

Alpha Legion Special Rules

Sabotage: Before rolling for the first turn (before teleports), for each formation of Headhunters on the table (not offboard) the Alpha Legion player may select an enemy formation that has been deployed on the board and roll a d6. On 2-5, the enemy formation begins the game with a blast marker. On a roll of 6, it begins with d3 blast markers. On a roll of 1, the Headhunter formation receives a blast marker. No formation may be subject to Sabotage more than once, even if the first attempt fails.

Alpha Legion Transports: Units with "w. Transport" may choose to begin the game on foot, in Rhinos (only as many as needed to transport the formation after accounting the transport capacity of any upgrades, no extras may be taken) or Dreadclaws (if a space ship has been bought). Decision must be made before each game, after the opposing army is known but before objectives are placed. If the formation has any units unable to deploy in Rhinos or Dreadclaws then that option cannot be selected.

Coils of the Hydra: Unlike the other Traitor Legions, the XX legion never retreated to the Eye of Terror after the Horus Heresy. Instead they dispersed, returning to their secretive and diffuse pre-Heresy support networks deep inside Imperial Space. Alpha Legion doctrine puts high demands on discipline and self-reliance, and the art of making new Space Marines is not lost to the Alpha Marines. This means that the Alpha Legion formations shows more cohesion and purpose than other Traitor Legions.

It takes 2 Blast markers to kill a unit in a broken formation (ignore any leftover Blast markers).

Halve the number of extra hits to a formation that loses an assault, rounding down in favour of the Alpha Legion Marines.

These rules only applies to Alpha Legion Marines, Elite, and Support formations. They do not apply to the Chaos Cultist formation nor the Alpha Legion Cultist formations.

"I'm Alpharius!": The Alpha Legion puts great emphasis on mission command, and its commanders are obsessive about their anonymity and obscurity. If "I'm Alpharius!" has been bought, the Alpha Legion has access to a Supreme Commander re-roll as long as at least one Alpha Legion Lord or Land Raider Proteus in the army is alive. All Alpha Legion Lords and Land Raider Proteus are considered to be the Supreme Commander for the purposes of determining where it is located. The points cost of the "I'm Alpharius!" rule is only awarded to the opponent if all Alpha Legion Lords and Land Raider Proteus are killed.

Note that you can have either an Alpha Legion Daemon Prince or the "I'm Alpharius!" rule in the army, but not both.

Summoning Daemons: All Alpha Legion formations with Daemonic Pact can summon daemons to the battlefield. To summon daemons the player must also purchase a Daemonic Pool from which to summon. This pool is not faction specific. The size of the Daemon Pool must be visible to all players at all times and it is suggested that either tokens or dice are used to indicate the size of the pool. As daemons are summoned the pool must be changed to reflect its current size. Unlike other chaos lists, the daemonic pact in Alpha Legion does not include a free lesser daemon summoning point.

To summon daemons the formation declares its intention to summon before any action roll is made (but after the choice of action). The player then rolls 2D3 to generate the number of summoning points available for this formation. The formation may then summon daemons up to the number of summoning points generated, with any points not used lost, up to the number of points left in the daemonic pool. Note that while the number of summoning points required to summon each type of daemonic unit varies, the daemon pool cost is always one.

Alpha Legion Chaos Undivided: Bloodletters (2), Plaguebearers (2), Daemonettes (2), Flamers of Tzeentch (2), Minor Daemons (1)

Summoned units must be setup with their base completely within 5 cm of any non-summoned unit in the summoning formation (i.e. you cannot place a chain of summoned units). If the summoning formation has the Transport ability, newly summoned units can be set up inside if there is space left. They cannot be placed in enemy zones of control or impassable terrain. Summoned units become part of the summoning formation for all rules purposes as long as they remain on the battlefield.

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution.

Summoned units that are destroyed are removed from play and the summoning cost of each unit is lost from the players daemonic pool. Summoned units remain in play until the end phase of the turn in which they were summoned. After all formations have attempted to rally any summoned units are removed from play and the total of their summoning points returned to the relevant daemonic pool. Note – this may cause the formation to now have more blast markers than its number of units and will therefore become broken. When a formation becomes broken all summoned units are destroyed.

Daemonic Focus: Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken. Multiples of Daemonic Focus has no additional effect.

