

XVth LEGION ASTARTES - PROSPERINE CONGREGATION ARMY LIST

XVth Legion Astartes - Prosperine Congregation armies have a strategy rating of 5. All Collegia Titanica Battlegroups formations have an Initiative rating of 2+. All other formations have an initiative rating of 1+.

XVth LEGION ASTARTES LINE FORMATIONS			
FORMATION	UNITS	LEGION UPGRADES	COST
Legion Tactical Squads *	8 Legion Tactical Squad units OR 8 Legion Despoiler Squad units, plus transport	All Legion Upgrades	300 points
Legion Assault Squads *	8 Legion Assault Squad units	Commander, Storm Eagle Gunship Squadron	325 points
Legion Breacher Squads *	8 Legion Breacher Squad units	All Legion Upgrades	325 points
Legion Recon Squads *	4 Legion Recon Squad units	Storm Eagle Gunship Squadron	200 points

XVth LEGION ASTARTES CULT ARCANA UPGRADES <i>(each Cult Arcana Upgrade may be taken once per eligible Formation)</i>		
UPGRADE	UNITS	COST
Athanaean	Give all units Cult Arcana (Athanaean)	+75 points
Corvidae	Give all units Cult Arcana (Corvidae)	+75 points
Pavoni	Give all units Cult Arcana (Pavoni)	+25 points
Pyrae	Give all units Cult Arcana (Pyrae)	+25 points
Raptora	Give all units Cult Arcana (Raptora)	+50 points

XVth LEGION ASTARTES ELITE FORMATIONS <i>(any two Elite Formations may be fielded per each Line Formation)</i>			
FORMATION	UNITS	LEGION UPGRADES	COST
Khenetai Occult Blades	4 Khenetai Occult Cabal units, plus transport	All Legion Upgrades	275 points
Numerologist Cabal	1 Thousand Sons Numerologist unit and 3 Legion Despoiler Squad units, plus transport	Land Raider Carrier Squadron, Spartan Assault Tank Squadron, Storm Eagle Gunship Squadron	225 points
Ammitara Intercession Cabal	4 Ammitara Intercession Cabal units	Storm Eagle Gunship Squadron	275 points
Legion Terminators *	4 Legion Terminator Squad units (0-1: May upgrade each unit to a Sekhmet Terminator Cabal unit if a Cult Arcana Upgrade is selected for this formation)	All Legion Upgrades	325 points +75 points
Osiraean Saturnine Terminators	4 Osiraean Saturnine Terminator Squad units	Commander, Land Raider Squadron, Spartan Assault Tank Squadron	425 points
Contemptor Dreadnought Talon *	4 Legion Contemptor Dreadnought units (Upgrade one unit to a Contemptor-Osiron Dreadnought unit)	None	200 points +75 points
Deredeo Dreadnought Talon *	4 Legion Deredeo Dreadnought units	None	300 points
Leviathan Dreadnought Talon *	2 OR 4 Legion Leviathan Dreadnought units	None	100 points each
Osiraean Saturnine Dreadnought Talon	2 OR 4 Osiraean Saturnine-Chiron Dreadnought units	None	175 points each

XVth LEGION ASTARTES SUPPORT FORMATIONS <i>(up to two Support Formations may be fielded per each Line Formation; up to one of these Support Formations may be a non-Walker armoured vehicle formation)</i>			
FORMATION	UNITS	LEGION UPGRADES	COST
Castellax-Achea Automata Maniple	6 Castellax-Achea Automata units	None	275 points
Outrider Squads *	6 Legion Outrider Squad units	Commander	225 points each
Sky-hunter Squads *	6 Legion Sky-hunter Squad units	Commander	250 points each
Land Speeder Squadron *	4 Legion Land Speeder units	None	200 points
Javelin Squadron *	4 Legion Javelin units	None	200 points
Predator Squadron	Any 6 of the following units: Legion Predator Annihilator Legion Predator Destructor	None None	50 points each 50 points each
Whirlwind Squadron	4 Legion Hyperios Missile Tank units OR 4 Legion Scorpius Missile Tank units	None	300 points
Sicaran Battle Tank Squadron	Any 4 of the following units: Legion Sicaran Battle Tank Legion Sicaran Omega	None None	75 points each 75 points each
Kratos Heavy Assault Tank Squadron	2 Legion Kratos Heavy Assault Tanks	None	225 points
0-1 Orbital Support	Any 1 of the following: Legion Devastation Class Cruiser Legion Battle Barge	None None	150 points 350 points

