

Legion Imperialis

Endless War Patch

FAQ, Rebalance + New Units and Rules

V. 1.0

Table of Contents

Intro.....	5
TLDR Core Rules.....	6
TLDR Special Rules.....	6
TLDR Weapon Traits.....	6
TLDR Legion Traits.....	6
TLDR Unit common changes.....	6
TLDR Legion Astartes Changes.....	7
TLDR Solar Auxilia Changes.....	7
TLDR Knight Changes.....	7
TLDR Titan Changes.....	7
TLDR New Additions.....	7
Army Composition.....	8
Core Rule Changes/Clarifications.....	9
Special Rules Changes & FAQ.....	15
Weapon Trait Changes & FAQ.....	17
Legion Astartes Rules Changes.....	19
I Dark Angels.....	19
III Emperor Children.....	19
IV Iron Warriors.....	19
V White Scars.....	19
VI Space Wolves.....	20
VII Imperial Fists.....	20
VIII Night Lord.....	20
IX Blood Angels.....	20
X Iron Hands.....	21
XII World Eaters.....	21
XIII Ultramarines.....	21
XIV Death Guard.....	21
XV Thousand Sons.....	21
XVI Sons of Horus.....	22
XVII Word Bearers.....	22
XVIII Salamanders.....	22
XIX Raven Guard.....	22
XX Alpha Legion.....	22
Units & Weapons Changes & FAQ.....	23
Legion Astartes.....	25
Assault Detachment.....	25
Deathstorm Drop pod Battery.....	25
Dreadnought Talon.....	25
Dreadnought Drop pod Detachment.....	25
Drop pod Detachment.....	25
Fire Raptor Squadron.....	25
Heavy Support Detachment.....	26
Javelin Squadron.....	27
Land Speeder Squadron.....	27
Outrider Squadron.....	27

Predator Commander.....	27
Predator Squadron.....	28
Scimitar Jetbike Squadron.....	28
Sicaran Commander.....	28
Sicaran Squadron.....	28
Sicaran Arcus Squadron.....	28
Sicaran Punisher Squadron.....	28
Storm Eagle Squadron.....	29
Tactical Detachment.....	29
Tarantula Battery.....	30
Terminators Detachmen.....	30
Thunderhawk Gunship.....	30
Xiphon Interceptor Squadron.....	30
Solar Auxilia.....	31
Aethon Heavy Sentinel Patrol.....	31
Avenger Strike Squadron.....	31
Ogryn Charonite Detachment.....	32
Lasrifle Tercio.....	32
Leman Russ Strike Squadron.....	32
Leman Russ Annihilator Squadron.....	33
Leman Russ Demolisher Squadron.....	33
Leman Russ Executioner Squadron.....	33
Leman Russ Exterminator Squadron.....	33
Lightning Fighter Squadron.....	34
Malcador Tank Squadron.....	34
Medusa Battery.....	34
Shadowsword Squadron.....	35
Stormblade Squadron.....	35
Stormsword Squadron.....	35
Super Heavy Tank Squadron.....	36
Tarantula Battery.....	36
Thunderbolt Squadron.....	36
Knights.....	37
Acastus Knight Banner.....	37
Cerastus Knight Banner.....	37
Mechanicum Knight Moriax Talon.....	37
Questoris Knight Armiger Talon.....	37
Questoris Knight Banner.....	37
Titans.....	38
Warhound Hunting Pack.....	38
Dire Wolf Heavy Scout Titan.....	38
Reaver Battle Titan.....	38
Warbringer Battle Titan.....	39
Warlord Battle Titan.....	39
Warlord Sinister Battle Titan.....	40
Warmaster Heavy Battle Titan.....	40
Warmaster Iconoclast Titan.....	40
New Weapon Traits.....	42

New Units..... 42

Legiones Astartes..... 42

 Legion Recon Detachment..... 42

 Legion Kharybdis Assault Claw..... 42

 Legion Glaive Squadron..... 43

 Legion Fellblade Squadron..... 44

 Legion Falchion Squadron..... 44

Intro

Hi, if you're reading this, congratulations! You have been corrupted by chaos.

Jokes on the side, thank you for taking the time and reading this document - a lot of work has gone in the creation of this FAQ / Errata / Supplement and I appreciate your time and interest!

I started playing Legions Imperialis on release and I utterly love the game from the first dice roll.

Nonetheless, it is apparent to all that have played it that there are some issues with it (as of today Winter 2024). From Special Rules that don't matter except in limit fringe cases to Legion Traits that are just meh and units/loadouts that are clearly better than others, the game is in a very poor state.

The hobby has been a blessing in my life and when I see an issue with it I want to make it better - for me, for everyone out there that I know loves this game and for all the players that I will never meet.

This work is my contribution to making things better, a love letter to the game that made me meet so many amazing people and conquered my heart (and wallet) from the first moment.

I want to thank the community and everyone that offered suggestions and ideas throughout the process - you guys are too many to thank individually and some of y'all I have never met! Nonetheless, without your help this would have never come to life and for that, ladies gentlemen and xenos, the Emperor and I thank you.

Below you will find a set of rules/changes that is additional to the already released GW material and is meant to address all the issues the game is experiencing, as well as adding some new things that are just too cool not to consider (TINY PRIMARCHS).

A TLDR section in the next page will summarize the content of the (many) pages to give you a quick feel of the content, but I invite you to go to each section to see everything in detail. I added Designer Comments throughout the document to explain the reasoning behind changes and hopefully those will help you understand the thought process and reason for everything.

May your dices always swing both ways,

Riccardo Patti

The seventh head of the Hydra

TLDR Core Rules

- Proposed new activation style to mitigate activation advantage
- Change to embarked units activations
- Overwatch -1 to hit when on First Fire
- Overwatching Drop Pods
- Various FAQ to clarify rules (Automated Sentries, etc.)

TLDR Special Rules

- Deep strike placement increased to 4" from the first model. 6" for drop pods.
- Drop Pods expanded - no zone of control, no engagement zone, cannot be used to move block
- Re-written Ion Shields and Ion Flare Shields
- Necrotechica is now a FNP
- Bumped up Explorer Adaptation
- Limited infiltration by wound count and increased minimum distance.

TLDR Weapon Traits

- Engine Killer has been given a point cost
- Quake rewritten
- Shock Pulse to last until the end of the next round
- Skyfire weapons -2 to hit ground targets and removed bonus to overwatch
- Saturation Fire cannot target models in your own detachment

TLDR Legion Traits

- DA: removed restriction on getting the bonus. Included Walkers.
- EC: Changed the initiative manipulation. Added additional rule
- SW: Only infantry and Cavalry. Added additional rule
- NL: Added extra rule.
- IH: Included Dreadnoughts
- UM: Removed formation limitation
- DG: Changed to scale with number of formations rather than being a one-and-done
- TS: Rewritten entirely
- SOH: All weapons
- RG: Toned down on Infantry, added Outflank option for other detachments. Expanded Forward Deploy to impact vehicles as well.
- AL: Reduced number of detachments gaining the rule. Imposed restriction on 2 per formation

TLDR Unit common changes

- Super Heavies go to 3 Wounds Each
- Missile launchers go to 12" range and 5+ to hit. Change Anti Tank for Light AT
- Uniformed weapon profiles and removed inconsistencies (ex. Heavy Flamer is always Dice 2)
- Siege Weapon Special Rule added to SIEGE guns
- Various Point Cost adjustments (Tarantulas, etc.)
- Drop Pods are Assault Transports

TLDR Legion Astartes Changes

- Expanded Loadout for Legion Heavy Support Squads
- Rend added to Contemptor Dreadnoughts and Terminators
- Furious Charge added to Assault Marines, Outriders and Jetbikes
- Wargear point cost for Predator Lascannon

TLDR Solar Auxilia Changes

- Leman Russ platform to 3+ Save
- Wargear point cost for Vanquisher Battlecannon
- Specialised flyers to fulfill different specific roles

TLDR Knight Changes

- Revisited Point Costs
- Armigers can be brought 1-3

TLDR Titan Changes

- Revisited Point Costs
- Engine Killer wargear point costs
- Warp missile wargear point cost
- Most Engine Killer weapons reduced by 1
- Added possibility to bring Armigers and Mechanicum Tech Thralls

TLDR New Additions

- Legion Reconnaissance Squad
- Legion Super Heavies
- Kharybdis Assault Claw

Army Composition

- Allied Point Limit: 30%

Example. 1.000 Points games -> 300 Points for Allies
 1.500 Points games -> 450 Points for allies
 2.000 Points games -> 600 Points for allies
 2.500 Points games -> 750 Points for allies
 3.000 Points games -> 900 Points for Allies

- The number of 2 and 3 Wound **Vehicle** models may not exceed the number of 1 Wound Vehicle models in the army.

