

EPIC 40,000



SPACE
MARINE
LEGIONS



THE HORUS HERESY

The Horus Heresy

Though the Heresy was ignited by the product of a conspiracy by the forces of Chaos, there were precipitating factors that helped push many of the Legio Astartes towards rebellion. The first was the Emperor's return to and seclusion on Terra, working on a secret project that he refused to share with any of his Primarchs, including his most favored son Horus, whom he had named Warmaster. This apparent abandonment of the Great Crusade, for something he would not even share with his sons bred mistrust, resentment, and disappointment towards the Emperor amongst many of the Primarchs.

Another contributing factor was the formation of an administrative body known as the Council of Terra. Many of the Primarchs viewed these human bureaucrats as usurping their rightful place as rulers of the Imperium they had fought so hard to create. Worse still, the Primarchs were denied a place on the Council and the notion of an Imperium dominated by human bureaucrats, not the sons of the Emperor and their Astartes Legions, became a cause of concern for many of the Primarchs. Lastly, the Emperor's disciplining of Lorgar and the Word Bearers was a contributing factor to the Heresy. After Lorgar and the entire Legion were publicly humiliated, scolded, and forced to kneel in front of the Emperor for spreading their belief that the ruler of mankind was a divine being, the pious Word Bearers felt betrayed and desperately sought any power in the universe to worship. This eventually led Lorgar and his Legionaries to the Eye of Terror, where they pledged themselves to the forces of Chaos and began to conspire against the Emperor. Thus the Word Bearers had secretly become the first Chaos Space Marines

Horus's Corruption

However, the Horus Heresy truly began after Warmaster Horus was wounded by the stolen Anathmame on the moon of Davin, a place that was cursed by the foul Chaos God Nurgle. The wound caused by the blade refused to heal, despite Horus's super-enhanced immune system or the efforts of the Sons Of Horus's best Apothecaries. The Mournival took Horus to the Davinite Serpent Lodge, which they were told could heal him. Erebus and the Word Bearers had orchestrated the battle on Davin, unknown to all involved.

During the rituals, Horus's spirit was transferred into the Warp where Erebus, disguised as the Warmaster's closest friend Hastur Sejanus, showed him a terrible vision of the very future which his actions would bring about - the Imperium as a repressive, violent, and superstitious regime where the Emperor and some of the Primarchs (but not Horus) were worshiped as divine beings by the fanatical and ignorant masses of humanity. The Chaos Gods portrayed themselves as the victims of the Emperor's psychic might who had no interest themselves in controlling the material world. Horus, already having grown jealous and deeply resentful of his perceived poor treatment at the hands of his father, the Emperor, and was one of many afraid of the concept of a peace where all for which that they had fought was given to weak willed men whilst his legions were cast aside and left as peacekeepers. Horus therefore proved all too willing to accept the Ruinous Powers' false visions of an Emperor determined to make himself a god at Horus's expense.

But there was one thing no one had counted on: Horus's brother Magnus the Red, Primarch of the Thousand Sons, had continued to study the forbidden arts of sorcery, and was not about to let his brother fall to the powers of the Warp. The cyclopean giant appeared within Horus's vision, revealing the chaplain's identity and begging Horus not to give in to the temptations of Chaos. Unfortunately, Horus had decided that if anyone deserved to be worshipped as a god it was he, and not the Emperor. He accepted the offer of the Chaos Gods to join their cause and in return they healed his wound and granted him the powers of the Warp. The Chaos Gods' pact with Horus was simple: "Give us the Emperor and we will give you the galaxy."¹

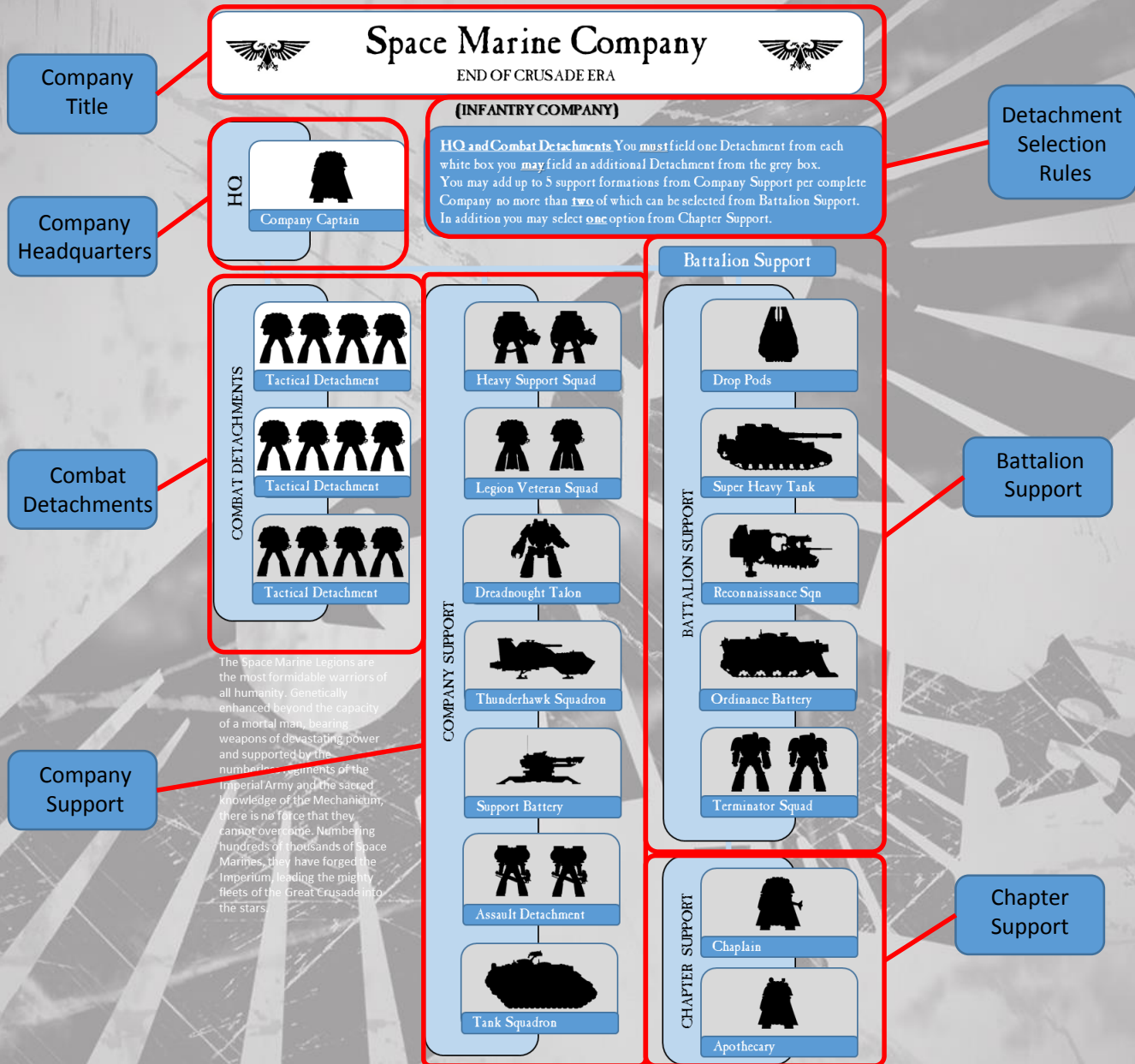
Information taken from www.lexicanum.com



THE HORUS HERESY

These few pages will guide you through the process of creating a Horus Heresy era army for use with NetEpic Gold you must first agree on a total points value for the game, this will give you a limit on the points you can spend in army selection.

Firstly lets look at the front cover which is called the Company Formation Guide (CFG).



Company Title:

The title of the company of which this CFG represents.

Company Head Quarters:

The required unit that represents the Commander of the Company. It is a compulsory selection.

Combat Detachments:

The Detachments that are the core of the company. They are a compulsory selection.

Company Support:

Additional troops that the company has access to. They represent additional assets the Company commander can call upon easily.