Fickle Masters: In the strategy phase of each turn if the Alpha Legion rolls a 6, it's rewarded with 1D3 summoning points to add to the Daemon Pool. However, if a 1 is rolled 1D3 summoning points is lost from the Daemon Pool. In the latter case, if no lesser daemon pool has been purchased or if it is empty, then there is no effect.

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Strategy Rating 5

Chaos Cultist and Alpha Legion Cultist formations have an initiative of 2+

Alpha Legion Marine, Alpha Legion Elite and Alpha Legion Support Formations have an initiative of 1+

Formation	Units	Upgrades	Cost
Many Heads of the Hydra			
Gain access to the "I'm Alpharius!" special rule. May not be bought if there is a Daemon Prince in the army.			75pts
Alpha Legion Core (Max 1 Alpha Legion Marines formation for each Cultist Coven formation)			
Cultist Coven	12 Alpha Legion Cultist units, 1 Daemonic Icon Character	Transporters, Chaos Hounds, Rapiers, Hydra, Aspiring Champion, Daemon Prince	200pts
Alpha Legion Marines	8 Alpha Legion Marine units w. Transport, 1 Alpha Legion Lord or Sorcerer character	Land Raiders, Vindicators, Havocs, Dreadnoughts	325pts
Alpha Legion Elite (Max 1 per Alpha Legion Core formation)			
Alpha Legion Headhunter Kill Team	4 Headhunter units w. Transport, 1 Alpha Legion Lord or Sorcerer character	Dreadnoughts	225pts
Alpha Legion Destroyers	4 Alpha Legion Destroyers 1 Alpha Legion Lord or Sorcerer character		225pts
Alpha Legion Lernaean Terminators	4 Lernaean Terminators, 1 Alpha Legion Lord or Sorcerer character	Spartans	300pts
Alpha Legion Predators	4 Alpha Legion Predators	Vindicators	225pts
Alpha Legion Cultists (Max 1 per Alpha Legion Core formation)			
Cult Riders	6 Rough Riders, 1 Daemonic Icon character	Chaos Hounds	175pts
Cult Mutants	6 Mutants, 2 Chaos Spawn, 1 Daemonic Icon character	Chaos Hounds	150pts
Cult Macharius	3 Macharius	Chaos Hounds	300pts
Cult Artillery	4 Thudd Guns + 4 Transporters	Chaos Hounds, Hydra	150pts
Cult Hydras	3 Hydras	Chaos Hounds	150pts
Alpha Legion Support (Max 1 for each Alpha Legion Core formation) (Max 33% of army point total)			
0-1 Strike Cruiser	1 Strike Cruiser		150pts
Super Heavy Tank Company	Choose one: 2 Glaives 2 Fellblades 2 Falchions	Up to one additional of the chosen type: 250 points	550pts
Thunderhawk	1 Thunderhawk		250pts
Fire Raptors	2 Fire Raptors		250pts
Lightning Interceptor	2 Alpha Legion Lightning Interceptors		150pts
Lesser Daemon Summoning Pool			
Lesser Daemons	1 Lesser Daemon point		15pts

Upgrade	Units	Cost
Havocs	Replace 4 Alpha Legion Marines with 4 Alpha Legion Havocs	50pts
Land Raiders	Choose one: 4 Land Raiders 3 Land Raiders and 1 Land Raider Proteus	200pts 225pts
Vindicators	2 Vindicators	50pts
Dreadnoughts	2 Alpha Legion Dreadnoughts	75pts
Hydra	1 Hydra	50pts
Rapiers	3 Rapiers	50pts
Transporters	Enough Light Transports to carry the entire formation with no space left over: 6 Light Transports 9 Light Transports	30pts 45pts
Chaos Hounds	3 Chaos Hounds	25pts
Spartans	2 Spartan Assault Tanks	175pts
Aspiring Champion	Replace the Chaos Cultist w. Daemonic Icon with an Aspiring Champion unit w. Daemonic Icon	25pts
0-1 Daemon Prince	Replace the Aspiring Champion unit with an Alpha Legion Daemon Prince unit w. Daemonic Icon. May not be bought if the the army as bought access to the "I'm Alpharius!" special rule.	75pts