XVth LEGION ASTARTES LEGION UPGRADES <i>(up to two Legion Upgrades may be taken once per each Formation)</i>		
UPGRADE	UNITS	COST
Commander	Add any one of the following characters to any unit in the Formation: NOTE: The chosen unit must already have a Cult Arcana Upgrade or Cult Arcana (X). Thousand Sons Centurion Numerologist Forge Lord **, Prosperine Sorcerer 0-1 Thousand Sons Praetor	+50 points +75 points +100 points
Land Raider Squadron	Add any number of Legion Land Raider units up to the number required to transport the Formation.	+75 points each
Spartan Assault Tank Squadron	Add any number of Legion Spartan units up to the number required to transport the Formation.	+125 points each
Caestus Assault Ram Squadron	Add any number of Legion Caestus Assault Ram units up to the number required to transport the Formation.	+100 points each
Storm Eagle Gunship Squadron	Add any number of Legion Storm Eagle Gunship units up to the number required to transport the Formation.	+125 points each

SUPERHEAVY, AIRBORNE, AND ALLY FORMATIONS
(up to a third of the points available may be spent on these Formations)

XVth LEGION ASTARTES LORDS OF WAR			XVth LEGION ASTARTES AIRCRAFT <i>(0-1 per full 1000 points available to spend)</i>			COLLEGIA TITANICA BATTLEGROUPS		
FORMATION	UNITS	COST	FORMATION	UNITS	COST	FORMATION	UNITS	COST
Fellblade Super-heavy Tank	1 Legion Fellblade unit	325 points	Xiphon Interceptor Squadron	2 Legion Xiphon Interceptor units	250 points	Warhound	1 Warhound Class Titan	275 points
Falchion Super-heavy Tank	1 Legion Falchion unit	350 points	Fire Raptor Gunship Squadron	2 Legion Fire Raptor Gunship units	350 points	Warhound Pack	2 Warhound Class Titans	500 points
Glaive Super-heavy Tank	1 Legion Glaive unit	350 points	Thunderhawk Gunship	1 Legion Thunderhawk Gunship unit	225 points	Dire Wolf	1 Dire Wolf Class Titan	325 points
Ascalon Super-heavy Tank	1 Legion Ascalon unit	325 points				Reaver	1 Reaver Class Titan	625 points
Mastodon Super-heavy Assault Transport	1 Legion Mastodon unit	225 points				Warlord	1 Warlord Class Titan	825 points

* : These formations are eligible for Cult Arcana Upgrades. | ** : Any and all Cult Arcana (X) of a unit selected for this Legion Upgrade is replaced by the corresponding character's Cult Arcana (X) special rule.