Detachment Selection Rules (DSR):

This box details the selection process for the army plus any restrictions that apply in the selection.

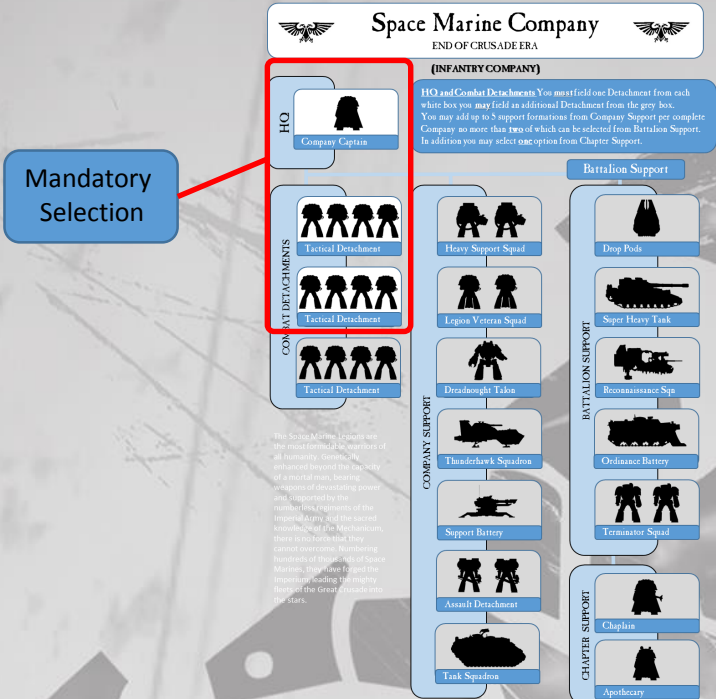
Battalion Support:

These represent assets given from Battalion HQ to the company to pursue a given objective.

Chapter Support:

On occasion the Chapter Master will allocate resources to a given formation for a specific task, on occasion he will join a formation in person.

To select an Army you must begin with the mandatory selections. Identify the HQ and Combat Detachments. The white boxes in these fields are required and are mandatory as a minimum to field the company. The third box is optional and may be taken.



If you move to the Headquarters and Combat Detachment section of the document it will detail the miniature required to deploy this unit to the table.

COMPANY HEADQUARTERS

Unit Title

Points Cost

Options

Victory Points

Unit Silhouettes

Break point – Morale

Break/Morale values

HEADQUARTERS
Legion Praetor 50 points

OPTIONS
• Upgrade to Terminator Armour and add a Terminator bodyguard team for +45 points
• Add a Land Raider for + 85 points

Victory points -

Captain

Praetor **Terminator** **Land Raider**

Unit title:
The title of the detachment of which this detachment is for.

Points Cost:
The points that must be spent to select this for you force.

Unit Silhouettes:
Each Silhouette represents either a stand of 2-5 epic miniatures mounted on a base or an individual miniature in the case of a tank or titan.

Victory Points:
Points awarded for making the formation break.

Break/Morale value
Break:
This is the values for how many models the unit must lose to become broken. In the case of the mandatory units they have no value shown. To calculate the break point of the unit add the number of models in the unit (tank models and stands) and divide by 2 round it up to the nearest whole number.

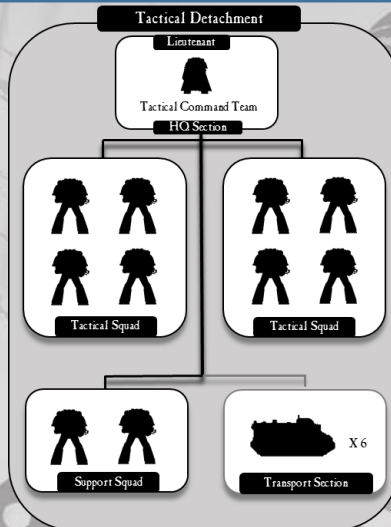
Morale:
This is the value a model requires to pass a morale check

Break Point Calculation

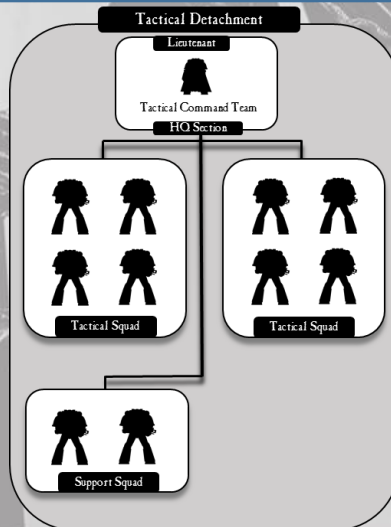
As stated previously the Break point for the mandatory selection i.e. the company is worked out as follows:



Headquarters has one model (Stand)



The First Detachment has 17 Models
1 Command 8 Tactical, 2 Support and 6
Rhino



The Second has 11 Models

Therefore the break point for the company would be as follows, $1+17+11=29$, we half this to 14.5 and round up to 15. The above company formation has a break value of 15 i.e. it must lose 15 models before it is broken.

Victory Point Calculation

To calculate the Victory points for breaking the formation take the points cost

Support Formations

When the mandatory slots have been filled you have access to the support formations. The DSR instructs you in the construction of your force

HQ and Combat Detachments You **must** field one Detachment from each white box. You **may** field an additional Detachment from the grey box. You may add up to 5 support formations from Company Support per complete Company no more than **two** of which can be selected from Battalion Support. In addition you may select **one** option from Chapter Support.

Once we have a complete Company we may select up to 5 support formations two of which can be selected from the Battalion Support section. In addition you may select one from Chapter support. The Support formations that can be selected for this Company are detailed in the CFG.

They are selected the same as the Company of the army by paying the points for the detachment. You may select multiples of the detachment but may never take more than the 5 detachment limit. Each choice has a page reference in the bottom left to allow quick access to the detachment

Example Army

Below is a Tank Company selected with a limit of 1000 points

Headquarters

Command Tank: Free.

Combat Detachments

Predator Squadron 200 points (3 Model)

Predator Squadron 200 points (3 Model)

Break Point 4 / Morale Value 2

Company Support

Legion Super Heavy Tank (Baneblade) 225 Points

Legion Super Heavy Tank (Shadowword) 225 Points

Legion Ordinance Squadron (Vindicators) 150 points

Total Points - 1000

Company Formations



The Space Marine Legions are the most formidable warriors of all humanity. Genetically enhanced beyond the capacity of a mortal man, bearing weapons of devastating power and supported by the numberless regiments of the Imperial Army and the sacred knowledge of the Mechanicum, there is no force that they cannot overcome. Numbering hundreds of thousands of Space Marines, they have forged the Imperium, leading the mighty fleets of the Great Crusade into the stars.



Space Marine Company

END OF CRUSADE ERA



(INFANTRY COMPANY)

HQ



Company Captain

P 7

HQ and Combat Detachments You **must** field one Detachment from each white box. You **may** field an additional Detachment from the grey box. You may add up to 5 support formations from Company Support per complete Company no more than **two** of which can be selected from Battalion Support. In addition you may select **one** option from Chapter Support.

Battalion Support

COMBAT DETACHMENTS



Tactical Detachment



Tactical Detachment



Tactical Detachment

P 7

COMPANY SUPPORT



P 11

Heavy Support Squad



P 11

Legion Veteran Squad



P 12

Dreadnought Talon



P 12

Thunderhawk Squadron



P 13

Support Battery



P 12

Assault Detachment



P 12

Tank Squadron

BATTALION SUPPORT



P 15

Drop Pods



P 15

Super Heavy Tank



P 16

Reconnaissance Sqn



P 16

Ordnance Battery



P 17

Terminator Squad

CHAPTER SUPPORT



P 12

Chaplain



P 12

Apothecary

Headquarters

COMPANY HEADQUARTERS

HEADQUARTERS

Legion Praetor with Rhino

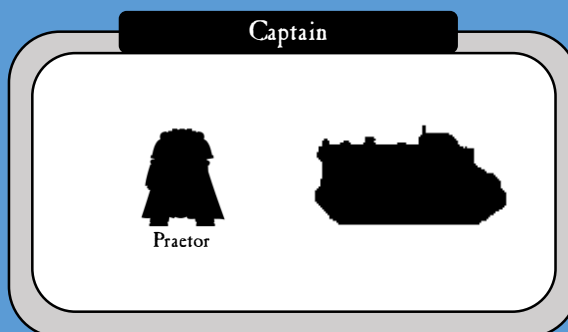
Free

OPTIONS

- Upgrade Rhino to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +25 points

SPECIAL

- The Praetor is only classed as broken if the Praetor Stand is destroyed.