Name	Type	Speed	Arm	CC	FF	Armament	Range	Damage	Notes
Alpha Legion Daemon Prince	Inf	15cm (30cm)	3+ (4+)	3+	3+	Possessed Weapon Warp Blast	(b-t-b) (15cm)	(assault) EA +2, MW (small arms) EA +1, MW	Notes Supreme Commander, Fearless, Reinforced Armour <i>If equipped with Wings, gain 30cm speed, Jump pack, 4+ Armour</i>
Alpha Legion Aspiring Champion	Inf	15cm	4+	4+	4+	Autocannon Daemon Weapon	45cm (b-t-b)	AP5+/AT6+ (assault) EA +1 MW	Notes Leader, Invulnerable Save
Alpha Legion Lord	Char	-	-	-	-	Power Weapon	(b-t-b)	(assault) EA +1 MW	Notes Leader, Commander, Invulnerable Save
Alpha Legion Sorcerer	Char	-	-	-	-	Warp Bolt	(15cm)	(small arms) EA +1 MW	Notes Leader, Commander, Invulnerable Save
Daemonic Icon	Char	-	-	-	-	-	-	-	Notes Daemonic Pact, Daemonic Focus, Inspiring <i>may only be attached to Cultists, Aspiring Champion, Daemon Prince, Mutants, Rough Riders</i>
Alpha Legion Marines	Inf	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	-
Alpha Legion Havocs	Inf	15cm	4+	5+	3+	2 x Autocannon	45cm	AP5+/AT6+	-
Headhunters	Inf	15cm	4+	4+	3+	Heavy Bolter Banestrike Combi-Bolters	30cm (15cm)	AP5+ (small arms) Sniper	Notes Scout, Infiltrators, Sabotage
Alpha Legion Destroyers	Inf	30cm	4+	5+	4+	2 x Rad Missile Launcher	30cm	AP5+, Disrupt	Notes Jump Pack
Lernaean Terminators	Inf	15cm	4+	3+	2+	Volkite Chargers Power Axes	(15cm) (b-t-b)	(small arms) IC (assault) EA +1 MW	Notes Reinforced Armour, Thick Rear Armour, Teleport
Alpha Legion Cultists	Inf	15cm	-	5+	6+	Heavy Stubber	30cm	AP6+	-
Mutants	Inf	15cm	6+	4+	6+				-
Rough Riders	Inf	20cm	6+	4+	6+	Power Lances	(b-t-b)	(assault) EA +1, FS	Notes Infiltrate, Mounted, Scout
Chaos Hounds	Inf	30cm	6+	4+	-				-
Chaos Spawn	Inf	15cm	3+	3+	-	Horrific Mutations	(b-t-b)	(assault) EA (+D3)	Notes Invulnerable Save, Fearless
Minor Daemons	Inf	15cm	4+	4+	-				Notes Invulnerable Save, Expendable
Daemonettes	Inf	20cm	4+	3+	-				Notes Invulnerable Save, Expendable, First Strike
Bloodletters	Inf	15cm	4+	4+	-	Hellblades	(b-t-b)	(assault) EA +1	Notes Invulnerable Save, Expendable
Flamers	Inf	15cm	5+	5+	3+				Notes Invulnerable Save, Expendable
Plaguebearers	Inf	15cm	3+	4+	6+				Notes Invulnerable Save, Expendable
Light Transport	LV	25cm	6+	6+	6+	Heavy Stubber	30cm	AP6+	Notes Transport 2: Cultists, Alpha Legion Aspiring Champion // Rapiers and Thudd Guns take 2 spaces each
Cult Thudd Gun	Inf	10cm	-	-	5+	Thudd Gun	45cm	AP4+/AT6+ Indirect Fire	-
Cult Rapier	Inf	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	-
Hydra	AV	30cm	6+	6+	5+	2 x Twin Hydra Autoc. Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	-
Macharius	WE	15cm	4+	6+	4+	2 x Battle Cannon Heavy Bolter Heavy Bolter Twin Heavy Stubber	75cm 30cm 30cm 30cm	AP4+/AT4+ AP5+ Left Arc AP5+ Right Arc AP5+ FxF	DC 2 Notes Reinforced Armour Crit Destroyed
Alpha Legion Dreadnought	AV	15cm	3+	4+	4+	Twin Volkite Culvertin Power Claw	30cm (b-t-b)	AP3+/AT5+ IC (assault) EA +1, MW	Notes Walker