Example. If a player wishes to bring 2 Kratos, he should also bring at minimum 2 other 1 wound tanks (ex. Sicarans, Predators, etc.). Same for a Baneblade, to bring one you need to have at least one other tank in the army that is 1 W (ex. Leman Russ)

Designer Comment - This change is designed to force players to utilise something other than ONLY the best vehicles. Legions and Solar cohorts had access to a wide variety of tools and they were all fielded equally in the large scale engagements that this game aims to portray.

Core Rule Changes/Clarifications

Activations - fix for imbalance

After orders have been issued, players count the number of order tokens per side. That is the number of player activations in the round for each player. If these two numbers are not identical, divide the greater number by the smaller one. That is the number of activations that the player with more orders needs to take every turn in comparison to the other player.

Example. John and Riccardo have 10 and 20 activations. The numbers are not identical so we divide 20 by 10, getting 2. That means that when it's Riccardo's turn, he should activate 2 detachments, while John activates only 1 in his turn.

In the case the division does not return a whole number (vast majority of cases), round it up. The player that needs to make more activations per turn will continue to do that until the number of detachments on the board that are yet to be activated becomes the same for both players (check for this at the start of the turn of the player with priority).

Example. John has 10 activations and Riccardo has 12. $12/10$ returns 1.2, which rounded up is 2.

Riccardo will need to make 2 activations per turn until his number of non-activated units on the board is the same as John's (count at beginning of John's turn)

Gameplay example - Round Starts; John has priority and activates 1 unit. Riccardo activates 2 units.

At the start of John's turn there are 9 units left on John's side and 10 on Riccardo's side. Riccardo will still need to activate 2 units in his turn.

John activates another unit (8 left) and Riccardo activates 2 (8 left).

At the Start of John turn, they both have 8 units left to activate. From now on Riccardo will activate only 1 unit per turn.

Reverse Priority example - Round Starts; Riccardo has priority and activates 2 units. John activates 1.

At the start of Riccardo's turn there's 10 left on his side and 9 on John's. Riccardo still needs to activate 2 units.

At the start of Riccardo's next turn there's 8 left on both sides. Riccardo will now start activating only 1 unit per turn.

Designer Comment - Activation difference is a real problem in the game. Players with more activations have an unassailable tactical advantage insofar they have second mover advantage on all their most important assets.

Alternatives to this approach have been considered (ex. Limit the number of activations per player side or limit on the number of formations/detachments available in army creation). Each has drawbacks (ex. some units not activating entirely, too restrictive army creation rules).

This change relies on mathematics and accounts for all possible differences in numbers of activations, effectively forcing all the extra activations one side may have to the start of the round, making the more strategic moves that often happen in the later part of the round much more impactful, as none of the sides can just sit and wait.

Activations - units embarked in transports

Units embarked in transports at the beginning of the round may only activate as follows, based on the transport activation in the movement phase.

This assumes that the infantry has disembarked from the transport (Remember that unit disembarking is part of the transport activation! A unit may not activate if it has not disembarked!)

Transport	Embarked Detachment
Transport Marched	Can be disembarked but Cannot move, shoot nor charge
Transport Advanced	Activates as follows based on order it has been issued with: Advance Order - Move -or- Shoot Charge Order - Charge (half range, so up to Movement characteristic) March order - Move D3+ movement characteristic
Transport does not move	Activates as normal

Designer Comment - Community led change

"A turn in the game generally spans the time it takes a unit to move and shoot, charge and fight, or wait and shoot (first fire), and as such it doesn't make sense that transports can march, disembark, and then the infantry also can march or advance + shoot in the same time frame."

Automated Sentries - Movement, Transports and Control FAQ

Automated Sentries may not move (as their movement characteristic is -). As such, once they have been deployed, they cannot move in any way whatsoever nor embark in transports.

Automated Sentries may be deployed garrisoned in a building wholly within the player's deployment zone.

Automated Sentries may begin the game embarked in transports and disembark within 1" of the transport they are embarked in as part of the transport activation.

If more than half of the transports are in base contact with a non-garrisoned building, the automated sentries may be disembarked and garrison the building. They cannot move out of the building for the remainder of the game.

Automated Sentries cannot control Buildings or objectives.

Automated Sentries garrisoned in a Structure are automatically destroyed if the Structure Collapses with no save of any kind allowed.

Engaging Garrisoned Structures

Models Garrisoned within Structures have no Engagement Zone. However, models cannot move through a Structure Garrisoned by enemy models, nor can they end their movement in base contact with the Structure unless they are:

- an Infantry model issued with a Charge Order,
- a Titan or
- a model that has a weapon with the Wrecker trait (see page 85 of LI Rulebook).

Infantry models in base to base contact with a Structure count as Engaged **and Pinned** with all enemy Detachments Garrisoned within the Structure.

Unless instructed otherwise, other Detachment types (ex. Walker, Titan) do not count as Engaged with garrisoned Detachments and thus both can fire as normal in a subsequent phase, including at one another if eligible to do so.

FAQ

"Unless instructed otherwise" means that the detachment will engage only if the controlling player chooses to. Otherwise, the detachment will not be considered engaged with the occupants (eg. dreadnought just stands outside the building, doesn't try to go in and kill everyone).

If the occupants want to fight such a detachment, they need to sally forth (eg. the dreadnought doesn't come into the building, you have to go out to fight it.)

Garrisoning FAQ

Detachments that end their movement with more than half of the models in base contact with an unoccupied Structure may decide to garrison the Structure.

If they choose not to garrison the structure, said structure may be garrisoned by another detachment, friendly or enemy, that ends its movement with more than half its models in base contact with the Structure.

If an enemy detachment garrisons a Structure that some friendly models are in base contact with, one of 2 things happens:

- If the Friendly detachment hasn't activated yet, it **will need to activate next** and **use its movement activation to move away from the structure** (not be in base contact anymore). Note that the friendly detachment does not count as engaged with the garrisoned detachment and may be targeted freely.
- If the Friendly detachment has already activated this movement phase, as soon as the enemy detachment finishes their move and garrison the Structure, **every model makes a move of 1" directly away from the structure** (maintaining coherency). If such a move cannot be made without entering the engagement range of enemy models or going over impassable terrain, the model is destroyed. Models may not garrison a structure at the end of the 1" move, even if the majority ends in base contact with another empty Structure

Friendly detachment moves and ends in base contact with the Structure	
Friendly Detachment	Action
Has >50% of models in base contact with structure	• Can garrison the structure OR • Can stay outside of the structure

Enemy Detachment moves and garrisons the Structure friendly models are in base contact with	
Friendly Detachment	Action
Has activated	Immediately move every model 1" away from the structure.
Has not activated	Needs to move out of base contact with Structure during Movement Activation. Does not count as Engaged while it's in base contact with the building.

Garrisoning in the Deployment Phase FAQ

The only buildings that may be garrisoned in the deployment phase are the ones completely in your deployment zone. Buildings outside the deployment zone may not be garrisoned during deployment (ex. Infiltrate) or as part of pre-game special moves (ex. Forward Deployment).

A unit may infiltrate or Forward Deploy to get in base contact with a building and then spend its movement activation to garrison the building.

Orders: March

Infantry issued with the March Order move up to **twice** their movement characteristic, not 3 times.

Designer Comment - *Implementing community suggestion*

Overwatch

If a detachment decides to fire overwatch, its order is removed and may not fire in the First Fire or Advancing Fire stages of the round.

"A detachment that has been issued with an Advance Order or First Fire Order **and has not yet activated this Movement Phase**, may call Overwatch [...] Any Hit rolls made as part of an Overwatch subtract **2 from the result of the roll if the detachment was issued with the Advance Order and subtract 1 from the result of the roll if the detachment was issued with the First Fire Order**. This is in addition to any other modifiers - as noted in Firing (p.56), a natural roll of 6 always scores a hit, no matter the modifiers. "

Designer Comment - *A unit waiting to fire is primed to shoot already when the "overwatch" order arrives. A unit Advancing is ready to move out (or moving) but out of the blue the Sergeant is yelling "fire now!" - the first ones will be in a better position to fire and hit the targets.*

Also, no more move and then overwatch with the Advance order - in order to be able to overwatch it is a requirement to not have moved. This strengthens First Fire order and makes it more impactful.

