






KRATOS

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Autocannon	48"	2	3+	9	-1	3
Havoc launcher [BLAST]	48"	D6	3+	5	0	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
 Kratos battle cannon – AP [HEAVY]	36"	1	3+	18	-4	D6+3
 Kratos battle cannon – HE [BLAST]	36"	D6+3	3+	10	-1	3
Melta blast-gun [MELTA 2]	24"	4	3+	12	-4	D6
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1
Volkite caliver [DEVASTATING WOUNDS]	24"	2	3+	5	0	2
Volkite cardanella [DEVASTATING WOUNDS]	36"	9	3+	9	0	3
Volkite culverin [DEVASTATING WOUNDS]	36"	4	3+	6	0	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, KRATOS

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Line-breaker: When making ranged attacks, this model can target enemy units within Engagement Range of it with Blast weapons (provided no other friendly units are also within Engagement Range of that enemy unit). In addition, when making ranged attacks, this model does not suffer the penalty to its Hit rolls for being within Engagement Range of one or more enemy units.

DAMAGED: 1-6 WOUNDS REMAINING

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

Boasting an impressive array of weapon loadouts and a formidably armoured hull, the Kratos is a venerable assault tank that has earned well its reputation amongst the hosts of both loyalist and heretic commanders alike. Advancing alongside formations of armoured infantry, the vehicle provides punishing fire support that can turn the tide of entire battles.

WARGEAR OPTIONS

- This model's Kratos battle cannon can be replaced with one of the following:
 - 1 melta blast-gun
 - 1 volkite cardanelle
- 2 of this model's heavy bolters can be replaced with one of the following:
 - 2 autocannons
 - 2 lascannons*
 - 2 volkite calivers
- 2 of this model's heavy bolters can be replaced with one of the following:
 - 2 heavy flammers*
 - 2 lascannons*
 - 2 volkite culverins
- This model can be equipped with one of the following:
 - 1 combi-weapon*
 - 1 havoc launcher
 - 1 heavy bolter*
 - 1 heavy flamer*
 - 1 multi-melta*
 - 1 twin boltgun
- This model can be equipped with 1 hunter-killer missile

** The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Kratos**
This model is equipped with: autocannon; Kratos battle cannon; 4 heavy bolters; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, KRATOS



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEREDEO DREADNOUGHT

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

6"

9

2+




12


6+


3

5+

INVULNERABLE SAVE

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

 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT, DEREDEO DREADNOUGHT

ABILITIES

CORE: Deadly Demise D3

FACTION: Oath of Moment

Deredeo Strike: Each time this model makes a ranged attack that targets a unit that is not Below Half-strength, you can re-roll the Hit roll.

 **DAMAGED: 1-4 WOUNDS REMAINING**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEREDEO DREADNOUGHT

WARHAMMER LEGENDS

While the Deredeo Dreadnought shares many core systems with the famed Contemptor class, it was expressly designed as a heavy weapons platform, combining superior firepower with the flexibility of a walker. Now rare, Deredeos are treasured assets whose survivability and killing power have proved decisive on countless battlefields.

WARGEAR OPTIONS

- This model's anvilus autocannon battery can be replaced with one of the following:
 - 1 arachnus heavy lascannon battery
 - 1 hellfire plasma carronade
 - 1 volkite falconet battery
 - This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
 - This model can be equipped with one of the following:
 - 1 aiolos missile launcher
 - 1 boreas air defence missiles
-

UNIT COMPOSITION

■ 1 Deredeo Dreadnought

This model is equipped with: anvilus autocannon battery; twin heavy bolter; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT,
DEREDEO DREADNOUGHT



FACTION KEYWORDS:
ADEPTUS ASTARTES






RELIC CONTEMPTOR DREADNOUGHT

WARHAMMER LEGENDS


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

5+

INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	7	-1	3
[CONVERSION]: Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
 Cyclone missile launcher – frag [BLAST]	36"	2D6	3+	4	0	1
 Cyclone missile launcher – krak	36"	2	3+	9	-2	D6
Graviton blaster [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	1
Kheres-pattern assault cannon [DEVASTATING WOUNDS]	24"	6	3+	7	-1	1
 Plasma blaster – standard	18"	2	3+	7	-2	1
 Plasma blaster – supercharge [HAZARDOUS]	18"	2	3+	8	-3	2
Twin volkite culverin [DEVASTATING WOUNDS, TWIN-LINKED]	36"	4	3+	6	0	2

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

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
RELIC CONTEMPTOR DREADNOUGHT

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

RELIC CONTEMPTOR DREADNOUGHT

WARHAMMER LEGENDS

As relics of a lost age of martial design, Contemtor Dreadnoughts are exemplars of combat versatility. The best demonstration of this is the wide array of weapon arms compatible with the Contemtor chassis, ranging from conventional heavy weapons and power fists to some of the most esoteric firearms still in use on the battlefields of the 41st Millennium.

