



# LAND RAIDER HELIOS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Godhammer lascannons	48"	2	3+	12	-3	D6+1
Helios launcher [ANTI-FLY 3+]	48"	3	3+	9	-1	3
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	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 model 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.

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



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- **1 Land Raider Helios**

This model is equipped with: 2 godhammer lascannons; Helios launcher; 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** model takes up the space of 3 models.

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



FACTION KEYWORDS:  
ADEPTUS ASTARTES

# MORTIS DREADNOUGHT

WARHAMMER LEGENDS

M

6"

T

9

SV

2+

W

8

LD

6+

OC

3



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

Assault cannon [DEVASTATING WOUNDS]

24"

6

3+

6

0

1

Dreadnought inferno cannon  
[IGNORES COVER, TORRENT]

12"

2D6

N/A

6

-1

1

▶ Heavy plasma cannon – standard [BLAST]

36"

D3

3+

7

-2

2

▶ Heavy plasma cannon – supercharge  
[BLAST, HAZARDOUS]

36"

D3

3+

8

-3

3

▶ Missile launcher – frag [BLAST]

48"

D6

3+

4

0

1

▶ Missile launcher – krak

48"

1

3+

9

-2

D6

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 lascannon [TWIN-LINKED]

48"

1

3+

12

-3

D6+1



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Armoured feet

Melee

5

3+

6

0

1

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

KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, MORTIS DREADNOUGHT

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

**Mortis 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.



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- This model's 2 twin heavy bolters can be replaced with one of the following:
    - 2 assault cannons
    - 2 Dreadnought inferno cannons
    - 2 heavy plasma cannons
    - 2 missile launchers
    - 2 multi-meltas
    - 2 twin autocannons
    - 2 twin lascannons
- 

## UNIT COMPOSITION

- **1 Mortis Dreadnought**

**This model is equipped with:** 2 twin heavy bolters; armoured feet.

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KEYWORDS: VEHICLE, WALKER, IMPERIUM, DREADNOUGHT, MORTIS DREADNOUGHT



FACTION KEYWORDS:  
ADEPTUS ASTARTES

# DEIMOS PREDATOR

WARHAMMER LEGENDS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Conversion beam cannon [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	7	-1	3

**Conversion:** Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

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.

Infernus cannon [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Magna-melta cannon [MELTA 4]	18"	2	3+	12	-4	D6
Plasma destroyer – standard [BLAST]	36"	D3	3+	8	-2	2
Plasma destroyer – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	9	-3	3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, SMOKE, IMPERIUM, DEIMOS PREDATOR

## 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: 1-4 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

## WARGEAR OPTIONS

- This model's plasma destroyer can be replaced with one of the following:
  - 1 conversion beam cannon
  - 1 infernus cannon
  - 1 magna-melta cannon
- This model can be equipped with one of the following:
  - 2 heavy bolters
  - 2 heavy flamers\*
  - 2 lascannons
- This model can be equipped with 1 storm bolter.
- 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 Deimos Predator**

**This model is equipped with:** plasma destroyer; armoured tracks.

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KEYWORDS: VEHICLE, SMOKE, IMPERIUM, DEIMOS PREDATOR



FACTION KEYWORDS:  
ADEPTUS ASTARTES




# CHAPLAIN VENERABLE DREADNOUGHT

WARHAMMER LEGENDS


M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Dreadnought inferno cannon [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
 Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
 Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin lascannon [TWIN-LINKED]	48"	1	3+	12	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3

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

**KEYWORDS:** VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,  
CHAPLAIN VENERABLE DREADNOUGHT

## ABILITIES

**CORE:** Deadly Demise 1

**FACTION:** Oath of Moment

**Spiritual Leader:** Once per battle, at the start of any phase, you can select one friendly **ADEPTUS ASTARTES** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.