Structure and Firing

Models Garrisoned within a Structure may fire at enemy Detachments as normal. When firing, models Garrisoned within a Structure treat the entire area of the Structure as their base, and can draw line of sight from any **window, opening or place a garrisoned model would reasonably be in the Structure**.

Similarly, enemy models may fire upon Detachments Garrisoned within a Structure, as long as they can see a **window, opening or place a garrisoned model would reasonably be in the Structure** and are within range of that part.

Designer Comment - *You cannot use the overhanging roof tile of a spire to trace line of sight from or to when firing at/from structures. Line of sight needs to be traced from/to the main body of the building.*

Secondary Target - FAQ

A Secondary Target is an eligible target (i.e., within range and line of sight of the firing model) different from the first chosen target.

More than one Secondary target can exist, albeit units that can target multiple secondary targets are called out specifically (ex. titans)

Pile In - FAQ

You can pile in only if you haven't activated yet in the Movement Phase.

In order to pile in, the detachment needs to have a Charge, Advance or March order assigned.

The pile in move is equal to the movement of the model.

A model piling in cannot enter in the engagement zone of other enemy detachments

The chart below explains what to do for each model based on its situation:

Are you in base contact with an enemy model?	Can the Pile in move bring you in base contact with an enemy model?	Action
Yes	-	Stay put
No	Yes	Pile in to get in base contact
No	No	Pile in freely but must remain in engagement zone of enemy detachment

If a detachment has fired overwatch, it count as having activated, so may NOT pile in if it ends up being engaged (Rulebook p.53, Order token gets removed)

Withdrawing from combat

Units withdrawing from combat are immediately issued a Fall Back Order once they have made their withdrawal move (Move + D6 away from combat) [Rulebook p.62].

However, in the Fall Back Stage of the End Phase [Rulebook p.64], do not make a Flee move (2x Movement characteristic) for these Detachment. Instead just make a morale test to see if they rally.

In other words - if you lose combat your detachment is fleeing and makes the move immediately, without waiting for the end of the round. At the end of the round don't fall back that detachment further

End Phase, Fall Back Step. Detachment has Fall Back Order	
Detachment	Action
Has already Withdrawn this round due to losing combat and failing morale test	Test to rally - if successful remove the Fall Back Order
Has not Withdrawn this round	Fall Back move (2x Movement characteristic) – Then – Test to rally - if successful remove the Fall Back Order

Designer Comment - Slight adaptation of the Rules to create consistency among Withdrawal and Fall Back moves. Impact to withdrawing units minimal - at worst they get effectively 2 morale checks in a round: one when they lose combat and (if they fail and Withdraw), one at the end of the Round to rally.

Special Rules Changes & FAQ

Deep Strike

[...]

Once scattered, any remaining models within the same Detachment are placed on the battlefield within 4" of the already placed model **and in coherency**. [...]

Designer Comment - *Deep Strike for some units is needlessly complicated due to the restriction of every model being within 2" of the original model.*

Drop Pods - add the following:

Models embarked in drop pods may be issued a Charge Order but they may charge only up to their movement characteristic after having disembarked.

When deploying drop pods as per the Deep Strike special Rule, the Drop Pods have to remain in coherency but can be placed within 4" of the first model placed (the one scattered).

If the detachment embarked in the drop pods is not in coherency after disembarking, it must restore coherency during its movement activation

Models with the Drop Pods Special Rule have no engagement zone and no Zone of Control. As such enemy models can move freely within 1" of them. Drop pods may not contest or control objectives.

Designer Comment - *The possibility to give the embarked unit a Charge Order is in line with them being shock assault methods of deployment. Also increasing the range from the first model when deploying will make placement easier and more accurate.*

Explorer Adaptation:

"Models with the Explorer Adaptation special rule **may re-roll failed armour saves** against Hits scored by a weapon with the Barrage or Blast trait"

Designer Comment - *Implementing community suggestion*

Infiltrate - modify:

[...] Infiltrating Models must be deployed at least 9" away from a previously deployed enemy model [...]

Infiltrate - add the following:

- Detachments deployed via the Infiltrate special rule may not take dedicated transports.
- Detachments deployed via the Infiltrate special rule are restricted to a maximum wound count depending on the Scale
 - Scale (1) - 8 wounds max
 - Scale (2) - 6 wounds max
 - Scale (3) - 3 wounds max

*Ex. If infiltrating Infantry, the detachment max size is 8 bases.
If infiltrating Sicarans, the detachment max size is 6 tanks
If infiltrating Kratos, the detachment max size is 3 tanks.*

Designer Comment - Trying to Limit Infiltrate Power across the board. The 8 wound cap on Scale 1 only impacts Legion Tactical Detachment and Auxilia Lasrifle Tercio.

Ionic Flare Shield - rewrite to:

Models with the Ionic Flare Special Rule reduce the AP of attacks coming from weapons with the Barrage or Blast Trait by 1 to a minimum of 0.

Ion Shields - rewrite to:

Models with the Ion Shield Special Rule can re-roll X number of failed armour save per battle round, where X is equal to the wound characteristic of the model minus 1 (to a minimum of 1). Only hits received in the front arc or by weapons with the Barrage trait are eligible to be re-rolled

*Example.
Knight Questoris has 3 wounds and Ion shield special rule.
It may reroll up to 2 failed armour saves per battle round.*

Master Tactician FAQ

Master Tactician **may not** be used to give a unit that was embarked in a transport a Charge Order if the transport did not have the Assault Transport Special Rule, as the unit was not eligible to have that order at the beginning of the round.

Designer Comment - You cannot give charge to detachments that disembark from non-Assault Transports.
No disembarking from Rhinos and charging.

Nechrotechica - rewrite to:

"A model with this rule receives a Feel No Pain save of 5+ against every point of damage taken. If a model with this rule is hit by a weapon dealing multiple wounds of damage (ex. Engine Killer weapons), it should roll a Nechrotechica save per each damage point"

Weapon Trait Changes & FAQ

Engine Killer Weapons:

Engine Killer Weapons have now been added as loadout options wherever they are present - the cost associated is 25 points per X. For units that come stock with Engine Killer weapons with no alternative loadout options, their point costs have been adjusted where appropriate.

Quake - rewrite to:

"If one or more Hits are scored against a Detachment by a weapon with the Quake trait, the detachment may not move for the rest of the battle round.

In addition, the detachment suffers a -2 to all Hit Rolls and all its models modify their CAF by -2 until the end of the battle round."

Saturation Fire - add:

Models in the same detachment as the model firing this weapon are ignored when determining eligible targets. In other words, you don't fire on your own models as long as they are part of the same detachment.

Example. Deathstorm drop pods don't target each other if they are part of the same detachment

Skyfire - change to:

"A weapon with this trait can target **models with the Flyer Special Rule** as normal instead of requiring a natural 6 to hit. **However, if targeting a detachment that does not have the Flyer or Hover special rules, this weapon suffers a -2 to the Hit roll (to a maximum of 6+).**

~~In addition, when a model fires a weapon with the Skyfire trait as part of an Overwatch, subtract 1 from the result of the Hit rolls rather than 2. [...]"~~

Designer Comment - *Inserting a penalty for Skyfire weapons to be used against ground targets and removing the overwatch bonus. Skyfire weapons may still target secondary targets (only if secondary target has the Flyer or Hover Special Rule). Skyfire weapons are currently the best possible weapons in the game, making them good at everything - this change is to rebalance this aspect.*

Shock Pulse

Any Vehicle, Super-heavy Vehicle, Knight or Titan that suffers one or more Hits from a weapon with the Shock Pulse trait reduces its Movement by half **until the end of the next battle round** and can fire with a maximum of one weapon until the end of **the next battle round**; if the target has already fired this round then it cannot fire again.

In addition, each Hit scored by a weapon with Shock Pulse that is allocated to a Void Shield decreases the Void Shield level by 2 instead of 1.

Designer Comment - *Corrected wording on rule to make it do something impactful, likely as the original designer intended. Before, the movement penalty would not matter whatsoever and the shooting penalty was inconsequential unless hitting a model before it had a chance to activate. Now it will matter even if you hit it in the later part of the round*

Legion Astartes Rules Changes

For all legions, you may find a Designer Comment to explain the reasoning behind the change or lack thereof. Legion Rules that have not been changed will have just the Designer Comment.