WARGEAR OPTIONS

- Each of this model's heavy plasma cannons can be replaced with one of the following:
 - 1 conversion beam cannon
 - 1 kheres-pattern assault cannon
 - 1 multi-melta*
 - 1 twin autocannon*
 - 1 twin heavy bolter*
 - 1 twin lascannon*
 - 1 twin volkite culverin
 - 1 Dreadnought chainfist and 1 combi-bolter
 - 1 Dreadnought combat weapon and 1 combi-bolter
- Each of this model's combi-bolters can be replaced with one of the following:
 - 1 graviton blaster
 - 1 heavy flamer*
 - 1 Contemtor plasma blaster
- This model can be equipped with 1 cyclone missile launcher.

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Relic Contemtor Dreadnought**

This model is equipped with: 2 heavy plasma cannons; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,
RELIC CONTEMPTOR DREADNOUGHT





FACTION KEYWORDS:
ADEPTUS ASTARTES

LEVIATHAN DREADNOUGHT

WARHAMMER LEGENDS

M 8" **T** 10 **SV** 2+ **W** 12 **LD** 6+ **OC** 4
5+ INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Cyclonic melta lance [MELTA 2]	18"	D6	3+	9	-4	D6
Grav-flux bombard [ANTI-VEHICLE 2+, BLAST]	24"	2D3	3+	8	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm cannon [TWIN-LINKED]	36"	4	3+	9	-1	3
Twin volkite caliver [DEVASTATING WOUNDS, TWIN-LINKED]	24"	2	3+	5	0	2

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT, LEVIATHAN DREADNOUGHT

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Duty Eternal: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

DAMAGED: 1-4 WOUNDS REMAINING

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

LEVIATHAN DREADNOUGHT

WARHAMMER LEGENDS

The Leviathan Dreadnought was the product of a secret development programme on Terra itself, which combined ancient technologies to create a savagely powerful siege and hunter-killer machine. Leviathans proved as costly as they were deadly, however, and of the limited quantities manufactured, only a handful now remain.

WARGEAR OPTIONS

- Each of this model's grav-flux bombards can be replaced with one of the following:
 - 1 cyclonic melta lance
 - 1 storm cannon
 - 1 melta gun and 1 Leviathan siege claw
 - 1 melta gun and 1 Leviathan siege drill
 - This model's 2 heavy flammers can be replaced with 2 twin volkite calivers.
 - This model can be equipped with 3 hunter-killer missiles.
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UNIT COMPOSITION

- **1 Leviathan Dreadnought**

This model is equipped with: 2 heavy flammers; 2 grav-flux bombards; armoured feet.

KEYWORDS: VEHICLE, WALKER, IMPERIUM, SMOKE, DREADNOUGHT,
LEVIATHAN DREADNOUGHT







FACTION KEYWORDS:
ADEPTUS ASTARTES


JAVELIN ATTACK SPEEDER

WARHAMMER LEGENDS

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

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
 Javelin missile launcher – frag [BLAST]	36"	3D6	3+	4	0	1
 Javelin missile launcher – krak	36"	3	3+	9	-2	D6
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6

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

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, IMPERIUM, JAVELIN ATTACK SPEEDER

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

JAVELIN ATTACK SPEEDER

WARHAMMER LEGENDS

The Javelin Attack Speeder is a highly durable reconnaissance and strike craft once used widely by the Legiones Astartes, but now almost absent from the war zones of the 41st Millennium. Irreplaceable though they are, Javelins are sometimes entrusted to the very best pilots, who use the vehicles' extended range to inflict decisive damage behind enemy lines.

WARGEAR OPTIONS

- This model's javelin missile launcher can be replaced with 2 lascannons.
- This model's heavy bolter can be replaced with 1 multi-melta.
- This model can be equipped with up to 2 hunter-killer missiles.

UNIT COMPOSITION

- **1 Javelin Attack Speeder**

This model is equipped with: heavy bolter; Javelin missile launcher; close combat weapon.

KEYWORDS: VEHICLE, FLY, IMPERIUM, JAVELIN ATTACK SPEEDER



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEATHSTORM DROP POD

WARHAMMER LEGENDS

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

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

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

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

KEYWORDS: **VEHICLE, IMPERIUM, DEATHSTORM DROP POD**



FACTION KEYWORDS:
ADEPTUS ASTARTES

DEATHSTORM DROP POD

WARHAMMER LEGENDS

Deathstorm Drop Pods act as a battlefield delivery method not for troops or vehicles, but instead for automated weapons systems such as Whirlwind missile launchers or assault cannons. Once in place, these potent weapons unleash a massive volley of firepower, clearing the way for a full-scale ground assault.

WARGEAR OPTIONS

- This model's deathstorm cannon array can be replaced with 1 deathstorm missile array.

