of Wrath: When charging, each model gains +1 Attack, which automatically hits at Initiative 10, user's Strength, AP- (RB p.165)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Jump Packs: Move 12", May re-roll charge distance AND Fall-Back moves are 3D6" (RB p.66)
- Skyborne: May pass over intervening terrain/units, must take Dangerous Terrain tests if landing on Difficult Terrain (RB p.66)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- "Gets Hot!": To Hit rolls of 1, incur a wound (normal saves apply) (RB p.164)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

5. Legion Tactical Support Squad #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Volkite Caliver	30"	6	5	Heavy 2, Deflagrate

Costs:

Legion Tactical Support Squad (5)	100
Legion Space Marines (x5)	150
Volkite Caliver (x10)	50
Sergeant	
Artificer Armour	10
Augury Scanner	5
Melta Bombs	5
Total	320

References:

Legion Tactical Support Squad: Horus Heresy: Betrayal (p.205)

Saves:

Legion Space Marines: Power Armour: 3+

Legion Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Augury Scanner: 'Infiltrators' cannot deploy within 18", 'Deep Striking' units can be shot at using 'Interceptor' special rule (HH1, p.236)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

6. Legion Reconnaissance Squad #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Sniper Rifle	36"	X	6	Heavy 1, Sniper

Costs:

Legion Tactical Squad (5)	125
Legion Space Marines (x5)	75
Cameleoline	50
Melta Bombs	50
Nuncio Vox	10
Sniper Rifle (x10)	50
Sergeant	
Artificer Armour	10
Total	370

References:

Legion Reconnaissance Squad: Horus Heresy: Betrayal (p.206)

Saves:

Legion Space Marines: Power Armour: 3+

Legion Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Acute Senses: Can re-roll when arriving on random table edge (RB, p.157)
- Defensive Grenades: Attacking units do not gain bonus Attacks for Charging (RB p.183)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)
- Outflank: When arriving from Reserves, roll D6, 1-2 left edge, 3-4 right edge, 5-6 player choice (RB, p.169)
- Shroud Bombs: Counts as 'defensive grenades' in combat. Units must pass Ld test to charge unit (except Daemons, Gargantuan Creatures, Vehicles, Units with 'Night Vision') (HH1 p.233)
- Scout: Can redeploy at least 12" after set-up and before game starts (RB, p.171)
- Stealth (Via Cameleoline (HH p.236)): +1 to all cover saves, including in the open (RB, p.173)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Heavy: If moving, can only fire Snap Shots (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Precision shots: On To Hit of 6, can allocated wound to model of choice in a unit (RB p.169)
- Sniper: Wounds on 4+, Roll of 6 count as AP2 and 'Precision shots', S4 against vehicles (RB p.172)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

ELITES (4 Max)

1. Legion Destroyer Squad #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Phosphex Bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingered Death
Rad Missile	48"	4	3	Heavy 1*, Blast (3"), Fleshbane, Rad-phage

Costs:

Legion Destroyer Squad (5)	115
Legion Destroyer Space Marines (x5)	75
Melta Bombs (x10)	25
Missile Launcher & Suspensor Web* & Rad Missiles (x2)	40
Sergeant	
Artificer Armour	10
Phosphex Bombs (x3)	30
Total	295

References:

Legion Destroyer Squad: Horus Heresy: Betrayal (p.195) & Horus Heresy ERRATA (p.11)

Saves:

Legion Destroyer Space Marines: Power Armour: 3+

Legion Destroyer Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Counter Attack: +1 A when charged (if not already engaged) (RB, p.161)
- Gunslinger: All models with two pistols can fire both in the shooting phase (RB p.43)
- Hardened Armour: Failed Saves against Template/Blast can be re-rolled, reduce Charge/Sweeping Advance/Run by 1" (HH1 p.204)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)

Weapons:

- Armour Bane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Crawling Fire: After blast marker placed, may be moved up to 2" if it covers more models (RB p.161)
- Fleshbane: Always wounds on a 2+ (RB p.164)
- Lingered Death: Blast marker remains in play, counts as Dangerous Terrain (All models with a T value, and all open-topped vehicles) (RB p.168)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Poisoned: Wounds on the number show (e.g. 3+) (RB p.169)
- Rad Grenades: When assaulted/assaulting, enemy unit suffers -1 to T until end of phase (HH1 p.232)
- Rad-phage: Any model suffering one or more wound, reduces T by -1 for rest of battle (RB p.170)
- *Suspensor Web: 'Heavy' becomes 'Assault' when fired at half range (HH1 p.237)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

2. Legion Cataphractii Squad #1

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Cataphractii Sergeant	4	4	4(8)	4	1	4	2	9	2+ 4+ Inv
Legion Cataphractii	4	4	4(8)	4	1	4	1	8	2+ 4+ Inv