Alpha Legion Predator	AV	30cm	4+	6+	4+	Autocannon 2 x Lascannon	45cm 45cm	AP5+/AT6+ AT5+	-
Rhino	AV	30cm	5+	6+	6+				Notes Transport 2: Alpha Legion Marines, Alpha Legion Havocs, Headhunters
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+ IC	Notes Walker
Land Raider	AV	25cm	4+	6+	4+	2 x Twin Lascannons Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Notes Reinforced Armour, Thick Rear Armour, Transport 2: Alpha Legion Marines, Alpha Legion Havocs
Land Raider Proteus	AV	25cm	4+	6+	5+	2 x Twin Lascannons	45cm	AT4+	Notes Leader, Commander, Reinforced Armour, Thick Rear Armour Transport 2: Alpha Legion Marines, Alpha Legion Havocs
Spartan Assault Tank	WE	25cm	4+	6+	4+	Quad Lascannons Quad Lascannons Twin Heavy Flamer (and)	45cm 45cm 15cm (cm)	2 x AT4+ Left Arc 2 x AT4+ Right Arc AP3+ IC, FxF (small arms) IC	DC 2 Notes Reinforced Armour, Thick Rear Armour. Transport: 2 Lernaean Terminators Crit Destroyed
Dreadclaw	Notes Planetfall, Transport. May transport one formation of infantry units and Dreadnoughts. The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see Planetfall). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw.								
Strike Cruiser	SS	-	-	-	-	Orbital Bombardment		5 BP, MW	Notes May transport 20 infantry units or Dreadnoughts plus six Thunderhawk Gunships and enough Dreadclaws to transport any other unit being carried
Thunderhawk	WE/ Flyer	B	4+	6+	4+	Battle Cannon Twin Heavy Bolter Twin Heavy Bolter 2 x Twin Heavy Bolters	75cm 15cm 15cm 30cm	AP4+/AT4+ FxF AP4+/AA5+ Left Arc AP4+/AA5+ Right Arc AP4+/AA5+ FxF	DC 2 Notes Reinforced Armour, Transport 8: Alpha Legion Marines, Alpha Legion Havocs, Headhunters, Alpha Legion Destroyers // Lernaean Terminators take two spaces each Crit The Thunderhawk and its cargo are destroyed.
Alpha Legion Fire Raptor	Flyer	B	4+	-	-	Twin Avenger Boltcannon Quad Heavy Bolter Quad Heavy Bolter	30cm 15cm 15cm	2 x AP3+/AT4+ FxF AP3+/AA5+ Left Arc AP3+/AA5+ Right Arc	
Alpha Legion Lightning Interceptor	Flyer	F	6+	-	-	Twin Lascannon Autocannon	30cm 30cm	AT4+/AA4+ FxF AP5+/AT6+/AA6+ FxF	
Glaive	WE	15cm	4+	6+	3+	Volkite Carronade Quad Lascannon Quad Lascannon Twin Heavy Bolter	45cm 45cm 45cm 30cm	4 x AP3+/AT4+ IC, D 2 x AT4+, Left Arc 2 x AT4+, Right Arc AP4+, FxF	DC 4 Notes Reinforced Armour Critical The Glaive is destroyed. All units within 5cm suffers a hit on a 6+.
Fellblade	WE	15cm	4+	6+	4+	Accelerator Cannon Quad Lascannon Quad Lascannon Demolisher Cannon Twin Heavy Bolter	75cm 45cm 45cm 30cm 30cm	2 x MW3+ 2 x AT4+, Left Arc 2 x AT4+, Right Arc AP3+/AT4+ IC FxF AP4+, FxF	DC 4 Notes Reinforced Armour Critical The Fellblade is destroyed. All units within 5cm suffers a hit on a 6+.
Falchion	WE	15cm	4+	6+	5+	Twin Vulcano Cannon Quad Lascannon Quad Lascannon	90cm 45cm 45cm	MW2+ TK(D3+1) FxF 2 x AT4+, Left Arc 2 x AT4+, Right Arc	DC 4 Notes Reinforced Armour Critical The Falchion is destroyed. All units within 5cm suffers a hit on a 6+.