UNIT COMPOSITION

- 1 Deathstorm Drop Pod

This model is equipped with: deathstorm cannon array.

KEYWORDS: VEHICLE, IMPERIUM, DEATHSTORM DROP POD





FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER PROTEUS

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin heavy bolter [TWIN-LINKED, SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Assault Ramp: Each time a unit disembarks from this **TRANSPORT** after it has made a Normal move, that unit is still eligible to declare a charge this turn.

WARGEAR ABILITIES

Explorator Augury Web: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this bearer, but the bearer must halve its Transport Capacity.



DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER PROTEUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER PROTEUS

WARHAMMER LEGENDS

The ancient and venerable Land Raider has served the Space Marines since their earliest beginnings, and the oldest variants are known as Proteus patterns. These heavily armoured bastions once acted as forward assault vehicles in Explorator missions, and rare survivals still serve the Imperium as relic vehicles of highest regard.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 multi-melta
 - 1 twin heavy bolter
 - 1 twin heavy flamer
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 explorator augury web.

UNIT COMPOSITION

- **1 Land Raider Proteus**

This model is equipped with: 2 twin lascannons; armoured tracks.

TRANSPORT

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

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER PROTEUS




FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER ACHILLES

WARHAMMER LEGENDS

M 10" **T** 12 **SV** 2+ **W** 16 **LD** 6+ **OC** 5
4+ INVULNERABLE SAVE

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
 Quad launcher – shatter shells	24"	4	3+	9	-2	3
 Quad launcher – thunderfire shells [BLAST, INDIRECT FIRE]	60"	D6+4	3+	5	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin multi-melta [MELTA 2, TWIN-LINKED]	18"	2	3+	9	-4	D6
Twin volkite culverin [DEVASTATING WOUNDS, TWIN-LINKED]	36"	4	3+	6	0	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER ACHILLES

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Assault Ramp: Each time a unit disembarks from this **TRANSPORT** after it has made a Normal move, that unit is still eligible to declare a charge this turn.

 **DAMAGED: 1-5 WOUNDS REMAINING**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

LAND RAIDER ACHILLES

WARHAMMER LEGENDS

The Achilles is considered one of the rarest of all Land Raider variants, each one individually wrought under the scrupulous gaze of senior adepts of the Omnissiah. The result is an assault vehicle that is exceptionally resistant to energy-based weaponry. Roaring forward with impunity, the Achilles uses its thunderfire cannon and multi-meltas to suppress a wide range of foes.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 heavy bolter*
 - 1 multi-melta*
 - 1 twin heavy bolter*
 - 1 twin heavy flamer*
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

**The profile for this weapon can be found on the Adeptus Astartes Legends Armoury card.*

UNIT COMPOSITION

- **1 Land Raider Achilles**

This model is equipped with: quad launcher; 2 twin volkite culverins; armoured tracks.

TRANSPORT

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

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER ACHILLES




FACTION KEYWORDS:
ADEPTUS ASTARTES


SICARAN BATTLE TANK

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Herakles-pattern autocannon [RAPID FIRE 2]	48"	6	3+	9	-1	3
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN BATTLE TANK



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN BATTLE TANK

WARHAMMER LEGENDS

The Sicaran is one of the rarest relic tanks seen on the battlefields of the 41st Millennium. Its unique design dates back to the Great Crusade. The most potent of the Sicaran's distinctive systems is the twin accelerator cannon, whose accuracy and rate of fire are far in excess of other weapons of its class.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with 1 hunter-killer missile.
 - This model can be equipped with 1 storm bolter.
-

UNIT COMPOSITION

- **1 Sicaran Battle Tank**

This model is equipped with: heavy bolter; Herakles-pattern autocannon; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN BATTLE TANK





FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN ARCUS

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Arcus multi-launcher [INDIRECT FIRE]	48"	2D6	3+	6	0	2
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN ARCUS



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN ARCUS

WARHAMMER LEGENDS

The Sicaran Arcus was originally conceived to supply small, unsupported Astartes forces with highly specialised weapon systems, and combines the powerful Sicaran chassis with an Arcus launcher capable of firing a wide range of warheads. Despite the mysterious censure of the Adeptus Mechanicus, surviving examples of the tank continue to serve in battle with great honour.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with 1 hunter-killer missile.
 - This model can be equipped with 1 storm bolter.
-

UNIT COMPOSITION

- **1 Sicaran Arcus**

This model is equipped with: Arcus multi-launcher; heavy bolter, armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN ARCUS




FACTION KEYWORDS:
ADEPTUS ASTARTES


SICARAN VENATOR

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Venator neutron laser [HEAVY]	48"	3	3+	16	-4	D3+3

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Ferocious Assault: Each time this model makes a ranged attack that targets the closest eligible **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll.