Praetors are the mightiest warriors and battle-leaders of the Legiones Astartes, second only to the godlike Primarchs in their martial skill and generalship. Each is a vastly experienced warrior and warlord, unique in character, who has writ a legend for themselves in blood and slaughter.

These lords of the Imperium possess a panoply of the finest weapons and armour known to humanity and hold the power of life and death over worlds, with direct control over entire war fleets and great armies. In their ranks can be found Chapter Masters and Lord Commanders, Khans, Tribunes and First Captains as the traditions of the Legions dictate; regardless of title each is a master of war, and each has conquered worlds unnumbered in the glory of the Great Crusade.

Combat Detachments

LEGION TACTICAL DETACHMENT

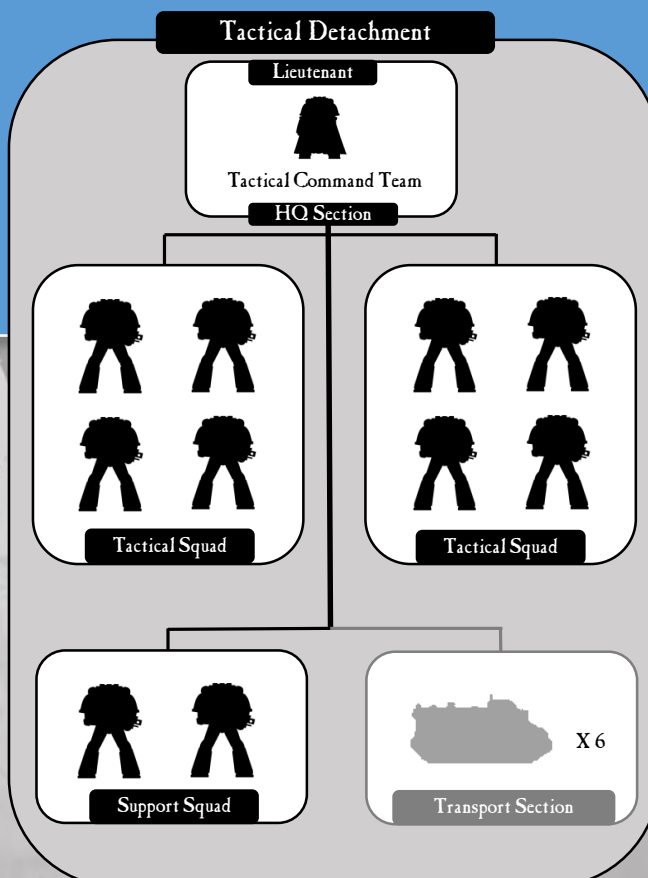
TACTICAL DETACHMENT

3 Squads

350 points

OPTIONS

- Add 6 Rhino Transports for + 125 points.



Tactical squads form the core of the Space Marine Legions, and it is by their bolters that the Great Crusade has reconquered the galaxy – thousands of superhuman warriors armed and armoured for the harshest battles and the deadliest war zones. The Legion Tactical Squad is a highly flexible infantry unit, able to assault or defend at will; able to attack fortified positions, take and hold strategic objectives, or simply comprehensively slaughter the foe in almost any terrain or situation. Mobile fire-support units that replace the utilitarian bolter with more specialised weapons,

Tactical Support squads are equipped to eliminate particular battlefield threats. Operating in close order with a Legion's other troops, the Tactical Support squad's firepower enables a strike force to act with greater versatility and engage a wider range of targets on its own terms. Tactical Support squads are most commonly armed with flamers, but also equip a wide variety of weapons depending on the nature of their foe.



Space Marine Tank Company

END OF CRUSADE ERA



(TANK COMPANY)

HQ and Combat Detachments You **must** field one Detachment from each white box. You **may** field an additional Detachment from the grey box. You may add up to 5 support formations from Company Support per complete Company no more than **two** of which can be selected from Battalion Support. In addition you may select **one** option from Chapter Support.

HQ



Company Command

P 9

Battalion Support

COMBAT DETACHMENTS



Predator Squadron



Predator Squadron



Predator Squadron

P 9

COMPANY SUPPORT



P 15

Super Heavy Tank



P 16

Ordnance Squadron



P 16

Landspeeder Squadron



P 14

Tank Squadron



P 18

Legion Drop Ship



P 18

Sicaran Assault Tank



P 17

Sabre Tank Hunter Sqn

BATTALION SUPPORT



P 12

Thunderhawk Sqn



P 11

Heavy Detachment



P 11

Tactical Detachment



P 13

Assault Detachment



P 17

Terminator Squad

CHAPTER SUPPORT



P 20

Chaplain



P 20

Techmarine

The Space Marine Legions are the most formidable warriors of all humanity. Genetically enhanced beyond the capacity of a mortal man, bearing weapons of devastating power and supported by the numberless regiments of the Imperial Army and the sacred knowledge of the Mechanicum, there is no force that they cannot overcome. Carried in chariots of steel there is few enemies that can stand in the way of a Legion armoured assault.

Headquarters

COMPANY HEADQUARTERS

Break point -
Morale 2

HEADQUARTERS

Command Tank

Free

OPTIONS

- Exchange a Command Land Raider for a Command Predator for free.

Company Headquarters



Land Raider Command

Combat Detachments

PREDATOR SQUADRON

Break point -
Morale 2

PREDATOR SQUADRON

Predator Squadron

200 points

OPTIONS:

- Upgrade all Predators to Land Raiders for +50 points.

Tank Squadron



Predator



Predator



Predator

The Predator is a highly effective medium tank designed to provide Space Marine detachments with heavy fire support in the heat of battle. An ancient and revered design, cited by the Codex Astartes as a spiritual mentor, no less, there are almost as many patterns of Predator as there are of the ubiquitous Rhino hull it is based upon. One such variant is the Deimos Pattern Predator, first issued en-masse to the Space Marine Legions of the Great Crusade. Artificer-crafted by the finest machine-wrights of the great forge-complexes of Mars.





Space Marine Heavy Tank Company

END OF CRUSADE ERA



(TANK COMPANY)

HQ and Combat Detachments You **must** field one Detachment from each white box. You **may** field an additional Detachment from the grey box. You may add up to 5 support formations from Company Support per complete Company no more than **two** of which can be selected from Battalion Support. In addition you may select **one** option from Chapter Support.

HQ



Company Command

P 9

COMBAT DETACHMENTS



Super Heavy Tank



Super Heavy Tank

P 9

Battalion Support



P 12

Thunderhawk Sqn



P 11

Heavy Detachment



P 11

Tactical Detachment



P 13

Assault Detachment

BATTALION SUPPORT

COMPANY SUPPORT



P 15

Super Heavy Tank



P 16

Ordnance Squadron



P 16

Reconnaissance Sqn



P 14

Tank Squadron



P 18

Sicaran Assault Tank



P 17

Sabre Tank Hunter Sqn



P 17

Terminator Squad

CHAPTER SUPPORT

P 20

Chaplain

P 20

Techmarine

The Space Marine Legions are the most formidable warriors of all humanity. Genetically enhanced beyond the capacity of a mortal man, bearing weapons of devastating power and supported by the numberless regiments of the Imperial Army and the sacred knowledge of the Mechanicum, there is no force that they cannot overcome. Carried in chariots of steel there is few enemies that can stand in the way of a Legion armoured assault.