This section is purely about Legion Rules - to see Legion specific Units and Primarchs, go to the New Units Section

I | Dark Angels

Formations of the Hexagrammaton:

*All Dark Angels Infantry Detachments gain the **Phospex** special rules*

*All Dark Angels Walker Detachments gain the **Implacable** special rule*

*All Dark Angels Cavalry Detachments gain the **Outflank** special rule*

*All Dark Angels Vehicles Detachments gain the **Nimble** special rule*

If a detachment is embarked in Dedicated Transports, the Dedicated Transport does not gain the special rules of the detachment embarked within.

Designer Comment - Removed restrictions on Formation composition in order to trigger the bonus. Expanded rule to include Walkers

III | Emperor Children

***Exemplars of War:** Emperor Children models improve the CAF bonus for charging by +1.*

In addition, the player may re-roll the initiative roll if at least 50% (points) of the Main Faction is Emperor Children.

Designer Comment - Limited the Initiative manipulation to be just a re-roll instead of a "I go." and removed restriction on having an alive EC detachment to trigger the rule.

Added the CAF bonus to give them a rule that comes into play during the game instead of being a pre-game off-the-table thing.

IV | Iron Warriors

Designer Comment - Unchanged. Unwavering. Iron within, Iron...

V | White Scars

Designer Comment - The standard rule impacts all the units that White Scars want to take thematically. Solid

VI | Space Wolves

Preternatural Sense: Enemy Detachments with the Infiltrate Special Rule may not be deployed within 16" of Space Wolves **Infantry and Cavalry** models. In addition, enemy models with the outflank special rule may not be placed on the battlefield within 8" of any Space Wolves **Infantry and Cavalry** model.

Designer Comment - Limited rules only to Infantry and Cavalry models. How can they sniff the enemy if they are inside the tank or in a sarcophagus?

Hunting Pack: All Space Wolves Detachments add +1 to their CAF if they have purchased at least one detachment size upgrade

Designer Comment - Gave them something that ties to wolves as animals and is not only situational on the enemy having infiltrators or Outflanking units.

VII | Imperial Fists

Designer Comment - With the expansion of the Legion Heavy Support (see Astartes Changed Unit section), their rule is now fully functional.

VIII | Night Lord

Seeds of Dissent: Leave unchanged

Designer Comment - The introduction of Legion Recon Snipers paired with the ability to now add Commander models to CORE detachments will give them more targets to trigger Seeds of Dissent and a way to snipe them out of the detachment.

Absolute Terror: When a Night Lord detachment wins melee combat, the opponent must roll 2 D6 on the morale test to determine if they withdraw from combat (3D6 if the detachment is Broken).

Designer Comment - This rule gives Night Lords a more consistent buff that is not dependent on the list of the opponent. This rule plays with morale and the idea of witnessing the terror of the VIII up close.

IX | Blood Angels

Designer Comment - Unsure whether they need tweaking. The consolidation move after combat is quite nice and unique already.

X | Iron Hands

Inviolate Armour: Iron Hands models with FnP special rule benefit from its effects when they suffer a Wound from a weapon with the Light and Light AT trait.

In addition, any hits scored against friendly Iron Hands **Walkers**, Vehicles or Super Heavy Vehicles issued with a First Fire Order worsen their AP by 1 to a minimum of 0. **This effect lasts until the end of the battle round.**

Designer Comment - Expanded to affect Walkers and expanded bonus to last for the round, not while they have the order.

XII | World Eaters

Designer Comment - Current rule is solid, very thematic and makes the legion do what they want to do better. 10/10

XIII | Ultramarines

Interlocking Tactics: An Ultramarines model may reroll hit rolls of 1 when firing upon an enemy detachment that has already had one or more Hits scored against this round by another Friendly Ultramarine Detachment.

Designer Comment - Removed limit on having to be in the same formation, now just needs to be a friendly Ultramarines model.

XIV | Death Guard

Sons of Barbarus: Death Guard Detachments do not suffer Hits for moving through Dangerous terrain.

In addition, at the start of the battle, before any Detachments are deployed, the player may pick **one area of terrain or Structure for every Death Guard Formation they have**. For the remainder of the battle, the selected areas/Structures count as Dangerous terrain, in addition to any other rules that apply. Each time a model Garrisons or leaves a Structure designated as Dangerous terrain, it counts as having moved 1" through it.

Designer Comment - I like the rule in essence and don't think it needs meddling. Adjusted slightly to scale with the more Death Guard Formations you bring, instead of a once and that's it.

XV | Thousand Sons

Kine Shields: Friendly models within 6" of a Thousand Son model with the **Commander** special rule reduce the AP of all incoming attacks by 1, to a minimum of 0 and gain **Armoured**.

Designer Comment - Reshaped rule to only affect friendly models and give a more impactful boon.

XVI | Sons of Horus

Death Dealers: When a Sons of Horus model issued with Advance Order is firing at a target within 6" of it, it may re-roll Hit rolls of 1.

Designer Comment - Expanded rule to be any weapon instead of only Light and Light AT weapons.

XVII | Word Bearers

Designer Comment - Current rule is solid with the changes made to First Fire and Overwatch. No change needed.

XVIII | Salamanders

Designer Comment - Current rule is solid and impactful. No change.

XIX | Raven Guard

Every formation made up entirely of Raven Guard models may select one Infantry detachment in the formation to gain the **Infiltrate** special rule and one other detachment to gain the **Outflank** special rule. All other detachments in the formation gain **Forward Deployment**.

*Designer Comment - Toned down from Every Infantry Detachment to only 1 per formation gaining infiltrate. Compensated with adding Outflank to any one other detachment per the formation.
Expanded Forward Deployment to impact vehicles as well.*

XX | Alpha Legion

Every formation made up entirely of Alpha Legion Detachments may select up to 2 detachments **in its formation** to be affected by the "**Mutable Tactics**" rule. Detachments with Flyer or Hover cannot be chosen.

Mutable Tactics: A detachment affected by "Mutable Tactics" gains either **Infiltrate**, **Outflank** or **Forward Deployment** special rule.

Designer Comment - Reduced impact of the rule. From 3 detachments per formation now only 2 get affected by Mutable Tactics. Moreover, you can pick max 2 detachments per formation, instead of being able to pick any Alpha Legion detachment in the army.

Units & Weapons Changes & FAQ

The Design principle behind all changes rests on the desire of making everything viable and reign in units or loadouts that are just objectively better than others. The reason behind additions is of course to fill the gaps left empty by GW and give players more options and add flavour to the game.

Wherever possible, all changes and additions have been made by looking at existing comparable loadouts and units, so as not to deviate too far from the path laid down by the original GW Designers.

For such reason, it is important to understand some fundamental Design concepts of this game and the D6. As apparent to everyone, just by using the D6, we have a categorisation in 6 Brackets when it comes to any characteristic - this forces the designer to group concepts that would be different in the lore in a single bucket, and draw generalisations.

For example, you can find below a codified table sheet detailing bracket division of units by Save characteristic

Type	Save
Lightly Armoured	6+
Power Armour	5+
Light Vehicle Protection / Terminator Armour equivalent	4+
Mainline Battle Tank / Knight armour	3+
Heavy Tank / Titan armour	2+
Gargantuan	1+

There are different kind of power armour and equivalent in the universe of Warhammer, but they all get grouped in the 5+ save bracket despite one version being slightly stronger and one slightly weaker.

To help with this flattening, the Wound characteristic is used in the game to give an extra layer of “depth” to the toughness of a unit. This characteristic can be easily noticed is usually tied to the Scale.

(Super heavy tank options have 2 as well but in this ERRATA I corrected to 3 agreeing with community feedback calling for the change)

Type	Wound
Baseline across the board unless you are seriously big. Infantry, Cavalry, Walkers, Main Battle Tanks	1
Heavy / Large Vehicles	2
Knights / Super Heavy Tanks / Primarchs	3
Titans	4+

Taking Vehicles as an example of how these two characteristics are used specifically, you can see below a simple matrix of Save and Wounds ad how that intersection creates several distinct categories.