 **DAMAGED: 1-5 WOUNDS REMAINING**

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

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN VENATOR**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN VENATOR

WARHAMMER LEGENDS

Built on the lauded Sicaran chassis, the Venator is an ancient breed of tank destroyer fitted with a neutron laser system. The Venator's combination of mobility, protection and anti-armour firepower ensures that those surviving are highly prized by any force fortunate enough to possess them.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with 1 hunter-killer missile.
 - This model can be equipped with 1 storm bolter.
-

UNIT COMPOSITION

- **1 Sicaran Venator**

This model is equipped with: heavy bolter; Venator neutron laser; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN VENATOR





FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN PUNISHER

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
Punisher rotary cannon [DEVASTATING WOUNDS]	36"	18	4+	6	0	1
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

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

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, SICARAN PUNISHER**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN PUNISHER

WARHAMMER LEGENDS

In the final days of the Great Crusade, the punisher rotary cannon was fitted to the versatile hull of the Sicaran Punisher: a formidable war machine capable of obliterating massed infantry and light vehicles with a storm of high-calibre shells.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

▪ 1 Sicaran Punisher

This model is equipped with: heavy bolter; Punisher rotary cannon; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN PUNISHER




FACTION KEYWORDS:
ADEPTUS ASTARTES


SICARAN OMEGA

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Lascannon	48"	1	3+	12	-3	D6+1
➤ Omega plasma array – standard	36"	6	3+	9	-3	2
➤ Omega plasma array – supercharge [HAZARDOUS]	36"	6	3+	10	-3	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

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

➤ Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN OMEGA

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

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

 **DAMAGED: 1-5 WOUNDS REMAINING**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

SICARAN OMEGA

WARHAMMER LEGENDS

Retrofitted to allow the Sicaran hull to carry heavier firepower, the Omega is a formidable tank-hunter with countless victories to its name. The design utilises the speed provided by the Sicaran's engines to apply overwhelming short-range firepower in battle, racing forwards to ambush and obliterate the lumbering siege tanks of enemy columns.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- **1 Sicaran Omega**

This model is equipped with: heavy bolter; omega plasma array; armoured tracks.

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, SICARAN OMEGA



FACTION KEYWORDS:
ADEPTUS ASTARTES

RAPIER CARRIER

WARHAMMER LEGENDS

M

3"

T

6

SV

2+

W





6


LD

6+

OC

2

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Boltgun	24"	2	3+	4	0	1
Graviton cannon [ANTI-VEHICLE 2+, BLAST, HEAVY]	36"	D6	3+	6	-2	2
Laser destroyer [HEAVY]	36"	3	3+	14	-4	D6+1
Quad heavy bolter [HEAVY, TWIN-LINKED, SUSTAINED HITS 1]	36"	6	3+	5	-1	2
 Quad launcher – shatter shells [HEAVY]	24"	4	3+	9	-2	3
 Quad launcher – thunderfire shells [BLAST, HEAVY, INDIRECT FIRE]	60"	D6+4	3+	5	0	1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, RAPIER CARRIER

ABILITIES

FACTION: **Oath of Moment**

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

RAPIER CARRIER

WARHAMMER LEGENDS

The Rapier Armoured Carrier is a bulky, tracked device that traces its origin to the dawn of Mankind's stellar empire. Compatible with various heavy weapons, the Rapier is most commonly fitted with a powerful quad lascannon known as a laser destroyer, making it a compact but potent anti-armour asset.

WARGEAR OPTIONS

- This model's quad heavy bolter can be replaced with one of the following:
 - 1 graviton cannon
 - 1 laser destroyer
 - 1 quad launcher
-

UNIT COMPOSITION

- 1 Rapier Carrier

This model is equipped with: boltgun; quad heavy bolter; close combat weapon.

KEYWORDS: ARTILLERY, VEHICLE, IMPERIUM, RAPIER CARRIER





FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND SCORPIUS

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
Scorpius multi-launcher [BLAST, INDIRECT FIRE]	48"	2D3+3	3+	6	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Pinning Bombardment: In your Shooting phase, after this model has shot, if one or more of those attacks made with its Scorpius multi-launcher scored a hit against an enemy **INFANTRY** unit, that unit must take a Battle-shock test.

DAMAGED: 1-4 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, SMOKE, IMPERIUM, WHIRLWIND SCORPIUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

WHIRLWIND SCORPIUS

WARHAMMER LEGENDS

The Scorpis is a Whirlwind variant designed during the Horus Heresy to engage heavily armoured infantry. As such, surviving examples are a direct and bitter reminder of the mass fratricide that consumed the Emperor's Legions. The tank's launch system, targeting mechanisms and ammunition feed are unlike any other model in common use in the 41st Millennium, and are therefore held in awe by Tech-Priests and Techmarines alike.