XVth LEGION ASTARTES FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Numerologist Forge Lord	CH	n/a	n/a	n/a	n/a	Smite Power Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	Invulnerable Save, Leader, Battlesmith, Cult Arcana (Numerology), Life Ward.
Prosperine Sorcerer	CH	n/a	n/a	n/a	n/a	Searing Force Smite Biomancer's Rage	15cm (15cm) (bc)	AP4+/AT5+ Small Arms, EA(+1), MW Assault Weapons, EA(+1), TK	Invulnerable Save, Leader. Any formation targeted by the Searing Force attack must immediately take a Dangerous Terrain Test.
Thousand Sons Centurion	CH	n/a	n/a	n/a	n/a	Smite Power Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	Commander, Invulnerable Save, Leader.
Thousand Sons Praetor	CH	n/a	n/a	n/a	n/a	Smite Power Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	Invulnerable Save, Supreme Commander. Formations attached to this character gain a +1 modifier to Initiative rolls (but to no better than 1+) when attempting to use a Cult Arcana (X) ability.
Ammitara Occult Intercession Cabal	INF	20cm	5+	4+	4+	Nemesis Bolters	30cm	AP4+	Infiltrate, Scout, Sniper, Cult Arcana (Ammitara).
Khenetai Occult Cabal	INF	15cm	4+	3+	5+	Bolt Pistols Dual Achea Force Swords	(15cm) (bc)	Small Arms Assault Weapons, EA(+2), MW	Cult Arcana (Khenetai).
Legion Assault Squad	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	Jump Packs.
Legion Breacher Squad	INF	15cm	4+	4+	4+	Bolters	(15cm)	Small Arms	Invulnerable Save.
Legion Despoiler Squad	INF	15cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	
Legion Outrider Squad	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	Mounted.
Legion Recon Squad	INF	15cm	4+	4+	5+	Nemesis Bolters	30cm	AP4+	Infiltrate, Sniper.
Legion Sky-hunter Squad	INF	35cm	4+	5+	4+	Plasma Cannons	30cm	AP5+/AT5+	Mounted, Skimmer.
Legion Tactical Squad	INF	15cm	4+	4+	4+	Bolters	(15cm)	Small Arms	
Legion Terminator Squad	INF	15cm	4+	3+	3+	Reaper Autocannon Power Weapons	30cm (bc)	AP4+/AT6+ Assault Weapons, EA(+1), MW	Reinforced Armour, Thick Rear Armour.
Osiraean Saturnine Terminator Squad	INF	10cm	3+	6+ (3+)	4+ (3+)	0-2x Plasma Bombards (or) and 0-2x Twin Heavy Disintegrators (or) and 0-1x Disruption Fists and	30cm 30cm (15cm) 15cm 15cm (15cm) 15cm (bc)	AP5+/AT5+ (AP4+/AT4+) Small Arms AP4+, L (AP3+/AT6+, L) Small Arms, L Small Arms Assault Weapons, EA(+1), MW	Reinforced Armour, Teleport, Thick Rear Armour, Cult Arcana (Osiraean). Armed with two weapons chosen from the following list (the Disruption Fists may only be chosen once): Disruption Fists, Plasma Bombards, Twin Heavy Disintegrators. If either the Plasma Bombards or Twin Heavy Disintegrators are chosen twice, they use their second Firepower weapon profile instead of their first one. If equipped with Disruption Fists, the unit has a Close Combat value of 3+. The Disruption Fists have a Firefight value of 3+.