**FACTION KEYWORDS:**  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- This model's storm bolter and Dreadnought combat weapon can be replaced with one of the following:
  - 1 heavy flamer and 1 Dreadnought combat weapon
  - 1 assault cannon
  - 1 Dreadnought inferno cannon
  - 1 heavy plasma cannon
  - 1 multi-melta
  - 1 twin lascannon
  
- This model's assault cannon can be replaced with one of the following:
  - 1 Dreadnought inferno cannon
  - 1 heavy plasma cannon
  - 1 multi-melta
  - 1 storm bolter and 1 Dreadnought combat weapon
  - 1 heavy flamer and 1 Dreadnought combat weapon
  - 1 twin lascannon

## UNIT COMPOSITION

- **1 Chaplain Venerable Dreadnought**

**This model is equipped with:** assault cannon; storm bolter; Dreadnought combat weapon.

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**KEYWORDS:** VEHICLE, WALKER, IMPERIUM, DREADNOUGHT,  
CHAPLAIN VENERABLE DREADNOUGHT






**FACTION KEYWORDS:**  
ADEPTUS ASTARTES




# LAND SPEEDER TEMPEST


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	8	3+	7	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
 Tempest salvo launcher – frag [BLAST]	36"	2D6	3+	4	0	1
 Tempest salvo launcher – krak	36"	2	3+	9	-2	D6

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	4	0	1

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

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TEMPEST

## ABILITIES

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

FACTION: **Oath of Moment**

**Isolate and Destroy:** Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Land Speeder Tempest

**This model is equipped with:** assault cannon; Tempest salvo launcher; armoured hull.

KEYWORDS: VEHICLE, FLY, IMPERIUM, LAND SPEEDER TEMPEST




FACTION KEYWORDS:  
ADEPTUS ASTARTES

# CARAB CULLN THE RISEN


WARHAMMER LEGENDS

M 8" T 10 SV 2+ W 12 LD 6+ OC 4

5+ INVULNERABLE SAVE

 RANGED WEAPONS	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
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tarsus Scorpii	Melee	5	3+	12	-3	4

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

**Rites of Battle:** Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

**Death-hold:** 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: 1-4 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, WALKER, IMPERIUM, SMOKE, CHARACTER, EPIC HERO, DREADNOUGHT, CARAB CULLN THE RISEN



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Carab Culln the Risen – EPIC HERO

**This model is equipped with:** heavy bolter; 2 heavy flamers; 3 hunter-killer missiles; twin assault cannon; Tarsus Scorpii.

**KEYWORDS:** VEHICLE, WALKER, IMPERIUM, SMOKE, CHARACTER, EPIC HERO, DREADNOUGHT, CARAB CULLN THE RISEN



**FACTION KEYWORDS:** ADEPTUS ASTARTES

# CAESTUS ASSAULT RAM

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+''	10	3+	18	6+	0



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Firefury missile batteries [BLAST, IGNORES COVER]	36"	2D6	3+	6	-1	1
Twin magna-melta [MELTA 4, TWIN-LINKED]	18"	2	3+	12	-4	D6
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull [LANCE]	Melee	6	4+	8	0	1

## ABILITIES

CORE: **Deadly Demise D6, Hover**

FACTION: **Oath of Moment**

**Into the Foe:** If a unit disembarks from this **TRANSPORT** before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

**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, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, CAESTUS ASSAULT RAM**



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Caestus Assault Ram

This model is equipped with: firefury missile batteries; twin magna-melta; armoured hull.

## TRANSPORT

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

KEYWORDS: VEHICLE, AIRCRAFT, TRANSPORT, FLY, IMPERIUM, CAESTUS ASSAULT RAM





FACTION KEYWORDS:  
ADEPTUS ASTARTES

# LAND RAIDER PROMETHEUS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Quad heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	6	3+	5	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
 MELEE WEAPONS	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 model 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.

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



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- **1 Land Raider Prometheus**

**This model is equipped with:** 2 quad heavy bolters; 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** model takes up the space of 3 models.

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




**FACTION KEYWORDS:**  
ADEPTUS ASTARTES



# VENERABLE DREADNOUGHT

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	9	2+	8	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Assault cannon [DEVASTATING WOUNDS]	24"	6	3+	6	0	1
Dreadnought inferno cannon [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Multi-melta [MELTA 2]	18"	2	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
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

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured feet	Melee	5	3+	6	0	1
Dreadnought combat weapon	Melee	5	3+	12	-2	3

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Oath of Moment**

**Wisdom of the Ancients (Aura):** While a friendly **ADEPTUS ASTARTES INFANTRY** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a Hit roll of 1.