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

UNIT COMPOSITION

- **1 Whirlwind Scorpis**

This model is equipped with: Scorpis multi-launcher; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, WHIRLWIND SCORPIUS







FACTION KEYWORDS:
ADEPTUS ASTARTES


VINDICATOR LASER DESTROYER

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
[ONE SHOT]: The bearer can only shoot with this weapon once per battle.						
 Laser volley cannon – overcharge fire [HAZARDOUS]	36"	3	3+	14	-4	D6+3
 Laser volley cannon – volley fire	36"	3	3+	12	-3	D3+3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR LASER DESTROYER

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Annihilator: Each time this model makes a ranged attack that targets a **MONSTER** or **VEHICLE** unit, re-roll a Damage roll of 1.

DAMAGED: 1-4 WOUNDS REMAINING

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

VINDICATOR LASER DESTROYER

WARHAMMER LEGENDS

Eschewing the more indiscriminate firepower of the demolisher cannon, Vindicators fitted with laser destroyers are specialised for the pinpoint destruction of enemy armour. This weapon was first combined with the heavily armoured Deimos chassis during the dark days of the Horus Heresy, and the Vindicator Laser Destroyer's reputation as a deadly tank-hunter has endured ever since.

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.

UNIT COMPOSITION

- 1 Vindicator Laser Destroyer

This model is equipped with: laser volley cannon; storm bolter; armoured tracks.

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, VINDICATOR LASER DESTROYER



FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT DROP POD

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

-

7

3+

8

6+

2

ABILITIES

CORE: **Deadly Demise 1, Deep Strike**

FACTION: **Oath of Moment**

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

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DREADNOUGHT DROP POD



FACTION KEYWORDS:
ADEPTUS ASTARTES

DREADNOUGHT DROP POD

WARHAMMER LEGENDS

Larger and more robust than the infantry equivalents, Dreadnought Drop Pods give Space Marine commanders the option of deploying armoured walkers directly into the theatre of battle. Still hot from its meteoric descent through the atmosphere, a Drop Pod's ramps slam open to disgorge its deadly cargo into the enemy's midst.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Dreadnought Drop Pod

This model is equipped with: nothing.

TRANSPORT

This model has a transport capacity of 1
DREADNOUGHT model.

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DREADNOUGHT DROP POD





FACTION KEYWORDS:
ADEPTUS ASTARTES

TERRAX-PATTERN TERMITE

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Combi-bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Heavy flamer [TORRENT, IGNORES COVER]	12"	D6	N/A	5	-1	1
Terrax melta cutter [MELTA 2]	12"	5	3+	9	-4	D6
Twin volkite charger [DEVASTATING WOUNDS, TWIN-LINKED]	18"	2	3+	5	0	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Termite drill [ANTI-VEHICLE 3+]	Melee	6	4+	14	-2	D3+3

ABILITIES

CORE: **Deadly Demise D3, Deep Strike**

FACTION: **Oath of Moment**

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



DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

TERRAX-PATTERN TERMITE

WARHAMMER LEGENDS

Originally designed on Terra for the task of rooting out burrowing xenos species during the Great Crusade, canny commanders quickly found use for the Termite Assault Drill in tearing through the foundations of enemy bastions or emerging behind barricades or trench lines to lay waste to their defenders.

WARGEAR OPTIONS

- This model's 2 combi-bolters can be replaced with one of the following:
 - 2 heavy flamers
 - 2 twin volkite chargers

UNIT COMPOSITION

- **1 Terrax-pattern Termite**

This model is equipped with: Terrax melta cutter; 2 combi-bolters; Termite drill.

TRANSPORT

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

KEYWORDS: VEHICLE, IMPERIUM, TRANSPORT, DEDICATED TRANSPORT, TERRAX-PATTERN TERMITE





FACTION KEYWORDS: ADEPTUS ASTARTES

XIPHON INTERCEPTOR

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
Xiphon missile battery [ANTI-FLY 2+]	60"	3	3+	7	-1	3
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

Interceptor: Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

 **DAMAGED: 1-4 WOUNDS REMAINING**

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, XIPHON INTERCEPTOR



FACTION KEYWORDS:
ADEPTUS ASTARTES

XIPHON INTERCEPTOR

WARHAMMER LEGENDS

Xiphon-pattern Interceptors are sleek Space Marine combat flyers with an ancient lineage, designed to excel in both void missions and atmospheric strikes. Fitted with a potent combination of lascannons and intelligent warheads, there are few targets the Xiphon cannot reduce to smouldering wreckage.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Xiphon Interceptor

This model is equipped with: 2 twin lascannons; Xiphon missile battery; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, XIPHON INTERCEPTOR






FACTION KEYWORDS:
ADEPTUS ASTARTES


STORM EAGLE GUNSHIP


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20"	10	3+	18	6+	0



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

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

 Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORM EAGLE GUNSHIP



ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

Armoured Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

 **DAMAGED: 1-6 WOUNDS REMAINING**

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

FACTION KEYWORDS:
ADEPTUS ASTARTES

STORM EAGLE GUNSHIP

WARHAMMER LEGENDS

The Storm Eagle is a multi-purpose assault and transport vehicle capable of intra-orbital operations, combining generous troop capacity with hard-hitting firepower and excellent handling for a machine of its size. In recent years the number of Storm Eagles in active service has begun to increase, suggesting production has been restored at some as yet unknown location.

WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
 - 1 twin multi-melta
 - 1 typhoon missile launcher
- This model's 2 twin hellstrike missile launchers can be replaced with 2 twin lascannons.

UNIT COMPOSITION

- **1 Storm Eagle Gunship**

This model is equipped with: twin heavy bolter; 2 twin hellstrike launchers; vengeance launcher; armoured hull.

TRANSPORT

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


KEYWORDS: VEHICLE, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, STORM EAGLE GUNSHIP





FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRE RAPTOR GUNSHIP

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+" data-bbox="25 115 85 175">	10 data-bbox="100 115 145 175">	3+ data-bbox="155 115 200 175">	18 data-bbox="210 115 255 175" data-kind="parent" data-rs="2"> 	6+ data-bbox="265 115 310 175">	0 data-bbox="320 115 365 175">

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin avenger bolt cannon [TWIN-LINKED]	36"	10	3+	6	-1	2
Twin heavy bolter [TWIN-LINKED, SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Twin hellstrike launcher [ANTI-FLY 2+, TWIN-LINKED]	72"	2	3+	10	-3	D6
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

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

DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, FIRE RAPTOR GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

FIRE RAPTOR GUNSHIP

WARHAMMER LEGENDS

A variant of the Storm Eagle, the Fire Raptor was created to provide overwhelming aerial firepower to Legiones Astartes assault forces. The craft soon gained renown for the devastating rain of bolts and rockets it could produce, and the few operational specimens that still survive are viewed as invaluable assets.

WARGEAR OPTIONS

- This model's 2 twin hellstrike missile launchers can be replaced with 2 twin lascannons.
- This model's 2 twin autocannons can be replaced with 2 quad heavy bolters.

UNIT COMPOSITION

- **1 Fire Raptor Gunship**

This model is equipped with: twin avenger bolt cannon; 2 twin autocannons; 2 twin hellstrike launchers; armoured hull

KEYWORDS: VEHICLE, FLY, AIRCRAFT, IMPERIUM, FIRE RAPTOR GUNSHIP



FACTION KEYWORDS:
ADEPTUS ASTARTES

TYPHON

WARHAMMER LEGENDS

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



RANGED WEAPON

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



MELEE WEAPON

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Sunderer of Fortresses: Each time this model makes an attack that targets a **VEHICLE**, improve the Strength and Damage characteristic of that attack by 1 (if that attack targets a **FORTIFICATION** unit, improve the Strength and Damage characteristics of that attack by 2 instead).



DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, TYPHON**



FACTION KEYWORDS:
ADEPTUS ASTARTES

TYPHON

WARHAMMER LEGENDS

Prior to the creation of the Typhon, the dreadhammer siege cannon had only been utilised on static super-heavy ordnance used to pound cities to dust. Mounting this mighty weapon on a tank created a mobile and heavily armoured fortress-breaker that remains unmatched by any other relics in Space Marine armouries.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter
-

UNIT COMPOSITION

- 1 Typhon
- This model is equipped with:** dreadhammer siege cannon; armoured tracks.
-

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, TYPHON




FACTION KEYWORDS:
ADEPTUS ASTARTES


CERBERUS

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Atomantic Arc-reactor: Each time this unit shoots its Cerberus neutron pulse array in your Shooting phase, provided it Remained Stationary this turn, that weapon has the [LETHAL HITS] ability.

DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, IMPERIUM, SMOKE, CERBERUS**



FACTION KEYWORDS:
ADEPTUS ASTARTES

CERBERUS

WARHAMMER LEGENDS

The primary weapon of the Cerberus is the neutron pulse array, whose systems pre-date even the Great Crusade. Powered by an atomantic arc-reactor, this enormous anti-tank gun fires a pulsed beam of intense radiation that scythes straight through even the thickest armour and wreaks havoc on delicate systems within.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 heavy bolters
 - 2 lascannons
 - This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter
-

UNIT COMPOSITION

- **1 Cerberus**
This model is equipped with: Cerberus neutron pulse array; armoured tracks.
-

KEYWORDS: VEHICLE, IMPERIUM, SMOKE, CERBERUS



FACTION KEYWORDS:
ADEPTUS ASTARTES

SPARTAN

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

DAMAGED: 1-6 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, IMPERIUM, TRANSPORT, SMOKE, SPARTAN**



FACTION KEYWORDS:
ADEPTUS ASTARTES

SPARTAN

WARHAMMER LEGENDS

An armoured transport of truly massive proportions, the Spartan is a heavy assault tank created to carry large numbers of troops into the very heart of enemy territory, shrugging off weapons fire that would annihilate lesser vehicles while its quad lascannons claim victims of their own.