Sekhmet Terminator Cabal	INF	15cm	4+	3+	3+	Reaper Autocannon Zap Power Weapons	30cm (15cm) (bc)	AP4+/AT6+ Small Arms, MW Assault Weapons, EA(+1), MW	Reinforced Armour, Teleport, Thick Rear Armour.
Thousand Sons Numerologist	INF	15cm	4+	3+	5+	Bolt Pistols Power Weapon	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	Invulnerable Save, Battlesmith, Cult Arcana (Numerologist), Life Ward.
Legion Javelin	LV	30cm	4+	6+	5+	0-2x Cyclone Missile Launcher 0-1x Twin Lascannon Heavy Bolter	45cm 45cm 30cm	AP5+/AT6+ AT4+ AP5+	Scout, Skimmer. Armed with 2 Cyclone Missile Launchers OR 1 Twin Lascannon.
Legion Land Speeder	LV	35cm	4+	6+	5+	Multi-melta and	15cm (15cm)	MW5+ Small Arms, MW	Scout, Skimmer.
Castellax-Achea Automata	AV	15cm	3+	4+	4+	Asphyx Bolt Cannon Maxima Bolters	30cm (15cm)	AP4+/AT6+ Small Arms, EA(+1)	Fearless, Invulnerable Save, Walker, Psy-automata, Psychic Conduit.
Contemptor-Osiron Dreadnought	AV	15cm	3+	3+	4+	Kheres Assault Cannon Smite Dreadnought Achea Force Blade	30cm (15cm) (bc)	AP5+/AT5+ Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	Invulnerable Save, Walker.
Legion Caestus Assault Ram	AV	35cm	4+	6+ (4+)	3+	Twin Cyclone Missile Launcher Siege Melta Array and	45cm 30cm (15cm)	AP4+/AT5+ MW3+ Small Arms, EA(+1), MW	Planetfall, Reinforced Armour, Skimmer, Transport. May transport 2 non-Saturnine infantry units without Jump Packs or Mounted. The Close Combat value of this unit increases to 4+ when it enters an assault via an Engage action.
Legion Contemptor Dreadnought	AV	15cm	3+	4+	4+	Kheres Assault Cannon Power Fist	30cm (bc)	AP5+/AT5+ Assault Weapons, EA(+1), MW	Walker.
Legion Deredeo Dreadnought	AV	15cm	3+	5+	3+	0-1x Anvilus Autocannon Battery 0-1x Hellfire Plasma Cannonade Aiolos Missile Launcher Twin Heavy Bolter	45cm 30cm 30cm 30cm	2x AP4+/AT5+/(AA5+) D3x AP4+/AT4+/(AA4+) 1BP AP4+	Walker. Armed with 1 Anvilus Autocannon Battery OR 1 Hellfire Plasma Cannonade. Both of these weapon profiles gain Anti-aircraft if this unit did not previously move in the current turn.
Legion Hyperios Missile Tank	AV	25cm	5+	6+	5+	Hyperios Missile Launcher	60cm	AT5+/AA4+	
Legion Kratos Heavy Assault Tank	AV	20cm	4+	5+	4+	0-1x Kratos Battlecannon 0-4x Lascannon 0-1x Melta Blast-gun and 0-4x Heavy Bolter	45cm 45cm 30cm (15cm) 30cm	AP4+/AT4+ AT5+ MW5+, L Small Arms, TK AP5+	Reinforced Armour. Armed with 1 Kratos Battlecannon and 4 Heavy Bolters OR 1 Melta Blast-gun and 4 Lascannons.
Legion Land Raider	AV	25cm	4+	6+	4+	2x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport. May transport 1 Terminator unit OR two infantry units without Jump