Headquarters

COMPANY HEADQUARTERS

Break point -
Morale 2

HEADQUARTERS

Command Tank

Free

OPTIONS

- Upgrade Super Heavy to Stormblade for +50pts

Company Headquarters



Super Heavy Command

Combat Detachments

PREDATOR SQUADRON

Break point -
Morale 2

PREDATOR SQUADRON

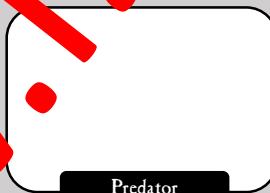
Predator Squadron

200 points

OPTIONS:

- Upgrade all Predators to Land Raiders for +50 points.

Tank Squadron



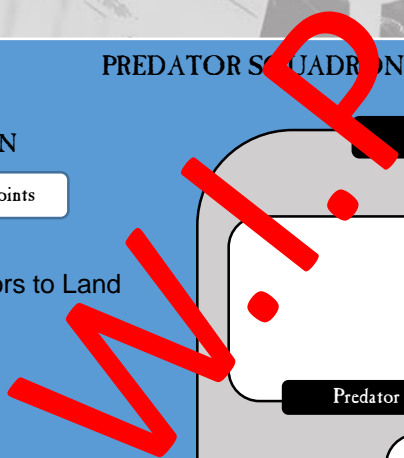
Predator



Predator



Predator





Space Marine Reconnaissance Company



END OF CRUSADE ERA

(TANK COMPANY)

HQ and Combat Detachments You **must** field one Detachment from each white box. You **may** field an additional Detachment from the grey box. You may add up to 5 support formations from Company Support per complete Company no more than **two** of which can be selected from Battalion Support. In addition you may select **one** option from Chapter Support.

HQ

Company Command

P 9

Battalion Support

COMBAT DETACHMENTS

Predator Squadron

Predator Squadron

Predator Squadron

P 9

COMPANY SUPPORT

P 15
Super Heavy Tank

P 16
Ordinance Squadron

P 16
Predator Squadron

P 14
Tank Squadron

P 18
Legion Drop Ship

P 18
Sicaran Assault Tank

P 17
Sabre Tank Hunter Sqn

BATTALION SUPPORT

P 12
Thunderhawk Sqn

P 11
Heavy Detachment

P 11
Tactical Detachment

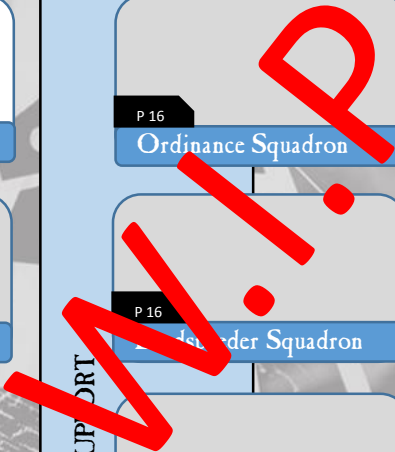
P 13
Assault Detachment

P 17
Terminator Squad

CHAPTER SUPPORT

P 20
Chaplain

P 20
Techmarine



Headquarters

COMPANY HEADQUARTERS

Break point -
Morale 2

HEADQUARTERS

Command Tank

Free

OPTIONS

- Exchange a Command Land Raider for a Command Predator for free.

Company Headquarters



Land Raider Command

Combat Detachments

PREDATOR SQUADRON

Break point -
Morale 2

PREDATOR SQUADRON

Predator Squadron

200 points

OPTIONS:

- Upgrade all Predators to Land Raiders for +50 points.

Tank Squadron



Predator



Predator



Predator

The Predator is a highly effective medium tank designed to provide Space Marine detachments with heavy fire support in the heat of battle. An ancient and revered design, cited by the Codex Astartes as a spiritual mentor, no less, there are almost as many patterns of Predator as there are of the ubiquitous Rhino hull it is based upon. One such variant is the Deimos Pattern Predator, first issued en-masse to the Space Marine Legions of the Great Crusade. Artificer-crafted by the finest machine-wrights of the great forge-complexes of Mars.

Support Formations



Support Formations

LEGION HEAVY SUPPORT SQUAD

Break point 2
Morale 2

HEAVY SUPPORT DETACHMENT

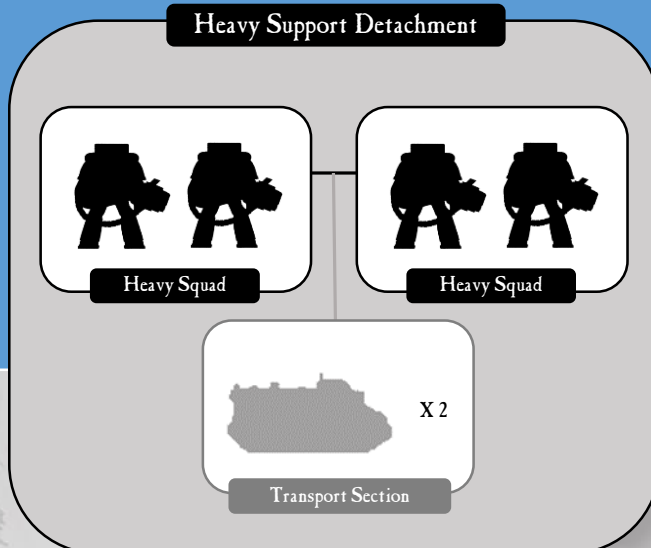
Heavy Support Squad

200 points

OPTIONS

- Add two Rhino Transports for +25 points break point increased to 3.

Victory Points 2
With Rhinos 3



LEGION VETERAN SQUAD

Break point 2
Morale 2

VETERAN DETACHMENT

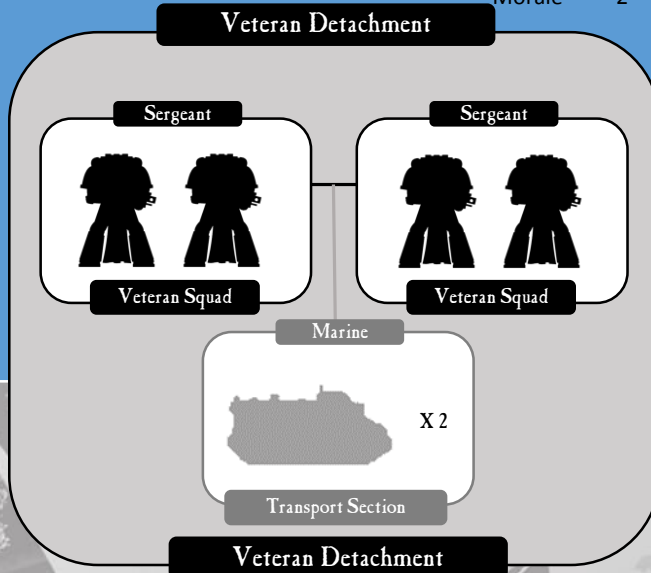
Veteran Squad

175 points

OPTIONS

- Add two Rhino Transports for + 25 points break point increased to 3

Victory Points 2



LEGION TACTICAL SQUAD

Break point 2
Morale 2

TACTICAL DETACHMENT

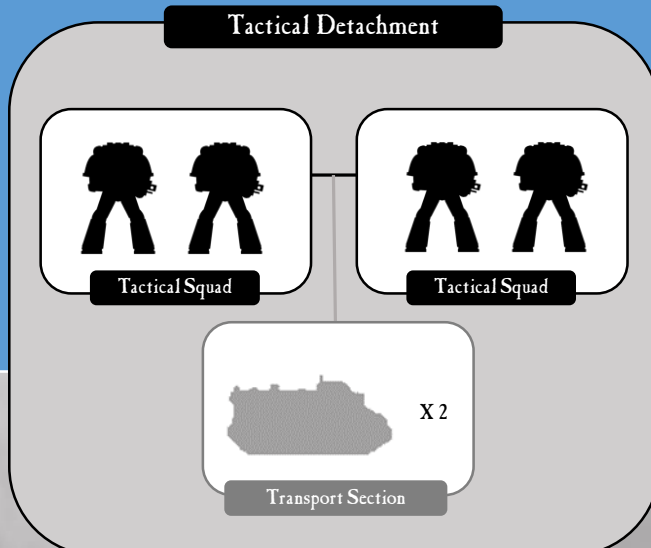
Tactical Squad

150 points

OPTIONS

- Add two Rhino Transports for +25 points break point increased to 3.