WARGEAR OPTIONS

- This model's 2 quad lascannons can be replaced with 2 laser destroyers.
- This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
- This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter

UNIT COMPOSITION

- 1 Spartan

This model is equipped with: 2 quad lascannons; twin heavy bolter; armoured tracks.

TRANSPORT

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

KEYWORDS: **VEHICLE, IMPERIUM, TRANSPORT, SMOKE, SPARTAN**



FACTION KEYWORDS:
ADEPTUS ASTARTES

FELLBLADE

WARHAMMER LEGENDS

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



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

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

Before selecting targets with this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, FELLBLADE

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Oath of Moment**

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

DAMAGED: 1-8 WOUNDS REMAINING

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

FACTION KEYWORDS:
ADEPTUS ASTARTES



FELLBLADE

WARHAMMER LEGENDS

Now a rare jewel in loyalist or traitor arsenals, the Fellblade is a legendary war machine equipped with a panoply of weapons all but unknown in the 41st Millennium. Foremost of these is the accelerator cannon, which uses complex vacuum technologies to fire high-velocity shells that few targets can withstand.

WARGEAR OPTIONS

- This model's 2 quad lascannons can be replaced with 2 laser destroyers.
 - This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
 - This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter
-

UNIT COMPOSITION

▪ 1 Fellblade

This model is equipped with: demolisher cannon; Fellblade accelerator cannon; 2 quad lascannons; twin heavy bolter; armoured tracks.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, FELLBLADE



FACTION KEYWORDS:
ADEPTUS ASTARTES

FALCHION

WARHAMMER LEGENDS

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



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

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

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Oath of Moment**

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

DAMAGED: 1-8 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, TITANIC, IMPERIUM, SMOKE, FALCHION**



FACTION KEYWORDS:
ADEPTUS ASTARTES

FALCHION

WARHAMMER LEGENDS

The Falchion was developed to arm the Legiones Astartes with a superlative tank destroyer, and the apocalyptic power of its twin volcano cannon soon became a thing of legend. True to its name, the volcano cannon can turn rock and metal into fiery magma, and a direct hit from the weapon can be fatal to even titanic war machines.

WARGEAR OPTIONS

- This model's 2 quad lascannons can be replaced with 2 laser destroyers.
- This model's twin heavy bolter can be replaced with 1 twin heavy flamer.
- This model can be equipped with one of the following:
 - 1 heavy bolter
 - 1 heavy flamer
 - 1 multi-melta
 - 1 storm bolter

UNIT COMPOSITION

▪ 1 Falchion

This model is equipped with: 2 quad lascannons; twin heavy bolter; twin Falchion volcano cannon; armoured tracks.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, SMOKE, FALCHION





FACTION KEYWORDS:
ADEPTUS ASTARTES

MASTODON

WARHAMMER LEGENDS

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



 RANGED WEAPON	RANGE	A	BS	S	AP	D
Siege melta array [MELTA 2]	24"	6	3+	9	-4	D6
Skyreaper battery [ANTI-AIR 2+]	48"	8	3+	7	-1	2
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: **Oath of Moment**

Inviolable Transport: Once per battle round, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, TRANSPORT, SMOKE, MASTODON



FACTION KEYWORDS:
ADEPTUS ASTARTES

MASTODON

WARHAMMER LEGENDS

The Mastodon is one of the heaviest assault transports ever fielded by the Space Marines, reserved for use against the most heavily fortified positions. Several times the size of a Land Raider, the Mastodon's primary role is to deliver armoured warriors directly into the breach created with the siege melta array mounted on the vehicle's armoured prow.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Mastodon

This model is equipped with: 2 heavy flammers; 2 lascannons; siege melta array; skyreaper battery; armoured tracks.

TRANSPORT

This model has a transport capacity of 45 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** or **OBLITERATOR** model takes up the space of 3 models. This model can also transport up to 2 **DREADNOUGHT** or **HELBROUTE** models [these models take up the space of a number of models equal to their Wounds characteristic e.g. A **DREADNOUGHT** with a Wounds characteristic of 8 would take up the space of 8 models].

KEYWORDS: VEHICLE, TITANIC, IMPERIUM, TRANSPORT, SMOKE, MASTODON



FACTION KEYWORDS:
ADEPTUS ASTARTES

SOKAR-PATTERN STORMBIRD

WARHAMMER LEGENDS

M
20+"

T
13

SV
2+

W
40



LD
6+

OC
0

4+

INVULNERABLE SAVE*

**Against ranged attacks only*

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 3+]	48"	4	3+	10	-3	D6
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

CORE: **Deadly Demise 2D6, Hover**

FACTION: **Oath of Moment**

Aerial Assault: Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.