Type	Save	Wounds
Lightly armoured	4+	1
Mainline Battle Tank	3+	1
Large Battle Tank	3+	2
Heavy Battle Tank	2+	2
Super Heavy Battle Tank	2+	3

This table above has been used as a guideline for all the vehicle characteristic changes (and as a template for the creation of new vehicles)

If we look at all characteristics in all datasheets, more patterns of consistency can be easily identified - these have been used as a way to identify outliers (in the good and the bad) as well as a template to create new loadouts or units. Below some examples

Value	Characteristic	Value			
Infantry	Move	5"			
	Hit (General)	5+			
	Hit (Plasma)	4+			
Weapon Type	Type	Range	Dice	AP	Traits
Bolt	Pistol	6"	1	-	Light
	Rifle	8"	1	-	Light
	Combi	8"	1	-	Light, Accurate
	Heavy	12"	2	-	Light
Plasma	Rifle	10"	1	-1	Light AT
	Cannon	12"	1	-	Light AT
Melta	Multi-Melta	6"	1	-3	Anti Tank
Las	Cannon	22"	1	-1	Anti Tank
	Quad Battery	22"	2	-1	Anti Tank, Accurate
	Destroyer	15"	2	-2	Anti Tank, Accurate
Auto	Cannon	16"	2	-1	Light AT
	Battery	16"	3	-1	Light AT
Flamer	Personnel Flamer	6"	1	-	Light, Ignores Cover
	Heavy	6"	2	-	Light, Ignores Cover
Missiles	Frag	20"	2	-	Light, Ignore Cover
	Krak	20"	1	-1	Anti Tank

When looking at everything side by side, it is clear to see that the missile is an outlier in terms of strength and utility - almost the same range as a lascannon (the dedicated AT weapon) but also with an amazing anti-infantry option. When given a good hit roll (4+) and a cheap platform (infantry) it is apparent that it stands above anything else.

Anyone on the receiving end of Astartes Missile Infantry spam knows the pain so it should be well known that Missiles as they stand are a problem.

Nonetheless, to try and remain as objective as possible and take all bias away, this is how I look at the data and compare the units/wargear. And in the data I find the things that need rebalancing (for the good and the bad).

Taking the missile launcher as example, the iteration on the Sabre tank makes much more sense for the weapon, with a range of 12", a hit roll of 5+, AP-1 and Light AT Trait. This is also much more similar to the full scale Horus Heresy version, and positions the missile launcher as what it is in that game - an ok anti infantry weapon with also limited anti tank potential - Adjudicated!

Legion Astartes

Assault Detachment

Special Rules

Jump Packs, [Furious Charge](#)

Deathstorm Drop pod Battery

Special Rules

Drop Pod, [Orbital Assault](#)

Dreadnought Talon

Weapons	Range	Dice	Hit	AP	Traits
Contemptor Power Fist	-	-	-	-	Rend

Dreadnought Drop pod Detachment

Special Rules

Drop Pod, [Large Assault Transport \(2\)](#)

Drop pod Detachment

Special Rules

Drop Pod, [Assault Transport \(2\)](#)

Fire Raptor Squadron

Weapons	Range	Dice	Hit	AP	Traits
Avenger Bolt Cannon	16"	5	5+	-1	Light AT, Arc (Front), Rapid Fire, Skyfire , Tracking
Quad Heavy Bolter Batteries	12"	6	5+	-	Light, Point Defence, Skyfire
Gravis Autocannon Batteries	16"	4	5+	-1	Light AT, Skyfire
Lascannon Batteries	22"	2	4+	-1	Anti Tank, Skyfire
Upgrades					
Upgrade Detachment Size by 1.....					+80 points (-20)
Upgrade Detachment Size by 2.....					+140 points (-50)

Heavy Support Detachment

Support - Legion **Heavy** Support detachment.....40 points
 Infantry (1) Detachment Size: 4

Name	Move	Save	CAF	Morale	Wounds
Heavy Support Legionaries	5"	5+	+1	3+	1
Weapons					
Missile Launchers -or- Autocannons -or- Lascannons -or- Plasma Cannons -or- Multi Melta -or- Volkite Calivers*					
*Each base may be equipped differently.					
Weapons	Range	Dice	Hit	AP	Traits
Missile Launchers					
- Frag Missiles	12"	2	5+	-	Light, Ignore Cover
- Krak Missiles	12"	1	5+	-1	Light AT
Plasma Cannons	12"	1	4+	-1	Light AT
Autocannons	16"	3	5+	-1	Light AT
Lascannons	22"	1	4+	-1	Anti Tank
Multi Melta	6"	1	5+	-3	Anti Tank

Designer Comment - Missile Range reduced to 12" and 5+ to hit. The previous profile was too much of an outlier compared to any other weapon in the game. If missile launcher are an option there was no incentive in taking anything else. This rebalances them in comparison to other weapons in the game.

The expanded loadout of Heavy support Marines has been taken from other identical weapons from the various books published, in all the occasions where it would be a marine wielding the weapon. (ex. The multi-melta profile is the one of Pintle Mounted Multi-Meltas - Great Slaughter p.111) or commanding it (Plasma cannon on Land Speeders - Great Slaughter p.109)

Expanding the loadout options for Heavy support Marines leaves players not wanting for any options on an infantry platform, with each offering pros and cons

Javelin Squadron

Legion Javelin Squadron.....35 points (+2)
Cavalry (1) *Detachment Size (2)*

Weapons

- Nose Mounted Heavy Flamer
- Sponson Mounted Lascannon ~~-or-~~ Cyclone Missile Launcher

Weapons

Weapons	Range	Dice	Hit	AP	Traits
Cyclone Missile Launchers	12"	2	5+	-	Light, Arc (Front), Ignore Cover
Nose Mounted Heavy Flamer	6"	2	4+	-	Light, Arc (Front), Ignores Cover

Upgrades

~~Any Javelin may exchange its Sponson Mounted lascannon for a cyclone missile launcher for +2 points per model.~~

Upgrade Detachment Size by 2.....+25 points (-8)

Upgrade Detachment Size by 4.....+40 points (-26)

Land Speeder Squadron

Weapons	Range	Dice	Hit	AP	Traits
Nose Mounted Heavy Flamer	6"	2	4+	-	Light, Arc (Front), Ignores Cover

Upgrades

Upgrade Detachment Size by 2.....+20 points (-10)

Upgrade Detachment Size by 4.....+35 points (-25)

Outrider Squadron

Weapons	Range	Dice	Hit	AP	Traits
Twin Linked Bolters	8"	1	5+	-	Light, Assault, Point Defence, Accurate
Twin Linked Plasma guns	10"	1	4+	-1	Light AT, Accurate

Special Rules

Jinx (6+), **Furious Charge**

Predator Commander

Legion Predator Commander.....55 points (-5)
Vehicle (2) *Detachment Size (1)*

Weapons

- Predator Cannon ~~-or- Predator Lascannon~~
- Sponson Mounted Heavy Bolter -or- Sponson Mounted Lascannon

Upgrades

This model may change its Predator Cannon for a Predator Lascannon.....+5 Points

Predator Squadron

Legion Predator Squadron.....105 points (-10)
Vehicle (2) Detachment Size (3)

Weapons

- Predator Cannon ~~-or- Predator Lascannon~~
- Sponson Mounted Heavy Bolter -or- Sponson Mounted Lascannon

Upgrades

A Predator may change its Predator Cannon for a Predator Lascannon.....+5 Points per model
Upgrade Detachment Size by 1.....+ 35 points
Upgrade Detachment Size by 3.....+ 95 points
Upgrade Detachment Size by 6.....+165 points (-20)

Scimitar Jetbike Squadron

Special Rules

Jinx (6+), Skimmer, Furious Charge

Sicaran Commander

Legion Sicaran Commander.....65 points (-5)
Vehicle (2) Detachment Size (1)

Sicaran Squadron

Legion Sicaran Squadron.....100 points (-5)
Vehicle (2) Detachment Size (2)

Upgrades

Upgrade Detachment Size by 1.....+40 points
Upgrade Detachment Size by 2.....+70 points
Upgrade Detachment Size by 4.....+110 points (-30)

Sicaran Arcus Squadron

Legion Sicaran Arcus Squadron.....110 points (-5)
Vehicle (2) Detachment Size (2)

Upgrades

Upgrade Detachment Size by 1.....+50 points (-10)
Upgrade Detachment Size by 2.....+90 points (-20)
Upgrade Detachment Size by 4.....+140 points (-80)

Sicaran Punisher Squadron

Legion Sicaran Punisher Squadron.....100 points (-10)
Vehicle (2) Detachment Size (2)

Upgrades

Upgrade Detachment Size by 1.....+40 points (-10)