									Packs or Mounted.
Legion Leviathan Dreadnought	AV	15cm	4+	5+ (4+)	3+	0-2x Leviathan Storm Cannon 0-2x Cyclonic Melta Lance Twin Heavy Flamer and 0-2x Leviathan Assault Weapon and	30cm 15cm (15cm) 15cm (15cm) (bc)	2x AP4+/AT5+ MW4+ Small Arms, MW AP3+, IC Small Arms, IC Assault Weapons, MW	Reinforced Armour, Walker. Armed with two weapons chosen from the following list: Cyclonic Melta Lance, Leviathan Assault Weapon, Leviathan Storm Cannon. If equipped with at least one Leviathan Assault Weapon, the unit has a Close Combat value 4+. If the unit equips two Leviathan Assault Weapons, it gains an additional Close Combat dice.
Legion Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2x Lascannon	45cm 45cm	AT4+ AT5+	
Legion Predator Destructor	AV	30cm	4+	6+	3+	Autocannon 2x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Legion Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	Transport. May transport two non-Terminator infantry units without Jump Packs or Mounted.
Legion Scorpius Missile Tank	AV	25cm	5+	6+	5+	Scorpius Multi-Launcher	45cm	1BP, Ind	If this unit did not previously move in the current turn, the Scorpius Multi-Launcher weapon profile gains Disrupt.
Legion Sicaran Battle Tank	AV	30cm	3+	6+	3+	Twin Accelerator Autocannon 2x Lascannon Heavy Bolter	45cm 45cm 30cm	2x AP4+/AT5+ AT5+ AP5+	
Legion Sicaran Omega	AV	30cm	3+	6+	3+	Lascannon 2x Heavy Bolter Omega Plasma Array	45cm 30cm 30cm	AT5+ AP5+ D3x AP4+/AT4+	
Legion Spartan	AV	25cm	4+	5+	4+	2x Quad Lascannon Twin Heavy Bolter	45cm 30cm	2x AT4+ AP4+	DC2, Reinforced Armour, Thick Rear Armour, Transport. May transport 2 Terminator units OR 4 infantry units without Jump Packs or Mounted.
Osiraeen Saturnine-Chiron Dreadnought	AV	10cm	3+	5+	3+	Heavy Plasma Bombard Twin Disintegrator Cannon Twin Photonic Incinerator and	45cm 45cm 15cm (15cm)	1BP, IC, Ind MW4+, L AP3+, D, IC Small Arms, D, IC	Reinforced Armour, Thick Rear Armour, Walker, Cult Arcana (Osiraeen). The Twin Photonic Incinerator may not be selected for the Cult Arcana (Osiraeen) benefit.
Dire Wolf Class Titan	WE	30cm	5+	4+	4+	Volcano Cannon Ardex Mega Bolters	90cm 45cm	MW2+, TK(D3), FxF 4x AP3+/AT5+, FwA	DC3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.
Legion Ascalon	WE	15cm	4+	6+	3+	Ascalon Inferno Gun and Left Quad Heavy Bolter Right Quad Heavy Bolter	30cm (15cm) 30cm 30cm	3BP, IC, FxF Small Arms, IC, FxF 2x AP4+, LA 2x AP4+, RA	DC4, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Legion Falchion	WE	15cm	4+	6+	4+	2x Neutron Wave Cannon Left Quad Lascannon Right Quad Lascannon	90cm 45cm 45cm	AP5+/AT2+, FxF, TK 2x AT4+, LA 2x AT4+, RA	DC4, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Legion Fellblade	WE	15cm	4+	6+	4+	2x Accelerator Cannon Left Laser Destroyer Right Laser Destroyer Demolisher Cannon Forward Twin Heavy Bolter	75cm 45cm 45cm 30cm 30cm	MW3+ AP6+/AT4+, LA AP6+/AT4+, LA AP3+/AT4+, FxF, IC AP4+. FxF	DC4, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Legion Glaive	WE	15cm	4+	6+	3+	Volkite Carronade and Forward Twin Heavy Bolter Left Quad Heavy Bolter Right Quad Heavy Bolter	45cm (15cm) 30cm 30cm 30cm	3x AP3+/AT5+, D, IC Small Arms, D, IC AP4+, FxF 2x AP4+, LA 2x AP4+, RA	DC4, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Legion Mastodon	WE	20cm	4+	5+	4+	Left Lascannon Right Lascannon Siege Melta Array and Skyreaper Battery Left Heavy Flamer Right Heavy Flamer	45cm 45cm 30cm (15cm) 30cm 15cm 15cm	AT4+, LA AT4+, RA MW3+, FxF Small Arms, EA(+1), FxF, MW 2x AA5+ AP4+, LA AP4+, RA	DC4, Reinforced Armour, Thick Rear Armour, Transport, 1 Void Shield. May transport 8 infantry units without Jump Packs or Mounted. Terminators and non-Saturnine Dreadnoughts may also be transported, but they count as two units each. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.
Reaver Class Titan	WE	20cm	4+	3+	3+	Apocalypse Missile Launcher 0-1x Gatling Blaster 0-1x Twin Turbo-Laser Destructor 0-1x Close Combat Weapon	60cm 60cm 60cm (bc)	3BP, D 6x AP4+/AT4+, FwA 4x AP5+/AT3+, FwA Assault Weapons, EA(+3), TK(D3)	DC6, Fearless, Reinforced Armour, 4 Void Shields, Walker. Armed with two weapons chosen from the following list (each weapon may only be chosen once): Close Combat Weapon, Gatling Blaster, Turbo-Laser Destructor. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.
Warhound Class Titan	WE	30cm	5+	4+	4+	0-1x Plasma Blastgun	45cm	2x MW2+, FwA, Slw	DC3, Fearless, Reinforced Armour, 2