Victory Points 2



LEGION DREADNOUGHT TALON

Break point 2
Morale 2

DREADNOUGHT TALON

Dreadnought Talon

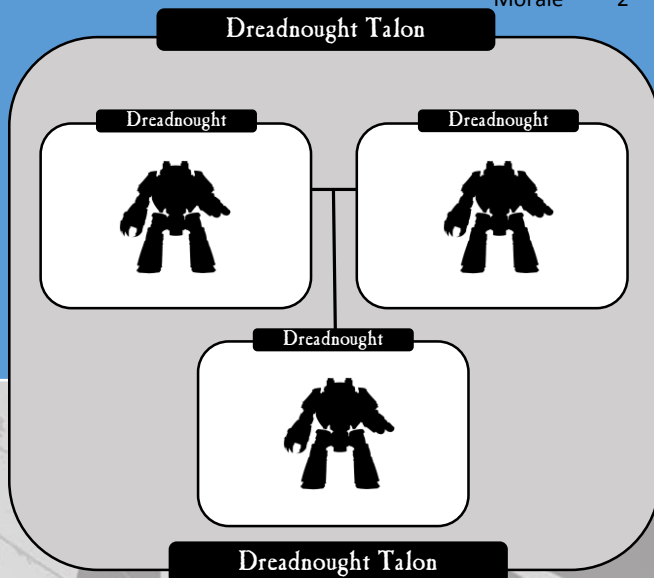
150 points

OPTIONS:

- Nil

Victory Points 2

Dreadnoughts are heavily armed and armoured walkers, piloted by a Space Marine whose injuries are irreparable but with enough spark of life remaining to endure permanent implantation in an implant-linked sarcophagus, allowing the warrior to fight for his Legion for centuries, even millennia, striding the battlefield like a giant of legend. Dreadnoughts stem from the lost Dark Age of Technology, and have endured in many forms on Mars, Terra, and across the scattered human realms during the Age of Strife.



LEGION THUNDERHAWK SQUADRON

Break point 1
Morale 2

THUNDERHAWK SQUADRON

Thunderhawk

100 points

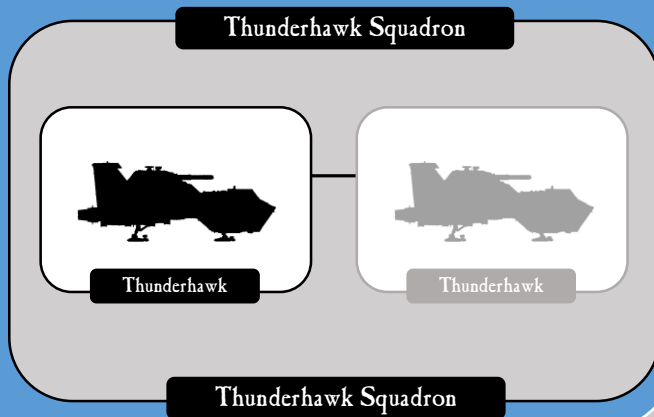
OPTIONS

- Add additional Thunderhawk for +100 points.

SPECIAL

- Each Thunderhawk operates independently on the battlefield and each has a break point of 1.

Victory Points 1 each



The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo Drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to the Legion fleet. With the outbreak of the Heresy both sides ramped-up production of Thunderhawks to meet the ongoing demands of the war.



LEGION ARTILLERY SUPPORT BATTERY

Break point 2
Morale 2

ARTILLERY BATTERY

Thudd Gun Battery 100 points

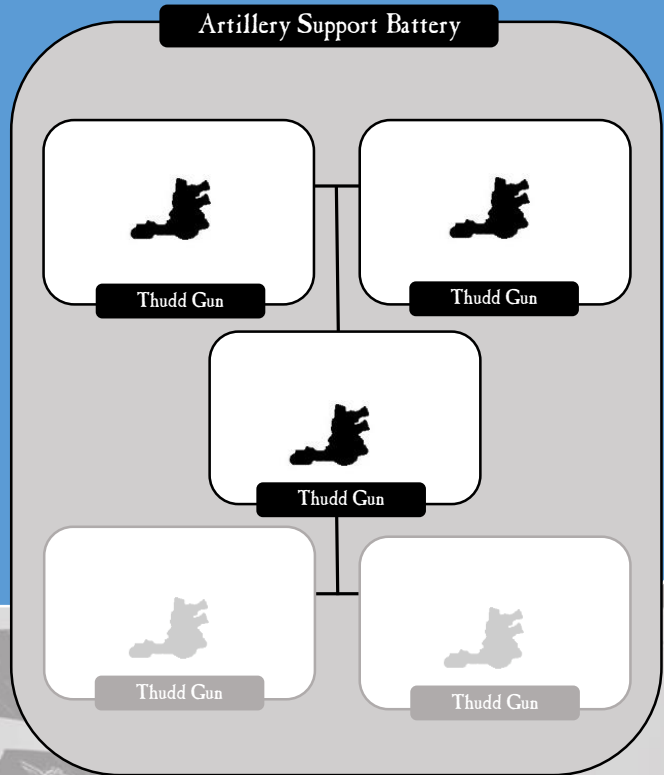
Mole Mortar Battery 100 points

Rapier Battery 75 points

OPTIONS

- Add up to two Thudd Guns or Mole Mortars for +35 points each. if the formation numbers 5 models increase the Break Point to 3 and VP to 2
- Add up to two Rapiers for +25 points each if the formation numbers 5 models increase the Break Point to 3 and VP to 2

Victory Points 1
Rapier 1



The Quad Launcher is a highly effective anti-infantry and suppression weapon, lobbing four shells at a time down onto enemy trenches, or used for point defence in a direct fire role against enemy infantry attacks.

One of a number of similar designs utilised by the Imperial military, Rapiers are semi-automated tracked carriers with inbuilt targeting systems and generators. Capable of being fitted with a number of different weapons systems too cumbersome for infantry use, the Rapier's mobility and small size make it a perfect support weapon, both in defence and assault. Commonly equipped with quad heavy bolters or laser destroyers, the Rapier can also mount heavier and weapons including graviton cannons.

LEGION ASSAULT SQUAD

Break point 2
Morale 2

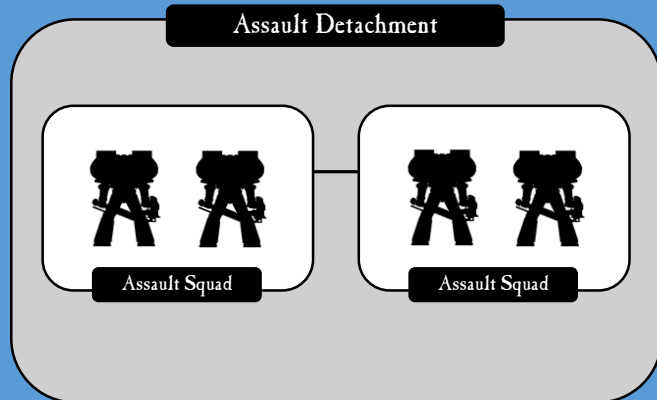
ASSAULT DETACHMENT

Assault Squad 150 points

OPTIONS:

- Nil

Victory Points 2



Assault squads are rapid attack forces, their wargear optimised towards close-quarter fighting and hit-and-run tactics. Their jump packs allow great speed of movement on the battlefield, and allows such units to impact with crushing force on the charge. The Night Lords and Raven Guard are amongst the greatest proponents of such formations, although even those Legions who do not particularly favour them, such as the Death Guard or Iron Warriors, can field multiple assault squads if the tactical need arises.