	Range	S	AP	Type
Bolt Gun	24"	4	5	Rapid Fire
Power Fist	-	X2	2	Melee, Specialist Weapon, Unwieldy
Reaper Autocannon	36"	7	4	Heavy 2, Twin-linked
Thunder Hammer	-	X2	2	Melee, Concussive, Specialist Weapon, Unwieldy
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Legion Cataphractii Squad (5)	175
Legion Cataphractii (x5)	150
Volkite Charger (x7)	49
Power Fist (x9)	45
Reaper autocannon (x2)	30
Sergeant	
Combi-weapon (Bolter & Volkite Charger)	7
Thunder Hammer	10
Total	466

References:

Legion Terminator Squad: Horus Heresy: Betrayal (p.196)

Saves:

Legion Cataphractii: 2+ (4+ Inv)

Legion Cataphractii Sergeant: 2+ (4+ Inv)

Unit & Equipment:

- Bulky: Count as two models for transport purposes (RB p.161)
- Implacable Advance: Counts as a scoring unit when Troops are counted (HH1 p.196)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Slow and Purposeful: Cannot Run, perform Sweeping Advances, or fire Overwatch, can move and fire Heavy weapons without penalty, and charge (HH1 p.237)

Weapons:

- Concussive: Models suffering unsaved wounds reduce I to 1 until end of following assault phase (RB p.161)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Specialist Weapon: Does not receive +1 Attack for two weapons (RB p.172)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

3. Legion Rapier Weapons Battery #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Laser Destroyer	36"	9	1	Ordnance 1, Twin-linked

Costs:

Legion Rapier Weapons Battery (x3)	120
Laser destroyer array (x3)	45
Total	165

References:

Legion Rapier Weapons Battery: Horus Heresy: Betrayal (p.201)

Saves:

Legion Space Marines: Power Armour: 3+

Legion Rapier Weapons Battery: 3+

Unit & Equipment:

- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- Extremely bulky: Count as 5 models for transport (RB p.161)

Weapons:

- Ordnance: Move or fire, no 'Snap Shots', no 'Assaults' after firing, roll two D6 for armour penetration against vehicles and pick highest (RB p.43)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

4. Legion Apothecary Detachment (assigned to Command Squad)

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Apothecary	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Power Sword	-	User	3	Melee
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Legion Apothecary	45
Augury Scanner	5
Volkite Charger	10
Power Sword	10
Artificer Armour	10
Total	80

References:

Legion Apothecary Detachment: Horus Heresy: Betrayal (pp.198)

Saves:

Legion Apothecary: Artificer Armour 2+

Unit & Equipment:

- NB: Follows all the rules of Command Squad
- Feel No Pain: When suffering normal unsaved wounds, roll D6, on 5+ unsaved wound is discounted (RB p.164)
- Narthecium: Confers 'Feel no pain' on Apothecary & Squad whilst former is alive (HH1, p.236)

Weapons:

- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Pistol: Counts as close combat weapon in assaults (RB p.43)

FAST ATTACK (3 Max)

1. Legion Sabre Strike Tank Squadron #1

Statistics:

	BS	Armour			
		Front	Side	Rear	HP
Legion Sabre	4	12	11	10	3

	Range	S	AP	Type
Sabre Missile	36"	6	4	Heavy 1, One Use, Rending
Volkite Culverin	45"	6	5	Heavy 4, Deflagrate
Volkite Saker	24"	6	5	Heavy 6, Deflagrate

Costs:

Legion Sabre Strike Tank (x2)	130
Volkite Saker (x2)	30
Volkite Culverin (x2)	30
Armoured Ceramite	40
Sabre Missiles (x8)	40
Total	270

References:

Legion Sabre Strike Tank: Downloadable PDF from FW

Saves:

NA

Unit & Equipment:

- Fast: 12" when moving Flat Out, can fire all weapons when moving at Combat Speed, can fire up to two weapons at full BS when moving at Cruising Speed (other weapons can fire Snap Shots) (RB p.84)
- Missile Lock: Re-roll failed To Hit rolls with One Use weapons (RB p.168)

Weapons:

- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Rending: To Wound rolls of 6 wound automatically and resolved at AP2, against vehicles all AP rolls of 6 allow extra D3 to be rolled, added to total, resolved at normal AP4 (RB p.170)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

HEAVY SUPPORT (3 MAX)

1. Legion Heavy Support Squad #1

Statistics:

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

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Volkite Culverin	45"	6	5	Heavy 4, Deflagrate

Costs:

Legion Heavy Support Squad	135
Volkite Culverin (x5)	50
Augury Scanner	5
Total	190

References:

Legion Heavy Support Squad: Horus Heresy: Betrayal (p.216)

Saves:

Legion Space Marines: Power Armour: 3+

Unit & Equipment:

- Augury Scanner: 'Infiltrators' cannot deploy within 18", 'Deep Striking' units can be shot at using 'Interceptor' special rule (HH1, p.236)
- Interceptor: At end of enemy movement, can fire at any units arrived from Reserve (cannot fire in the next turn) (RB p.167)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)

Weapons:

- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Heavy: If moving, can only fire Snap Shots (RB p.43)

2. Legion Land Raider Battle Squadron #1

Statistics:

	BS	Armour				HP
		Front	Side	Rear		
Legion Proteus	4	14 (15)	14	14	4	

	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Twin-linked lascannon	48"	9	2	Heavy 1, Twin-linked

Costs:

Legion Land Raider Proteus	200
Armoured Ceramite	20
Auxiliary drive	10
Dozerblade	5
Explorator Augury Web	50
Pintle-mounted Heavy Bolter	15
Total	300

References:

Legion Land Raider Battle Squadron: Horus Heresy: Betrayal (pp.218-219)

Saves:

NA

Unit & Equipment:

- Explorator Augury Web: Gains 'Scout', transport capacity reduced to 8, at the start of turn, choose one of two modes (HH1, p.219):
 - Disruption: Opponent suffers -1 to Reserve rolls.
 - Relay: Reserve rolls may be rerolled.
- Scout: Can redeploy at least 12" after set-up and before game starts (RB, p.171)

Weapons:

- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Auxiliary drive: Ignores 'Immobilised' results on D6 roll of 4+ (HH1, p.238)
- Dozerblade: Count Front Armour as 1 higher when ramming. May re-roll failed Difficult Terrain tests (RB p.93)
- Machine Spirit: Gains 'Power of the Machine Spirit' (HH1, p.239)
- Power of the Machine Spirit: When moving Flat Out or using Smoke Launchers, may fire one more weapon at full BS than usual, and at other target (RB p.169)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

3. Legion Vindicator #1

Statistics:

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

	Range	S	AP	Type
Combi-Bolter	36"	4	5	Rapid Fire, Twin-linked
Demolisher Cannon	24"	10	2	Ordnance 1, Large Blast (5")

Costs:

Legion Vindicator	120
Armoured Ceramite	20
Extra Armour	10
Auxiliary drive	10
Dozerblade	5
Machine Spirit	25
Total	190

References:

Legion Vindicator: Horus Heresy: Betrayal (p.221)

Saves:

NA

Unit & Equipment:

- None

Weapons:

- Ordnance: Move or fire, no 'Snap Shots', no 'Assaults' after firing, roll two D6 for armour penetration against vehicles and pick highest (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Auxiliary drive: Ignores 'Immobilised' results on D6 roll of 4+ (HH1, p.238)
- Dozerblade: Count Front Armour as 1 higher when ramming. May re-roll failed Difficult Terrain tests (RB p.93)
- Extra Armour: Counts Crew Stunned results as Crew Shaken (RB p.93)
- Machine Spirit: Gains 'Power of the Machine Spirit' (HH1, p.239)
- Power of the Machine Spirit: When moving Flat Out or using Smoke Launchers, may fire one more weapon at full BS than usual, and at other target (RB p.169)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

LORDS OF WAR (1 MAX)

1. Legion Falchion Super-Heavy Tank Destroyer #1

Statistics:

	BS	Armour			
		Front	Side	Rear	HP
Legion Falchion	4	14	13	12	12

	Range	S	AP	Type
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Twin-Linked Volcano Cannon	120"	D	2	Primary Weapon 1, Large Blast (5"), Twin- linked

Costs:

Legion Falchion Super-Heavy Tank Destroyer	505
Armoured Ceramite	25
Auxiliary drive	10
Space Marine Legion Crew	15
Total	555

References:

Legion Falchion Super-Heavy Tank Destroyer: Horus Heresy: Extermination (p.241)

NB: Follows rules for Superheavies (RB p.90)

Saves:

NA

Unit & Equipment:

- Fear: All units wishing to strike in combat must pass Ld test, or reduce WS to 1 (RB p.163)
- Invincible behemoth: Never 'Destroyed', 'Wrecked', or 'Explodes!' (uses 'Catastrophic Damage'), Armour Values cannot be permanently lowered (only affected by 'count as lower' weapons) (RB p.90)
- Move through cover: Roll extra D6 when moving through difficult terrain, not slowed when charging through same, automatically pass 'Dangerous Terrain' tests (RB p.168)
- Super-Heavy: Counts as stationary when firing, Ignores 'Explodes!' (loses +D3 HPs), Ignores 'Crew Shaken', 'Crew Stunned', 'Immobilised' or 'Weapon Destroyed' results, (still lose HPs), suffers 'Catastrophic Damage' when losing final HP (see Rulebook), gains 'Fear', 'Move through cover', 'Invincible behemoth' and 'Thunderblitz' special rules (RB pp.90-91)
- Thunderblitz: When undertaking 'Tank shock' or 'Ram' roll on table first (RB p.91)

Weapons:

- Destroyer Weapons: Use Destroyer table after 'To Hit' roll (RB p.163)
- Primary Weapon: Roll 2D6 for armour penetration and pick highest (RB, p.44)
- Twin-linked: Re-roll failed 'To hit' rolls, for 'Blast' weapons, reroll scatter dice and distance dice (RB p.175)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Auxiliary drive: Ignores 'Immobilised' results on D6 roll of 4+ (HH1, p.238)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)