KEYWORDS: **VEHICLE, WALKER, SMOKE, IMPERIUM, VENERABLE, DREADNOUGHT**



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

## WARGEAR OPTIONS

- This model's assault cannon can be replaced with one of the following:
  - 1 heavy plasma cannon\*
  - 1 multi-melta
  - 1 twin autocannon
  - 1 twin heavy bolter
  - 1 twin heavy flamer
  - 1 twin lascannon
  - 1 Dreadnought inferno cannon
- This model's storm bolter and Dreadnought combat weapon can be replaced with one of the following:
  - 1 heavy flamer and 1 Dreadnought combat weapon
  - 1 missile launcher\*
  - 1 twin autocannon

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

## UNIT COMPOSITION

- **1 Venerable Dreadnought**

**This model is equipped with:** assault cannon; storm bolter; armoured feet; Dreadnought combat weapon.

**KEYWORDS:** VEHICLE, WALKER, SMOKE, IMPERIUM, VENERABLE, DREADNOUGHT








**FACTION KEYWORDS:**  
ADEPTUS ASTARTES

# RHINO PRIMARIS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	3

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
 Twin plasma gun – standard [RAPID FIRE 1, TWIN-LINKED]	24"	1	3+	7	-2	1
 Twin plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1, TWIN-LINKED]	24"	1	3+	8	-3	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, RHINO PRIMARIS

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Oath of Moment**

**Self Repair:** At the end of your Command phase, this model regains 1 lost wound.

**Orbital Comms Array (Aura):** While a friendly **ADEPTUS ASTARTES** unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Rhino Primaris

This model is equipped with: twin plasma gun; armoured tracks.

## TRANSPORT

This model has a transport capacity of 6 ADEPTUS ASTARTES INFANTRY models. It cannot transport JUMP PACK, WULFEN, PHOBOS, GRAVIS, CENTURION, TERMINATOR or TACTICUS models (except for TACTICUS CHARACTER models that begin the battle attached to a non-TACTICUS unit).

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, RHINO PRIMARIS



FACTION KEYWORDS:  
ADEPTUS ASTARTES

# LAND RAIDER EXCELSIOR

WARHAMMER LEGENDS

M 10" T 12 SV 2+ W 16 LD 6+ OC 5

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Godhammer lascannons	48"	2	3+	12	-3	D6+1
Grav-cannon [ANTI-VEHICLE 2+]	24"	3	3+	6	-1	3
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> 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

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

## ABILITIES

**CORE:** Deadly Demise D6

**FACTION:** Oath of Moment

**Rites of Battle:** Once per battle round, one unit from your army with this ability can be targeted by a Stratagem for OCP, even if another unit from your army has already been targeted by that Stratagem this phase.

**Assault Ramp:** Each time a unit disembarks from this model 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.

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



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- 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 multi-melta.
- This model can be equipped with 1 combi-weapon.

## UNIT COMPOSITION

- **1 Land Raider Excelsior**

**This model is equipped with:** grav-cannon; 2 Godhammer lascannon; armoured tracks.

## TRANSPORT

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

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



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

# IMPERIAL SPACE MARINE

WARHAMMER LEGENDS

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Disintegration combi-gun [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	5	-1	1
Disintegration pistol [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PISTOL]	12"	1	3+	5	-1	1

## MELEE WEAPONS

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

## ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

**Swift Assault:** While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

**Unbreakable Duty:** While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, GRENADES, IMPERIAL SPACE MARINE



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Imperial Space Marine

This model is equipped with: disintegration combi-gun; disintegration pistol; close combat weapon.