LEGION TANK SQUADRON

Break point 2
Morale 2

TANK SQUADRON

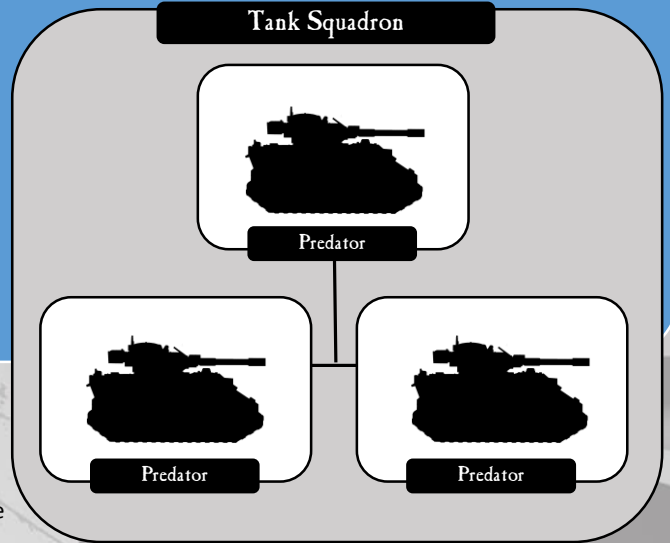
3 Predators

200 points

Victory Points 2

The Predator is an effective and versatile medium tank, boasting a good mix of speed, firepower and protection. Usually fielded in squadrons, Predators are commonly armed with a unique, rapid-firing autocannon among a range of other weapon systems, including plasma destroyers and magna meltas to ruin and sunder enemy strongpoints and fortifications. The Predator can also be fielded with additional sponson weapons, which often reflects the nature and expected conditions of threat within a given warzone.

The Land Raider is a masterwork that heralds back to the technological might of Humanity during the lost Dark Age of Technology; widely regarded as the finest armoured fighting vehicle of its class in the Imperium's arsenal – if not the galaxy. This mainstay of the Legiones Astartes is a powerful war machine, boasting multi-layered composite armour with no vulnerable areas. It is all but impervious even to heavy weapons; a sealed environment designed to resist enemy attack from any approach.



LEGION TANK SQUADRON

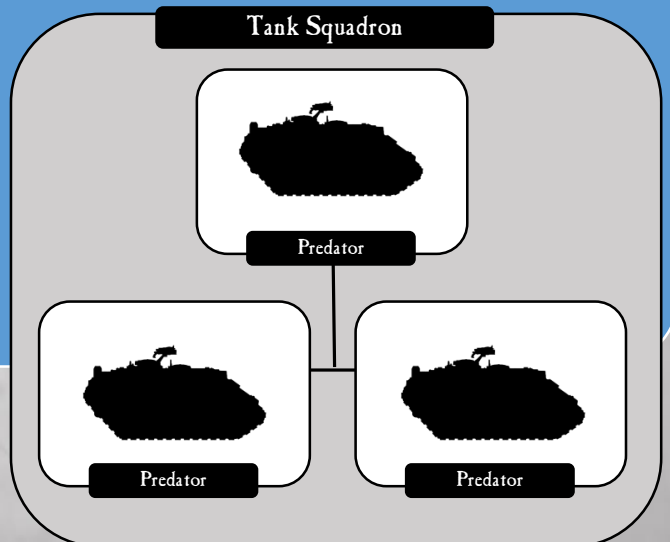
Break point 2
Morale 2

TANK SQUADRON

3 Land Raiders

250 points

Victory Points 3



LEGION DROP POD SUPPORT

Break point -
Morale -

DROP PODS

Drop Pods

100 points

OPTIONS

- Add up to two Deathwind Pods for +10 points each.

You are provided with sufficient Drop Pods to transport **ONE** Legion Tactical Detachment. Each Drop Pod carries two stands. The unit is **unable** to take Rhino Transports.

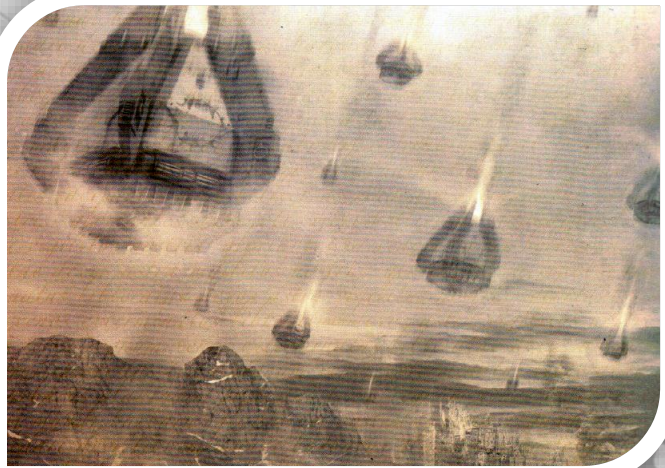
Victory Points -

Drop Pods



Drop Pods

Drop Pods are self-contained, recoverable orbital descent capsules designed to carry a squad of Space Marines. They are used for surprise attacks and combat drops into the midst of active warzones, with Legiones Astartes warships raining them down like ordnance from the edge of space. Drop pods are armoured and reinforced to survive re-entry, and ground fire to an extent, their true defence is speed; un-augmented humans have little chance of surviving both flight and landing in a drop pod.



LEGION SUPER HEAVY TANK

Break point 1
Morale 2

SUPER HEAVY TANK (Select one)

Baneblade

225 points

Shadowword

225 points

Storm Blade

275 points

OPTIONS

- Nil.

Victory Points 3

Super Heavy Tank



LEGION RECONNAISSANCE SQUADRON

Break point 3
Morale 2

RECONNAISSANCE SQUADRON (Choose one)

5 Landspeeders

200 points

5 Outriders

150 points

Victory Points 2

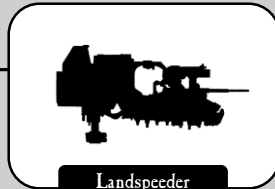
Outriders are mechanised Space Marine recon units who take to the field mounted on ruggedly constructed, all-terrain armoured ground bikes and scramblers. Used for scouting missions and rapid encirclement and hit-and-run attacks, the chief advantage of an Outrider squad is speed, combined with potent firepower in the form of twin-linked weaponry; often plasma guns to allow them to quickly destroy heavily armoured opposition. Their bikes enable them to cover ground far quicker than infantry, and go where heavier vehicles cannot.

Mainstays of most Space Marine Legion armories, Land Speeders are high speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. Land speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank hunters and close air support platforms.

Reconnaissance Sqn



Landspeeder



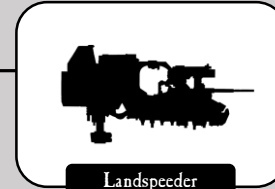
Landspeeder



Landspeeder



Landspeeder



Landspeeder

LEGION ORDINANCE SQUADRON

Break point 2
Morale 2

ORDINANCE SQUADRON

3 Whirlwinds

150 points

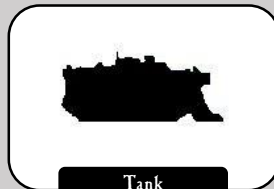
3 Vindicators

150 points

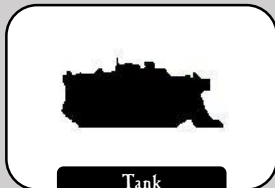
Victory Points 3

A powerful assault tank, the Vindicator's principal armament is a heavy-calibre demolisher cannon capable of shattering fortifications and breaching the armour plates of tanks with equal ease. It is invaluable in urban warfare as it can blast and shunt its way through barricades and obstacles, enabling troops following behind free passage through streets that might have otherwise swiftly degenerated into kill zones.