Upgrade Detachment Size by 2.....	+70 points (-30)
Upgrade Detachment Size by 4.....	+110 points (-90)

Storm Eagle Squadron

Weapons	Range	Dice	Hit	AP	Traits
Storm Eagle Heavy Bolters	12"	3	5+	-	Light, Point Defence, Arc (Front), Skyfire
Upgrades					
Upgrade Detachment Size by 1.....	+100 points				
Upgrade Detachment Size by 2.....	+180 points (-10)				

Tactical Detachment

Name	Move	Save	CAF	Morale	Wounds
Tactical Legionaries	5"	5+	+2	3+	1
- Heavy Support Legionaries	5"	5+	+1	3+	1
Weapons					
• Legion Bolters					
Weapons	Range	Dice	Hit	AP	Traits
Legion Bolters	8"	1	5+	-	Light, Assault
Plasma Guns	10"	1	4+	-1	Light AT
Missile Launchers					
- Frag Missiles	12"	2	5+	-	Light, Ignore Cover
- Krak Missiles	12"	1	5+	-1	Light AT
Plasma Cannons	12"	1	4+	-1	Light AT
Autocannons	16"	3	5+	-1	Light AT
Lascannons	22"	1	4+	-1	Anti Tank
Multi Melta	6"	1	5+	-3	Anti Tank
Upgrades					
A maximum of 4 upgrades can be chosen from the list below. Each Upgrade increases the detachment size by 2, adding the respective models:					
Tactical Legionaries (max 4).....	+12 Points				
Plasma Gun Support (max 2).....	+15 Points				
Heavy Support (max 2).....	+15 Points				
Terminators (max 2).....	+15 Points				
Assault Marines (max 2).....	+12 Points				
Company Command (max 1 per Formation).....	+25 Points				

Company Command - A company Command upgrade consists of 1 base representing the Company Command (use the Legion Command model) and 1 base of Tactical Legionaries. The Company Command uses the same datacard as **Legion Command**, but loses the **Master Tactician** Special Ability

Note: Heavy Support Legionaries added to Tactical Detachments have CAF +1 (not +2) and can take any of the Weapons available in their datacard (Missile Launchers, Plasma Cannons, Autocannons, Lascannons and Multi Melta)

Tarantula Battery

Legion Tarantula Battery.....	60 points (+24)
<i>Infantry (1)</i>	<i>Detachment Size (4)</i>
Upgrades	
Upgrade Detachment Size by 2.....	+30 points (+15)
Upgrade Detachment Size by 4.....	+60 points (+30)

Terminators Detachmen

Weapons	Range	Dice	Hit	AP	Traits
Power Weapons	-	-	-	-	Rend

Thunderhawk Gunship

Weapons	Range	Dice	Hit	AP	Traits
Thunderhawk Heavy Bolters	12"	3	5+	-	Light, Point Defence, Skyfire, Arc (Front)
Special Rules					
Flyer, Hover, Jinx (5+), Large Assault Transport (9)					

Designer Comment - Increased Transport Capacity in order to accommodate Primarchs introduction and Legion Command if you want to take that in an 8 man embarked in the transport

Xiphon Interceptor Squadron

Weapons	Range	Dice	Hit	AP	Traits
Xiphon Lascannon Array	22"	2	4+	-1	Anti Tank, Skyfire, Arc (Front), Accurate
Upgrades					
Upgrade Detachment Size by 1.....	+75 points (-10)				
Upgrade Detachment Size by 2.....	+130 points (-30)				
Upgrade Detachment Size by 3.....	+185 points (-30)				

Solar Auxilia

Aethon Heavy Sentinel Patrol

Weapons	Range	Dice	Hit	AP	Traits
Sentinel Missile Launchers					
- Frag Missiles	12"	2	5+	-	Light, Ignore Cover
- Krak Missiles	12"	1	5+	-1	Light AT

Avenger Strike Squadron

Auxilia Avenger Strike Fighter Squadron.....90 points (+5)
 Vehicle (2) Detachment Size (1)

Weapons					
- Avenger Bolt Cannon - Avenger Autocannon -or- Avenger Lascannon - Heavy Stubber Tail Gun Any two of the following: Hellstrike Missiles, Skystrike missiles, Wing Bombs or phosphex bomb cluster* *Can choose same option twice					
Weapons	Range	Dice	Hit	AP	Traits
Avenger Bolt Cannon	16"	5	5+	-1	Light AT, Arc (Front), Rapid Fire, Skyfire
Avenger Autocannon	16"	4	5+	-1	Light AT, Arc (Front), Skyfire
Avenger Lascannon	22"	2	4+	-1	Anti Tank, Arc (Front), Skyfire
Skystrike Missiles	30"	2	4+	-1	Anti Tank, Skyfire, Armourbane, Arc (Front), Tracking
Phosphex Bomb cluster	-	2	4+	-1	Light AT, Arc (Rear), Ignores Cover, Bombing Run
Special Rules					
Flyer, Jinx (5+), Intereceptor					
Upgrades					
Upgrade Detachment Size by 1.....+70 points (-15)					
Upgrade Detachment Size by 2.....+120 points (-40)					
Upgrade Detachment Size by 3.....+170 points (-50)					

*Designer Comment - "The Avenger Strike is a superlative ground attack aircraft" (Rulebook p.193).
 Specialised loadout and Weapon Traits to be coherent with the role it's supposed to fill.*

Ogryn Charonite Detachment

Name	Move	Save	CAF	Morale	Wounds
Ogryn Charonite	5"	6+	+5	4+	1

Designer Comment - These chunky boys need to be scary - with only a 6+ Save and for 50 Points, they better punch in melee.

Lasrifle Tercio

Name	Move	Save	CAF	Morale	Wounds
Auxiliaries	5"	6+	-	4+	1
Weapons					
Auxilia Lasrifles	10"	1	5+	-	Light
Flamers	6"	1	4+	-	Light, Ignores Cover
Power Axes	-	-	-	-	Rend
Auxilia Laspistols	6"	1	5+	-	Light
Upgrades					
A maximum of 6 upgrades can be chosen from the list below. Each Upgrade increases the detachment size by 2, adding the respective models:					
Auxiliaries.....					+12 Points
Auxiliaries with Flamers.....					+12 Points
Veetarii					+12 Points
Ogryn Charonites.....					+15 Points
Auxilia Tactical Command (max 1 per Formation).....					+10 Points

Leman Russ Strike Squadron

Leman Russ Strike Squadron.....135 points (-40)
 Vehicle (2) Detachment Size (4)

Name	Move	Save	CAF	Morale	Wounds
Leman Russ Tank	8"	3+	+2	4+	1
Weapons					
- Leman Russ Battlecannon -or- Vanquisher Battlecannon - Hull mounted Heavy Bolte -or- Hull mounted Lascannon					
Upgrades					
A Leman Russ may change its Battlecannon for a Vanquisher Battlecannon.....+10 Points per model					
Upgrade Detachment Size by 2.....					+65 points (-20)
Upgrade Detachment Size by 4.....					+120 points (-40)
Upgrade Detachment Size by 6.....					+160 points (-60)

Designer Comment - The Leman Russ chassis is the line tank chassis for Solar Aux, together with the Malcador Chassis. All mainline tanks in the game are on a 3+ SV. and the Leman was an outlier. This change corrects that.

Also the point cost had the Vanquisher Baked in - removed it from the loadout and made it a wargear choice with point cost.