## LEADER

This model can be attached to the following units:

- ASSAULT SQUAD
- COMMAND SQUAD
- TACTICAL SQUAD
- VANGUARD VETERAN SQUAD
- DEVASTATOR SQUAD

*You can attach this model to one of the above units even if one CHARACTER model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, IMPERIUM, CHARACTER, GRENADES, IMPERIAL SPACE MARINE



FACTION KEYWORDS:  
ADEPTUS ASTARTES







# TERMINUS ULTRA

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
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
 Terminus lascannon – standard [TWIN-LINKED]	48"	1	3+	12	-3	D6+1
 Terminus lascannon – overload [HAZARDOUS, TWIN-LINKED]	48"	1	3+	14	-3	D6+3

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

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

KEYWORDS: VEHICLE, SMOKE, TRANSPORT, IMPERIUM, TERMINUS ULTRA

## ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Oath of Moment**

**Assault Ramp:** Each time a unit disembarks from this model 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

**WARGEAR OPTIONS**

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

**UNIT COMPOSITION**

- **1 Terminus Ultra**

**This model is equipped with:** 3 Terminus lascannons; 2 lascannons; armoured tracks.

**TRANSPORT**

This model has a transport capacity of 8 **ADEPTUS ASTARTES INFANTRY** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models and each **CENTURION** model takes up the space of 3 models.

**KEYWORDS:** VEHICLE, SMOKE, TRANSPORT, IMPERIUM, TERMINUS ULTRA





**FACTION KEYWORDS:**  
**ADEPTUS ASTARTES**

# RELIC RAZORBACK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	9	3+	10	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hunter-killer missile [ONE SHOT]	48"	1	2+	14	-3	D6
<b>One Shot:</b> 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 assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	3+	6	0	1
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 WEAPONS	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

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.

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK**



FACTION KEYWORDS: **ADEPTUS ASTARTES**

## WARGEAR OPTIONS

- This model's twin heavy bolter can be replaced with one of the following:
  - 1 multi-melta
  - 1 twin assault cannon
  - 1 twin lascannon
- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.

## UNIT COMPOSITION

- **1 Relic Razorback**

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

## TRANSPORT

This model has a transport capacity of 6 **ADEPTUS ASTARTES INFANTRY** models. It cannot transport **JUMP PACK**, **WULFEN**, **PHOBOS**, **GRAVIS**, **CENTURION**, **TERMINATOR** or **TACTICUS** models (except for **TACTICUS CHARACTER** models that begin the battle attached to a non-**TACTICUS** unit).

KEYWORDS: **VEHICLE, SMOKE, TRANSPORT, DEDICATED TRANSPORT, IMPERIUM, RELIC RAZORBACK**





FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

# COMPANY VETERANS ON BIKES

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-gun [ANTI-VEHICLE 2+]	18"	2	3+	5	-1	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	2
Thunder hammer [DEVASTATING WOUNDS]	Melee	2	4+	8	-2	2

## ABILITIES

**FACTION:** Oath of Moment

**Vanguard Assault:** Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

## WARGEAR ABILITIES

**Storm Shield:** The bearer has a 4+ invulnerable save.

KEYWORDS: MOUNTED, IMPERIUM, GRENADES, COMPANY VETERANS



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- The Veteran Biker Sergeant's bolt pistol can be replaced with one of the following:
  - 1 boltgun
  - 1 combi-weapon
  - 1 grav-pistol
  - 1 plasma pistol\*
  - 1 storm bolter
  
- The Veteran Biker Sergeant's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer
  
- Any number of Veteran Bikers' bolt pistols can each be replaced with one of the following:
  - 1 grav-pistol
  - 1 plasma pistol\*
  - 1 power fist
  
- 1 power weapon
- 1 thunder hammer
- 1 storm shield
  
- Any number of Veteran Bikers' Astartes chainswords can each be replaced with one of the following:
  - 1 flamer
  - 1 grav-gun
  - 1 grav-pistol
  - 1 meltagun
  - 1 plasma gun\*
  - 1 plasma pistol\*
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer
  - 1 storm shield

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

## UNIT COMPOSITION

- 1 Veteran Biker Sergeant
- 1-4 Veteran Bikers

Every model is equipped with: bolt pistol; twin boltgun; Astartes chainsword.

## COMMAND SQUAD BODYGUARD

If a model from your army with the Leader ability can be attached to a **BIKE SQUAD**, it can be attached to this unit instead.