Ordinance Squadron



Tank



Tank



Tank

LEGION TERMINATOR SQUAD

Break point 2
Morale 1

TERMINATOR SQUAD

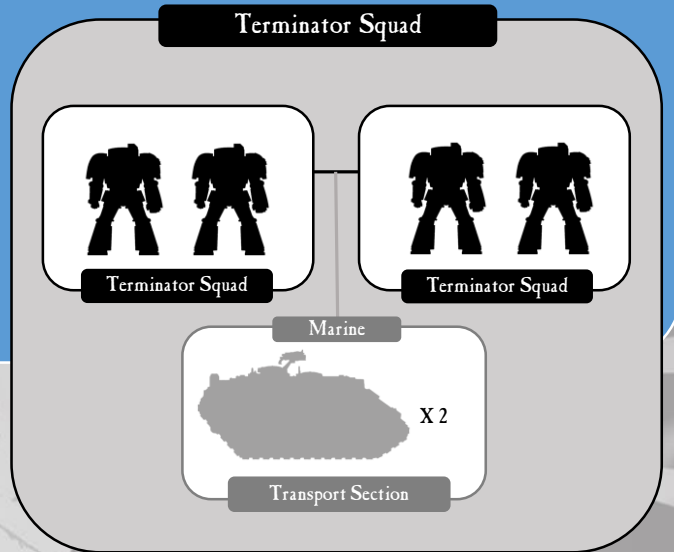
Terminator Squad

175 points

OPTIONS

- Add two Land Raider Transport for +175 points each points break point increased to 3.

Tactical Dreadnought Armour represents the pinnacle of personal armour technology in the Imperium. The Terminator squads of the Legiones Astartes match this formidable equipment with the finest veterans to form devastating frontline assault units, able to withstand the heaviest fire and deliver a ruthless hammer blow to the enemy. There are many patterns of terminator armour, and of these the Tartaros pattern is arguably the most agile while the Cataphractii pattern provides the most protection, at the cost of mobility.



LEGION SABRE TANK HUNTER SQUADRON

Break point 2
Morale 2

SABRE SQUADRON

3 Sabres

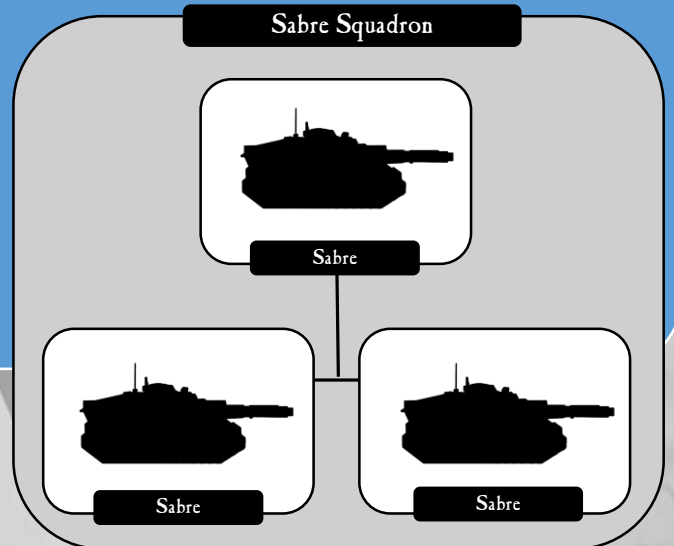
100 points

OPTIONS

- Nil.

Victory Points 1

Rhino itself was conceived to be easily modified to answer various specific needs. Many Rhino variations have their origins during the Horus Heresy, when variations of existing vehicles to fulfil new roles became a necessity. The Sabre was one of these modifications, seeing its first use during the earliest days of the Heresy, its design spurred by the need for heavier firepower. The Sabre was one of the type of Rhinos modified during the Heresy wars to mount heavier weapons, this type becoming known as "Tank Hunters" for the role they played during the Heresy. Besides the Sabre, various types of Tank Hunter were developed, each mounting different heavy weapons, such as missile launchers or Lascannon. However, the Sabre was the most common form of Tank Hunter.



LEGION SICARAN SQUADRON

Break point 2

Morale 2

SICARAN SQUADRON

3 Sicarans

250 points

OPTIONS

- Nil.

Victory Points 3

One of the most advanced armoured units in the arsenal of the Great Crusade, the Sicaran Battle Tank was the exclusive province of the Space Marine Legions. The Sicaran utilises component technologies from Various STC patterns to create a high-speed 'destroyer' tank to complement the more commonplace Predator and Land Raider designs.

The primary armament of the main Sicaran variant is the sophisticated Herakles pattern accelerator autocannon, a superior rapid-firing and highly accurate weapon. It fires shells at far higher velocities than a standard autocannon, enabling it to successfully track and engage swift moving targets and pinpoint vulnerabilities in enemy armour with lethal precision.

Sicaran Squadron



Sicaran



Sicaran



Sicaran

LEGION DROP SHIP SQUADRON

Break point 1

Morale 2

TRANSPORT SQUADRON

Thunderhawk

300 points

OPTIONS

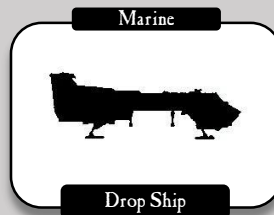
- Add additional Thunderhawk Transport for +300 points.

SPECIAL

- Each Thunderhawk operates independently on the battlefield and each has a break point of 1.

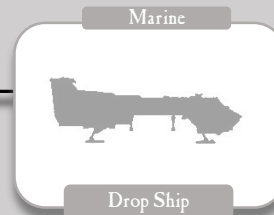
Victory Points 1 each

Legion Drop Ship



Marine

Drop Ship



Marine

Drop Ship

Chapter Support



Chapter Support

LEGION CHAPLAIN

Break point -
Morale -

Chaplain with Rhino

75 points

OPTIONS

- Upgrade Rhino to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +25 points

SPECIAL

- The Chaplain is only classed as broken if the Chaplain Stand is destroyed.

Victory Points 3

Chaplain



LEGION TECHMARINE

Break point -
Morale -

Techmarine with Rhino

100 points

OPTIONS

- Upgrade Rhino to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +50 points

SPECIAL

- The Techmarine is only classed as broken if the Techmarine Stand is destroyed.

Victory Points 3

Techmarine



LEGION APOTHECARY

Break point -
Morale -

Apothecary with Rhino

115 points

OPTIONS

- Upgrade to Land Raider Transport for +75 points each.
- Upgrade to Terminator Armour for +50 points

SPECIAL

- The Apothecary is only classed as broken if the Apothecary Stand is destroyed.

Victory Points 3

Apothecary





Chapter Support

In addition to the listed Chapter Support the Space Marine Legions had access to Support from the Adeptus Titanicus. The God Machines of the Adeptus Mechanicum marched alongside the Legions on many occasions.

WARLORD TITAN

Warlord Hull

510 points

OPTIONS:

- Nil.