Leman Russ Annihilator Squadron

Leman Russ Annihilator Squadron.....135 points (-40)
Vehicle (2) Detachment Size (4)

Name	Move	Save	CAF	Morale	Wounds
Leman Russ Annihilator	8"	3+	+2	4+	1
Upgrades					
Upgrade Detachment Size by 2.....					+65 points (-20)
Upgrade Detachment Size by 4.....					+120 points (-40)
Upgrade Detachment Size by 6.....					+160 points (-60)

Leman Russ Demolisher Squadron

Leman Russ Demolisher Squadron.....135 points (-40)
Vehicle (2) Detachment Size (4)

Name	Move	Save	CAF	Morale	Wounds
Leman Russ Demolisher	8"	3+	+2	4+	1
Upgrades					
Upgrade Detachment Size by 2.....					+65 points (-20)
Upgrade Detachment Size by 4.....					+120 points (-40)
Upgrade Detachment Size by 6.....					+160 points (-60)

Leman Russ Executioner Squadron

Leman Russ Executioner Squadron.....135 points (-40)
Vehicle (2) Detachment Size (4)

Name	Move	Save	CAF	Morale	Wounds
Leman Russ Executioner	8"	3+	+2	4+	1
Upgrades					
Upgrade Detachment Size by 2.....					+65 points (-20)
Upgrade Detachment Size by 4.....					+120 points (-40)
Upgrade Detachment Size by 6.....					+160 points (-60)

Leman Russ Exterminator Squadron

Leman Russ Exterminator Squadron.....135 points (-40)
Vehicle (2) Detachment Size (4)

Name	Move	Save	CAF	Morale	Wounds
Leman Russ Exterminator	8"	3+	+2	4+	1
Upgrades					
Upgrade Detachment Size by 2.....					+65 points (-20)

Upgrade Detachment Size by 4.....	+120 points (-40)
Upgrade Detachment Size by 6.....	+160 points (-60)

Lightning Fighter Squadron

Weapons					
- Lightning twin multi-laser -or- Lightning Twin Lascannon Any two of the following: Hellstrike Missiles, Skystrike missiles or phosphex bomb cluster 2x Skystrike Missiles					
Weapons	Range	Dice	Hit	AP	Traits
Hellstrike Missiles	30°	2	4+	-1	Arc (Front); Armourbane
Phosphex Bomb cluster	-	2	4+	-1	Light AT, Arc (Rear); Ignores Cover; Bombing Run
Upgrades					
A Lightning Fighter can exchange its Twin Multi-laser for Twin Lascannons+5 points per model					
Upgrade Detachment Size by 1.....	+65 points (-20)				
Upgrade Detachment Size by 2.....	+110 points (-50)				
Upgrade Detachment Size by 3.....	+155 points (-65)				

Designer Comment - The lightning differentiates itself from the other planes by being the dedicated interceptor of SA. Changes reflect hyper specialised loadout and rules to be coherent with that role

Malcador Tank Squadron

Malcador Tank Squadron.....	145 points (-20)
Vehicle (2)	Detachment Size (2)

Weapons					
- Malcador Battlecannon -or- Malcador lascannon Turret -or- Vanquisher Battlecannon - Hull mounted: Heavy Bolter -or- Lascannon -or- Demolisher Cannon -or- Autocannon - Sponson: Heavy Bolter -or- Lascannon -or- Autocannon					
Upgrades					
A Malcador Tank may change its Battlecannon for a Vanquisher Battlecannon...+10 Points per model					
Upgrade Detachment Size by 1.....	+60 points (-10)				
Upgrade Detachment Size by 2.....	+110 points (-20)				
Upgrade Detachment Size by 4.....	+200 points (-40)				

Medusa Battery

Weapons	Range	Dice	Hit	AP	Traits
Medusa Siege Gun	16"	1	4+	-3	Arc (front), Barrage, Demolisher, Siege Weapon

Designer Comment - The SIEGE GUN should probably have the SIEGE WEAPONS special rule.

Shadowsword Squadron

Name	Move	Save	CAF	Morale	Wounds
Shadowsword	6"	2+	+2	4+	3

Stormblade Squadron

Name	Move	Save	CAF	Morale	Wounds
Stormblade	6"	2+	+2	4+	3

Stormsword Squadron

Name	Move	Save	CAF	Morale	Wounds
Stormsword	6"	2+	+2	4+	3
Weapons	Range	Dice	Hit	AP	Traits
Stormsword Siege Cannon	30"	1	3+	-3	Arc (front), Ignores Cover, Demolisher, Siege Weapon

Designer Comment - The SIEGE CANNON should probably have the SIEGE WEAPONS special rule. Included Siege Weapon trait in all comparable profiles (Demolisher, ignore cover with ap -2/3)

Super Heavy Tank Squadron

Name	Move	Save	CAF	Morale	Wounds
Baneblade	6"	2+	+2	4+	3
Weapons	Range	Dice	Hit	AP	Traits
Hellhammer Cannon	14"	1	4+	-3	Demolisher, Ignores Cover, Siege Weapon

Designer Comment - The Baneblade was for some reason the only super heavy on +4 CAF - aligned with other Super Heavy tanks.

Tarantula Battery

Auxilia Tarantula Battery.....	60 points (+24)
Infantry (1)	Detachment Size (4)
Upgrades	
Upgrade Detachment Size by 2.....	+30 points (+15)
Upgrade Detachment Size by 4.....	+60 points (+30)

Thunderbolt Squadron

Weapons	Range	Dice	Hit	AP	Traits
Quad Autocannon	16"	4	5+	-1	Light AT, Arc (Front), Skyfire
Avenger Bolt Cannon	16"	5	5+	-1	Light AT, Arc (Front); Skyfire, Rapid Fire
Special Rules					
Flyer, Jinx (5+), Interceptor					
Upgrades					
Any Thunderbolt Fighter can exchange its quad autocannon for an Avenger bolt cannon for +3 points per model.					
Upgrade Detachment Size by 1.....	+60 points (-20)				
Upgrade Detachment Size by 2.....	+100 points (-50)				
Upgrade Detachment Size by 3.....	+140 points (-70)				

Designer Comment - The Thunderbolt is an all rounder, standard issue flyer for SA. It does not excel at anything and is the baseline from which other flyers differentiate themselves (ground strike vs. air combat), as such Intercept capabilities have been removed as well as the ability to take the Avenger Bolt Cannon.

Knights

Acastus Knight Banner

Upgrades

Any Acastus Knight can choose the Conversion Beam Loadout	+20 Points
Upgrade Detachment Size by 1	+200 points (-50)
Questoris Knight Armiger Talon (1-3 armigers).....	+50 points per armiger
Mechanicum Knight Moriax Talon (1-3 Moriax).....	+60 points per moriax

Cerastus Knight Banner

Cerastus Knight Banner.....	200 points (-15)
<i>Knight (4)</i>	<i>Detachment Size (1)</i>

Upgrades

Any Cerastus Knight can upgrade to Knight Atrapos.....	+20 Points
Upgrade Detachment Size by 1	+170 points (-40)
Upgrade Detachment Size by 2	+250 points (-140)
Questoris Knight Armiger Talon (1-3 armigers).....	+50 points per armiger
Mechanicum Knight Moriax Talon (1-3 Moriax).....	+60 points per moriax

Mechanicum Knight Moriax Talon

Mechanicum Knight Moriax Talon.....	60 Points per model
<i>Knight (4)</i>	<i>Detachment Size (variable)</i>

Special Rules

Nimble, Ion Shields, Ionic Flare Shield

Questoris Knight Armiger Talon

Questoris Knight Armiger Talon.....	50 Points per model
<i>Knight (4)</i>	<i>Detachment Size (variable)</i>

Special Rules

Nimble, Ion Shields

Questoris Knight Banner

Questoris Knight Banner.....	150 points (-30)
<i>Knight (4)</i>	<i>Detachment Size (1)</i>

Upgrades

Any Questoris Knight can upgrade to to Knight Magera or Knight Styrix.....	+15 Points
Upgrade Detachment Size by 1	+120 points (-60)
Upgrade Detachment Size by 2	+200 points (-140)
Questoris Knight Armiger Talon (1-3 armigers).....	+50 points per armiger
Mechanicum Knight Moriax Talon (1-3 Moriax).....	+60 points per moriax

Titans

Warhound Hunting Pack

Warhound Hunting Pack.....300 points (-30)
Titan (5) *Detachment Size (1)*

Special Rules

Agile, Void Shields (2), *Independent*

Upgrades

Upgrade Detachment Size by 1.....+270 points (-60)
 Upgrade Detachment Size by 2.....+540 points (-100)
Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points

Dire Wolf Heavy Scout Titan

Dire Wolf Heavy Scout Titan.....350 points (-35)
Titan (5) *Detachment Size (1)*

Special Rules

Agile, Void Shields (2), *Infiltrate*, *Forward Deployment*, *Independent*

Upgrades

Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points

Reaver Battle Titan

Reaver Battle Titan.....400 points (-15)
Titan (5) *Detachment Size (1)*

Weapons	Range	Dice	Hit	AP	Traits
Reaver Volcano Cannon	60"	1	2+	-4	Arc (Front), Engine Killer (2)
Reaver Power Fist	-	-	-	-4	Engine Killer (2), Rend, Wrecker (4)
Reaper Chain Fist	-	-	-	-4	Engine Killer (3), Rend, Wrecker (3)