KEYWORDS: MOUNTED, IMPERIUM, GRENADES, COMPANY VETERANS



FACTION KEYWORDS:  
ADEPTUS ASTARTES

# COMPANY CHAMPION ON BIKE

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

4+

INVULNERABLE SAVE

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Master-crafted power weapon [PRECISION]	Melee	4	2+	5	-2	2

## ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

**Honour or Death:** While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

**Martial Superiority:** Each time this model makes a melee attack that targets a **CHARACTER** unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, COMPANY CHAMPION



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- **1 Company Champion on Bike**

**This model is equipped with:** bolt pistol; twin boltgun; master-crafted power weapon.

## LEADER

This model can be attached to the following units:

- **BIKE SQUAD**
- **OUTRIDER SQUAD**




KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, COMPANY CHAMPION





FACTION KEYWORDS:  
**ADEPTUS ASTARTES**



M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Power fist	Melee	4	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, ANCIENT

## ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

**Astartes Banner:** While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

**Unbreakable Duty:** While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability



FACTION KEYWORDS:  
**ADEPTUS ASTARTES**

**WARGEAR OPTIONS**

- This model's bolt pistol can be replaced with one of the following:
  - 1 boltgun
  - 1 combi-weapon
  - 1 grav-pistol
  - 1 plasma pistol
  - 1 storm bolter
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer

**UNIT COMPOSITION**

- **1 Ancient on Bike**

**This model is equipped with:** bolt pistol; twin boltgun; Astartes chainsword.

**LEADER**

This model can be attached to the following units:


- **BIKE SQUAD**
- **OUTRIDER SQUAD**

**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, IMPERIUM, ANCIENT




**FACTION KEYWORDS:**  
**ADEPTUS ASTARTES**

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1

## ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

**Nartheicum:** While this model is leading a unit, in your Command phase, you can return 1 destroyed model (excluding **CHARACTER** models) to that unit.

**Gene-seed Recovery:** When this model's Bodyguard unit is destroyed, roll one D6: on a 2+, you gain 1CP.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, APOTHECARY



FACTION KEYWORDS:  
ADEPTUS ASTARTES

**WARGEAR OPTIONS**

- None

**UNIT COMPOSITION**

- **1 Apothecary on Bike**

**This model is equipped with:** bolt pistol; twin boltgun; Astartes chainsword.

**LEADER**

This model can be attached to the following units:


- **BIKE SQUAD**
- **OUTRIDER SQUAD**


**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, IMPERIUM, APOTHECARY



**FACTION KEYWORDS:**  
**ADEPTUS ASTARTES**

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Conversion beamer [CONVERSION, SUSTAINED HITS D3]	24"	1	3+	8	-1	2
<b>Conversion:</b> Each time an attack is made with this weapon, if the target is more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.						
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	5	3+	4	-1	1
Omnissian power axe	Melee	4	3+	6	-2	2
Plasma cutter [EXTRA ATTACKS]	Melee	2	3+	8	-2	2
Power fist	Melee	4	3+	8	-2	2
Servo arm [EXTRA ATTACKS]	Melee	1	3+	8	-2	3
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2

KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, TECHMARINE

## ABILITIES

CORE: Leader

FACTION: Oath of Moment

**Techmarine:** While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability.

**Blessing of the Omnissiah:** In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

**Vengeance of the Omnissiah:** If a friendly ADEPTUS ASTARTES VEHICLE model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an Attacks characteristic of 7.



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
  - 1 boltgun
  - 1 combi-weapon
  - 1 grav-pistol
  - 1 plasma pistol\*
  - 1 storm bolter
- This model's Omnissian power axe can be replaced with one of the following:
  - 1 Astartes chainsword
  - 1 power fist
  - 1 thunder hammer
- This model must be equipped with one of the following:
  - 1 servo arm
  - 1 conversion beamer
  - 1 flamer, 1 plasma cutter and 2 servo-arms

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

## UNIT COMPOSITION

- **1 Techmarine on Bike**

**This model is equipped with:** bolt pistol; twin boltgun; Omnissian power axe.

## LEADER

This model can be attached to the following units:






- **BIKE SQUAD**
- **OUTRIDER SQUAD**


KEYWORDS: MOUNTED, CHARACTER, GRENADES, IMPERIUM, TECHMARINE




FACTION KEYWORDS:  
ADEPTUS ASTARTES

M	T	SV	W	LD	OC
12"	5	3+	5	6+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	4+	4	0	1
Grav-pistol [ANTI-VEHICLE 2+, PISTOL]	12"	1	3+	4	-1	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2
 Smite – focused witchfire [DEVASTATING WOUNDS, HAZARDOUS, PSYCHIC]	24"	D6	3+	6	-2	D3
 Smite – witchfire [PSYCHIC]	24"	D6	3+	5	-1	D3
Storm bolter [RAPID FIRE 2]	24"	2	3+	4	0	1
Twin boltgun [TWIN-LINKED]	24"	2	3+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force weapon [PSYCHIC]	Melee	4	3+	6	-1	D3

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

KEYWORDS: MOUNTED, CHARACTER, GRENADES, PSYKER, IMPERIUM, LIBRARIAN

## ABILITIES

CORE: **Leader**

FACTION: **Oath of Moment**

**Psychic Hood:** While this model is leading a unit, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

**Mental Fortress (Psychic):** While this model is leading a unit, models in that unit have a 4+ invulnerable save.



FACTION KEYWORDS:  
ADEPTUS ASTARTES

### WARGEAR OPTIONS

- This model's bolt pistol can be replaced with one of the following:
    - 1 boltgun
    - 1 combi-weapon
    - 1 grav-pistol
    - 1 plasma pistol
    - 1 storm bolter
- 

### UNIT COMPOSITION

- **1 Librarian on Bike**

**This model is equipped with:** bolt pistol; twin boltgun; force weapon.

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### LEADER

This model can be attached to the following units:

- **BIKE SQUAD**
  - **OUTRIDER SQUAD**
- 

**KEYWORDS:** MOUNTED, CHARACTER, GRENADES, PSYKER, IMPERIUM, LIBRARIAN



**FACTION KEYWORDS:**  
**ADEPTUS ASTARTES**




# THUNDERHAWK TRANSPORTER


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	12	2+	30	6+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 4+]	72"	4	3+	8	-2	3
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

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

## ABILITIES

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

FACTION: **Oath of Moment**

**Aerial Deployment:** If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

## DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, THUNDERHAWK TRANSPORTER



FACTION KEYWORDS: ADEPTUS ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Thunderhawk Transporter

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

## TRANSPORT

This model has a transport capacity of 15 **ADEPTUS ASTARTES INFANTRY** or **ADEPTUS ASTARTES MOUNTED** models. Each **JUMP PACK**, **WULFEN**, **GRAVIS** or **TERMINATOR** model takes up the space of 2 models. Each **CENTURION** model takes up the space of 3 models. Each **MOUNTED** model takes up the space of 4 models. This model can also transport up to 2 **ADEPTUS ASTARTES VEHICLE** models (excluding **AIRCRAFT** and **TITANIC** models). Models embarked within **TRANSPORT VEHICLES** that are themselves being transported by this model do not count towards the transport capacity of this model.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM,  
THUNDERHAWK TRANSPORTER




FACTION KEYWORDS:  
ADEPTUS ASTARTES


# TARANTULA AIR DEFENCE BATTERY

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	5	3+	4	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tarantula air defence missiles [ANTI-FLY 2+, BLAST]	48"	D6	4+	7	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	1	4+	4	0	1

## ABILITIES

**CORE: Deadly Demise 1**

**Sentry Programming:** You can target this model with the Fire Overwatch Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this turn. This model can only be targeted with that Stratagem once per turn.

KEYWORDS: VEHICLE, IMPERIUM, TARANTULA AIR DEFENCE BATTERY



FACTION KEYWORDS:  
ADEPTUS ASTARTES

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION










- 1 Tarantula Air Defence Battery

**This model is equipped with:** Tarantula air defence missiles; armoured hull.

KEYWORDS: VEHICLE, IMPERIUM, TARANTULA AIR DEFENCE BATTERY




FACTION KEYWORDS:  
ADEPTUS ASTARTES

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
 Heavy plasma cannon – standard [BLAST]	36"	D3	3+	7	-2	2
 Heavy plasma cannon – supercharge [BLAST, HAZARDOUS]	36"	D3	3+	8	-3	3
 Missile launcher – frag [BLAST]	48"	D6	3+	4	0	1
 Missile launcher – krak	48"	1	3+	9	-2	D6
 Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
 Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
 Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
 Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

## WEAPON LISTS

Several Warhammer Legends **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.