SPECIAL

- The Titan selects its weapon form the list below once the total points are calculated you can calculate the VP awarded for its destruction

Victory Points -

Warlord



Class	Description	Location	Cost
Standard	Doomburner	Any	65
	Gatling Blaster	Any	60
	Laser Blaster	Any	50
	Melta Cannon	Any	50
	Quake Cannon	Any	85
	Turbo-Laser Destructor	Any	75
	Vulcan Mega Bolter	Any	50
	Volcano Cannon	Any	100
Plasma	Blastgun	Any	65
	Cannon	Any	100
	Destructor	Any	125
Template	Inferno Gun	Any	50
Barrage	Deathstrike Cannon	Head	75
	Multiple Rocket Launcher	Any	75
One Shot	Barrage Missile	Carapace	100
	Harpoon Missile	Carapace	75
	Vortex Missile	Carapace	150
	Warp Missile	Carapace	125

Class	Description	Location	Cost
Close Combat	Chain Fist	Arm	25
	Close Combat Head	Head	15
	Laser Burner	Arm	10
	Power Fist	Arm	15
	Power Ram	Arm	25
	Wrecker	Arm	25
	Special	Carapace Landing Pad	Carapace
Carapace Multi laser		-	10
Command Head		Head	35
Corvus Assault Head		Head	150
Corvus Assault Pod		Arm	150
Custodian Head		Head	50
Devotional Bell		-	50
Fire Control Centre		Carapace	75
Trident		Arm	50
Weapon Head		Head	25

Chapter Support

REAVER TITAN

Break point -
Morale -

Reaver Hull

465 points

OPTIONS

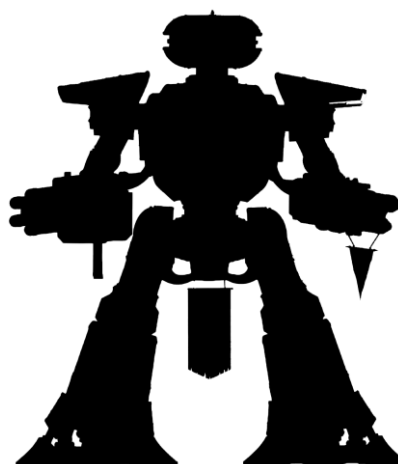
- Nil.

SPECIAL

- The Titan selects its weapon form the list below once the total points are calculated you can work out the VP awarded for its destruction

Victory Points -

Reaver



Class	Description	Location	Cost
Standard	Doomburner	Any	65
	Gatling Blaster	Any	60
	Laser Blaster	Any	50
	Melta Cannon	Any	50
	Quake Cannon	Any	85
	Turbo-Laser Destructor	Any	75
	Vulcan Mega Bolter	Any	50
	Volcano Cannon	Any	100
	Plasma Blastgun	Any	65
Template	Inferno Gun	Any	50
Barrage	Multiple Rocket Launcher	Any	75
One Shot	Barrage Missile	Carapace	100
	Harpoon Missile	Carapace	75
	Vortex Missile	Carapace	150
	Warp Missile	Carapace	125

Class	Description	Location	Cost
Close Combat	Chain Fist	Arm	25
	Close Combat Head	Head	15
	Laser Burner	Arm	10
	Power Fist	Arm	15
	Power Ram	Arm	25
	Wrecker	Arm	25
Special	Fire Control Centre	Carapace	75
	Trident	Arm	50
	Weapon Head	Head	25

Chapter Support

WARHOUND TITAN

Break point -
Morale -

Warhound Hull

430 points

OPTIONS

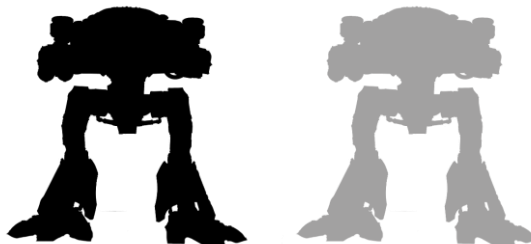
- A second Warhound can be added to the formation for +

SPECIAL

- The Titan selects its weapon form the list below once the total points are calculated you can work out the VP awarded for its destruction

Victory Points -

Warhound



Class	Description	Location	Cost
Standard	Gatling Blaster	Any	60
	Quake Cannon	Any	85
	Turbo-Laser Destructor	Any	75
	Vulcan Mega Bolter	Any	50
Plasma	Blastgun	Any	65
Template	Inferno Gun	Any	50
Close Combat	Chain Fist	Arm	25
	Power Fist	Arm	15

A summary of all Titan weapons can be found in Net Epic Adeptus Mechanicus Army Book

Summary

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Tactical	10cm	6+	+2	Bolters	50cm	1	5+	0	
Assault	15cm	6+	+3	Pistol/Swords	25cm	1	5+	0	Jump Packs
Heavy	10cm	6+	+1	Heavy Weap.	75cm	2	5+	-1	
Veteran	10cm	6+	+4	Bolters	50cm	1	5+	0	
Terminator	10cm	5+*	+6	Storm Bolters	35cm	2	4+	-1	
Support	10cm	6+	+2	Flamers	25cm	1	4+	0	Ignore cover
Terminator HQ	10 cm	5+*	+7	Storm Bolters	35 cm	2	4+	-1	Imperial troops within 10cm add +1 to morale, HQ unit, Elite.
Apothecary	10cm	6+	+2	Bolt Pistol	25cm	1	5+	0	Medic
Chaplain	10cm	5+*	+4	Bolt Pistol	25cm	2	5+	0	+1 to close assault factor
Techmarine	10 cm	5+	+2	Bolt Pistol	25 cm	2	5+	0	HQ, Mechanic
Space Marine Praetor	10 cm	6+	+5	Various	50 cm	2	5+	-1	HQ Unit,, special abilities, Elite+1 to Morale tests.
Shadowsword	10 cm	1+	+6	Volcano Cannon	100 cm	1	3+	-4	Volcano Cannon adds +3 to damage rolls vs. Titans/ Praetorians
				Lascannon	75 cm	2	5+	-1	
Baneblade	10 cm	1+	+8	Bolters	15 cm	6	6+	0	Battlecannon Turret
				Battlecannon	75 cm	2	4+	-2	
				Lascannon	75 cm	2	5+	-1	
Stormblade	10 cm	1+	+6	Bolters	15 cm	10	6+	0	* One-use weapons, Plasma Reactor explodes when destroyed; Missiles add +2 to damage vs. a to hit template
				Plasma Blastgun	50 cm	2	3+	-4	
				Battlecannon	50 cm	1	4+	-2	
				Hellion Missile*	75 cm	1*	3+	-4	
Mole Mortar	5 cm	None	-3	Mole Mortar	150 cm	1 BP	-	0	Fires Barrage, special rules
Rapier	5 cm	None	-3	Laser Destroyer	50 cm	1	4+	-3	
Thudd Gun	5 cm	None	-3	Thudd Gun	75 cm	2 BPs	-	0	Fires Barrage
Whirlwind	20 cm	4+	0	Multi-Launcher	150 cm	2 BPs	-	0	Fires barrage
Hunter AA	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA
Contemptor	15 cm	5+	+4	Heavy Bolters	50 cm	1	5+	0	
Sicaran	25 cm	3+	0	Accelerator	75cm	2	4+	-1	Autocannon Turret
				Autocannon	75 cm	2	5+	-1	
Predator Executioner	25 cm	3+	0	Executioner	50 cm	2	5+	-2	Executioner Turret
				Lascannon	75 cm	2	5+	-1	
Drop Ship	60cm	3+	+3	Battlecannon	50 cm	1	4+	-2	Flier, Super Heavy, Void Shields(2), Transport (18), Vehicle Transport (6 Tanks,4 Land Raiders), PD (9)
Sabre Tank Hunter	25 cm	4+	0	Autocannon	75 cm	1	5+	-2	
Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	May carry 2 troop stands
				Bolters	15 cm	1	6+	0	
Thunderhawk Gunship	100 cm	4+	+1	Rockets	50 cm	6 BP	4+	-2	Flyer, carries a full detachment of 6 stands
				Battlecannon	50 cm	1	4+	-2	
				Bolters	15 cm	3	6+	0	
Bike	30 cm	6+	+4	Bolters	15 cm	1	6+	0	
Land Speeder	30 cm	None*	+3	Multi-Melta	25 cm	1	3+	-2	Skimmer
Predator	25 cm	3+	0	Autocannon	75 cm	1	5+	-1	Autocannon Turret
				Lascannon	75 cm	2	5+	-1	
Rhino	25 cm	4+	0	Bolters	15 cm	1	6+	0	May carry 2 troop stands
Vindicator	20 cm	2+	+2	Thunderer	50 cm	1	4+	-3	Ignores to hit modifiers for cover

* 5+ save modifiable to 6+ but no further.

For use with NetEpic

www.tacticalwargames.net/taccmd/viewforum.phpf=14

www.netepic.org



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