Special Rules

Void Shields (4), *Independent*

Upgrades

Warp Missile.....+100 Points
Reaver Volcano Cannon.....+50 points per Weapon
Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points

Warbringer Battle Titan

Warbringer Battle Titan.....500 points (-25)
Titan (5) Detachment Size (1)

Weapons	Range	Dice	Hit	AP	Traits
Reaver Volcano Cannon	60"	1	2+	-4	Arc (Front), Engine Killer (2)
Belicosa Volcano Cannon	70"	1	2+	-5	Arc (Front), Engine Killer (3)
Special Rules					
Void Shields (5), Independent					
Upgrades					
Reaver Volcano Cannon.....+50 points per Weapon					
Belicosa Volcano Cannon.....+75 points per Weapon					
Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger					
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax					
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points					

Warlord Battle Titan

Weapons	Range	Dice	Hit	AP	Traits
Belicosa Volcano Cannon	70"	1	2+	-5	Arc (Front), Engine Killer (3)
Arioch Power Claw					
- Ranged	18"	8	5+	-1	Light AT, Arc (Front), Shieldbane, Rapid Fire
- Melee	-	-	-	-4	Engine Killer (3), Rend, Wrecker (5)
Special Rules					
Void Shields (6), Independent					
Upgrades					
Belicosa Volcano Cannon.....+75 points per Weapon					
Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger					
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax					
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points					

Warlord Sinister Battle Titan

Weapons	Range	Dice	Hit	AP	Traits
Belicosa Volcano Cannon	70"	1	2+	-5	Arc (Front), Engine Killer (3)
Arioch Power Claw					
- Ranged	18"	8	5+	-1	Light AT, Arc (Front), Shieldbane, Rapid Fire
- Melee	-	-	-	-4	Engine Killer (3), Rend, Wrecker (5)
Special Rules					
Dread Aura (8"), Loyalist, Necrotechica, Void Shields (6), Independent					
Upgrades					
Belicosa Volcano Cannon.....+75 points					
Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger					
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax					
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points					

Warmaster Heavy Battle Titan

Warmaster Heavy Battle Titan.....	1000 points (+250)
Titan (5)	Detachment Size (1)
Special Rules	
Void Shields (12), Independent	
Upgrades	
Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger	
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax	
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points	

Warmaster Iconoclast Titan

Warmaster Iconoclast Titan.....	1000 points (+250)				
Titan (5)	Detachment Size (1)				
Weapons	Range	Dice	Hit	AP	Traits
Desolator Chainsword	-	-	-	-	Reach, Rend, Engine Killer (1)
Krius Siege Drill	-	-	-	-7	Rend, Wrecker (8), Engine Killer (4)
Special Rules					
Void Shields (12), Independent					
Upgrades					
Questoris Knight Armiger Talon (1-3 armigers).....+50 points per armiger					
Mechanicum Knight Moriax Talon (1-3 Moriax).....+60 points per moriax					
Tech Thrall Covenant (4 / 8 bases).....+25 / 50 points					

New Stuff Section

New Weapon Traits

Precision - Hits scored with this weapon on a natural roll of 6 get to be allocated by the controlling player to a model of choice in the target detachment. Only one model may be chosen in the target detachment for all Precision hits.

New Units Legiones Astartes

Legion Recon Detachment

Vanguard - Legion Recon Detachment.....**20 points**

Infantry (1)

Detachment Size: 2

Name	Move	Save	CAF	Morale	Wounds
Recon Legionnaire	5"	5+	+1	3+	1
Weapons					
Nemesis Bolters					
Weapons	Range	Dice	Hit	AP	Traits
Nemesis Bolters	16"	1	4+	-2	Light, Precision
Special Rules					
Infiltrate, Scout					
Upgrades					
Upgrade Detachment Size by 2.....+20 points					

Legion Kharybdis Assault Claw

Transport - Kharybdis Assault Claw Detachment.....**50 points per model**

Vehicle (2)

Detachment Size: Variable

Name	Move	Save	CAF	Morale	Wounds
Kharybdis Assault Claw	-	4+	-8	-	2
Weapons					
Turret Mounted Deathstorm Missile Launcher					
Weapons	Range	Dice	Hit	AP	Traits
Turret Mounted Deathstorm Missile Launcher	10"	D3+2	5+	-1	Light AT, Limited (1), Saturation Fire
Special Rules					
Drop Pod, Orbital Assault, Assault Transport (9)					

Legion Glaive Squadron

Heavy Armour - Legion Glaive Squadron.....100 points

Super Heavy Vehicle (3)

Detachment Size: 1

Name	Move	Save	CAF	Morale	Wounds
Legion Glaive	6"	2+	+2	3+	3

Weapons

- Volkite Carronade
- Hull choice: Heavy Bolter -or- Heavy Flamer
- Sponson choice: Quad Lascannons -or- Laser Destroyers

Weapons	Range	Dice	Hit	AP	Traits
Volkite Carronade	16"	3	4+	-2	Light AT, Beam, Deflagrate, Shieldbane
Hull Mounted Heavy Bolter	12"	1	5+	-	Light, Point Defence, Arc (Front)
Hull Mounted Heavy Flamer	6"	2	4+	-	Light, Ignores Cover, Point Defence, Arc (Front)
Sponson mounted Quad Lascannon	22"	2	4+	-1	Anti Tank, Accurate, Arc (Front)
Sponson mounted Laser Destroyer	15"	2	4+	-2	Anti Tank, Accurate, Arc (Front)

Special Rules

Explorer Adaptation

Upgrades

Upgrade Detachment Size by 1.....+90 Points

Upgrade Detachment Size by 2.....+90 Points

Legion Fellblade Squadron

Heavy Armour - Legion Fellblade Squadron.....120 points
Super Heavy Vehicle (3) Detachment Size: 1

Name	Move	Save	CAF	Morale	Wounds
Legion Fellblade	6"	2+	+2	3+	3
Weapons					
• Accelerator Cannon • Hull Mounted Demolisher cannon • Hull choice: Heavy Bolter -or- Heavy Flamer • Sponson choice: Heavy Bolters -or- Quad Lascannons -or- Laser Destroyers					
Weapons	Range	Dice	Hit	AP	Traits
Accelerator Cannon					
- HE Shells	32"	4	4+	-1	Light AT
- AP Shells	32"	2	4+	-2	Anti Tank, Armourbane
Hull Mounted Demolisher Cannon	12"	1	4+	-3	Arc (Front), Ignores Cover, Demolisher, Siege Weapon
Hull Mounted Heavy Bolter	12	1	5+	-	Light, Point Defence, Arc (Front)
Hull Mounted Heavy Flamer	6"	2	4+	-	Light, Ignores Cover, Point Defence, Arc (Front)
Sponson mounted Heavy Bolters	12"	2	5+	-	Light, Point Defence, Arc (Front)
Sponson mounted Quad Lascannon	22"	2	4+	-1	Anti Tank, Accurate, Arc (Front)
Sponson mounted Laser Destroyer	15"	2	4+	-2	Anti Tank, Accurate, Arc (Front)
Special Rules					
Explorer Adaptation					
Upgrades					
Upgrade Detachment Size by 1.....					+110 Points
Upgrade Detachment Size by 2.....					+220 Points

Legion Falchion Squadron

Heavy Armour - Legion Falchion Squadron.....115 points

Super Heavy Vehicle (3)

Detachment Size: 1

Name	Move	Save	CAF	Morale	Wounds
Legion Falchion	6"	2+	+2	3+	3

Weapons

- Neutron Wave Cannon
- Sponson choice: Heavy Bolters -or- Quad Lascannons -or- Laser Destroyers

Weapons	Range	Dice	Hit	AP	Traits
Volcano Cannon	70"	1	3+	-4	Arc (Front), Engine Killer (2), Accurate
Neutron Wave Cannon	38"	1	4+	-3	Arc (Front), Shock Pulse
Sponson mounted Heavy Bolters	12"	2	5+	-	Light, Point Defence, Arc (Front)
Sponson mounted Quad Lascannon	22"	2	4+	-1	Anti Tank, Accurate, Arc (Front)
Sponson mounted Laser Destroyer	15"	2	4+	-2	Anti Tank, Accurate, Arc (Front)

Special Rules

Explorer Adaptation

Upgrades

A Falchion can change its Neutron Wave Cannon for a Volcano Cannon.....+50 points

Upgrade Detachment Size by 1.....+105 points

Upgrade Detachment Size by 2.....+210 points