DAMAGED: 1-13 WOUNDS REMAINING

While this model has 1-13 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, SOKAR-PATTERN STORMBIRD



FACTION KEYWORDS:
ADEPTUS ASTARTES

SOKAR-PATTERN STORMBIRD

WARHAMMER LEGENDS

The Stormbird was the design precursor to the Thunderhawk Gunship, conceived as a specialised, high-durability orbital assault craft that could land a Space Marine strike force in the face of heavy ground fire. Though largely superseded by the Thunderhawk, the Stormbird's capabilities as a mobile bastion and firebase are never overlooked by those factions who still possess it.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Sokar-pattern Stormbird

This model is equipped with: hellstrike missile battery; 3 twin heavy bolters; 4 twin lascannons; armoured hull.

TRANSPORT

This model has a transport capacity of 55 **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS**, **POSSESSED** or **TERMINATOR** model takes up the space of 2 models and each **MOUNTED**, **CENTURION** or **OBLITERATOR** model takes up the space of 3 models. This model can also transport up to 1 **RHINO** model (this model – and any models embarked within it – take up the space of 25 models).

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, SOKAR-PATTERN STORMBIRD





FACTION KEYWORDS: ADEPTUS ASTARTES

TARANTULA SENTRY BATTERY

WARHAMMER LEGENDS

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

 RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter [SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Twin lascannon	48"	1	4+	12	-3	D6+1
 MELEE WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	1	6+	3	0	1

ABILITIES

FACTION: **Oath of Moment**

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

KEYWORDS: VEHICLE, ARTILLERY, IMPERIUM, TARANTULA SENTRY BATTERY



FACTION KEYWORDS:
ADEPTUS ASTARTES

TARANTULA SENTRY BATTERY

WARHAMMER LEGENDS

Tarantula Sentry Guns are automated weapon systems ideally suited to area denial and deterrent roles. Equipped with simple logic engines and fitted with either lascannons or heavy bolters, they can cut down enemy troops or stop armoured vehicles in their tracks, placing minimal demand on their operators' attention.

WARGEAR OPTIONS

- This model's twin heavy bolter replaced with 1 twin lascannon.

UNIT COMPOSITION


- 1 Tarantula Sentry Battery

This model is equipped with: twin heavy bolter; armoured hull.

KEYWORDS: VEHICLE, ARTILLERY, IMPERIUM, TARANTULA SENTRY BATTERY



FACTION KEYWORDS:
ADEPTUS ASTARTES

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	3+	4	0	1
Heavy bolter [SUSTAINED HITS 1]	36"	3	3+	5	-1	2
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Twin autocannon [TWIN-LINKED]	48"	2	3+	9	-1	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2
Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

WEAPON LISTS

Several **ADEPTUS ASTARTES** models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.



RENEGADES AND TRAITORS UNIT OPTIONS

WARHAMMER LEGENDS

RENEGADES AND TRAITORS

The following **ADEPTUS ASTARTES** datasheets can be included in **HERETIC ASTARTES**, **DEATH GUARD**, **THOUSAND SONS** and **WORLD EATERS** armies.

- Kratos
- Deredeo Dreadnought
- Relic Contemptor Dreadnought
- Leviathan Dreadnought
- Land Raider Proteus
- Land Raider Achilles
- Sicaran Battle Tank
- Sicaran Venator
- Sicaran Punisher
- Rapier Carrier
- Whirlwind Scorpis
- Terrax-pattern Termite
- Xiphon Interceptor
- Storm Eagle Gunship
- Fire Raptor Gunship
- Typhon
- Cerberus
- Spartan
- Fellblade
- Falchion
- Mastodon
- Sokar-pattern Stormbird

To do so, on those datasheets:

- For **HERETIC ASTARTES**, replace instances of the **IMPERIUM** keyword with **CHAOS**, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **HERETIC ASTARTES** and replace instances of the Oath of Moment ability with Dark Pacts.
- For **DEATH GUARD**, replace instances of the **IMPERIUM** keyword with **CHAOS**, add the **NURGLE** keyword, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **DEATH GUARD**, and replace instances of the Oath of Moment ability with Nurgle's Gift (Aura).
- For **THOUSAND SONS**, replace instances of the **IMPERIUM** keyword with **CHAOS**, add the **TZEENTCH** keyword, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **THOUSAND SONS**, and remove instances of the Oath of Moment ability.
- For **WORLD EATERS**, replace instances of the **IMPERIUM** keyword with **CHAOS**, add the **KHORNE** keyword, replace instances of the **ADEPTUS ASTARTES** Faction keyword with **WORLD EATERS**, and replace instances of the Oath of Moment ability with Blessings of Khorne.

Use the points values listed for the **ADEPTUS ASTARTES** versions of the datasheets.