						0-1x Vulcan Mega-Bolter 0-1x Inferno Gun	45cm 30cm (15cm)	4x AP3+/AT5+, FwA 3BP, IC, FwA Small Arms, IC, FwA	Void Shields, Walker. Armed with two weapons chosen from the following list (each weapon may only be chosen once): Inferno Gun, Plasma Blastgun, Vulcan Mega-Bolter. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.
Warlord Class Titan	WE	15cm	4+	2+	3+	0-1x Volcano Cannon 0-2x Apoc. Missile Launcher 0-1x Gatling Blaster 0-2x Turbo-Laser Destructor 0-1x Close Combat Weapon	90cm 60cm 60cm 60cm (bc)	MW2+, FwA, TK(D3) 3BP, D, FwA 6x AP4+/AT4+, FwA 4x AP5+/AT3+, FwA Assault Weapons, EA(+3), TK(D3)	DC8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. Armed with two weapons chosen from the following list (each weapon may only be chosen once): Close Combat Weapon, Gatling Blaster, Volcano Cannon. In addition, this unit is armed with 2 Apocalypse Missile Launchers OR 2 Turbo-Laser Destructors. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.
Legion Fire Raptor Gunship	AC/ WE	Bomber	3+	6+	3+	2x Twin Hellstrike Launcher Left Reaper Autocannon Right Reaper Autocannon Twin Avenger Bolt Cannon	120cm 30cm 30cm 30cm	AT1+, FxF, SS AP4+/AT6+/AA4+, LA AP4+/AT6+/AA4+, RA 2x AP2+/AT4+, FxF	DC1, Planetfall.
Legion Storm Eagle Gunship	AC/ WE	Bomber	3+	6+	3+	2x Storm Eagle Twin Lascannon Vengeance Launcher Twin Heavy Bolter	30cm 30cm 15cm	AT4+/AA4+, FxF 2BP, FxF AP4+/AA5+, FxF	DC1, Planetfall, Transport. May transport 4 non-Saturnine infantry units and 1 non-Saturnine Dreadnought. Terminators and units with Jump Packs or Mounted count as two units each. This unit may transport a Dreadnought from a separate formation, but both units remain in their original formation and separate from the other's formation. Critical Hit Effect: The unit and all units being carried are destroyed.
Legion Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Mono Turbo-Laser Destructor 2x Forward Lascannon 2x Forward Twin Heavy Bolter Left Twin Heavy Bolter Right Twin Heavy Bolter	60cm 45cm 30cm 30cm 30cm	2x AP5+/AT3+, FxF AT5+/AA5+, FxF AP4+/AA5+, FxF AP4+/AA5+, LA AP4+/AA5+, RA	DC2, Planetfall, Reinforced Armour, Transport. May transport 8 infantry units or non-Saturnine Dreadnoughts. Terminators, Dreadnoughts, and infantry with Jump Packs or Mounted count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.
Legion Xiphon Interceptor	AC	Fighter	4+	6+	5+	Xiphon Rotary Missile Launcher 2x Xiphon Twin Lascannon	45cm 30cm	AP4+/AT4+/AA3+, FxF AT4+/AA4+, FxF	
Legion Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Slow and Steady, Transport. May transport 60 infantry units or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Legion Thunderhawk Gunships and enough Legion Drop Pods to transport any other units being carried.
Legion Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-Point Attack	n/a	3BP, MW MW2+, TK(D3)	Transport. May transport 20 infantry units or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Dreadnoughts); plus six Legion Thunderhawk Gunships and enough Legion Drop Pods to transport any other units being carried.
Legion Drop Pod	Spec.	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	Planetfall, Transport. May transport one formation of only non-Saturnine Dreadnoughts or infantry units without Jump Packs, Mounted, Reinforced Armour or Scout. After the Legion Drop Pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod 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 drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.

SPECIAL RULES

Battlesmith: During the Strategy Phase and after any and all friendly and opposing units arriving from reserves or "off the table" this turn arrive, a non-broken formation containing a unit with the Battlesmith special rule may remove a Blast marker from a friendly unit with the Light Vehicle, Armoured Vehicle, or War Engine unit type; this unit must be within 15cm of a unit with the Battlesmith special rule inside the original formation. The Battlesmith special rule counts as an ability in circumstances when the controlling player and an opposing player intend to use it in the same turn. A unit may not use the Battlesmith special rule on itself.

Cult Arcana (X): A formation containing units with the Cult Arcana (X) special rule gains certain abilities depending on the following variants of 'X' those units in the formation have:

- **Ammitara:** During the Action Phase, a formation containing a unit with the Cult Arcana (Ammitara) special rule may make an Initiative roll after placing a Blast marker on a formation targeted for a shooting attack but before rolling to hit. If the former formation succeeds, one of its firing weapons is selected by the controlling player to gain Ignore Cover and the ability to bypass Invulnerable Saves until that weapon's shooting attack is resolved in the concurrent Action Phase. If that formation fails, it receives a Blast marker, none of these benefits take effect, and the shooting attack then continues as normal.
- **Athanaean:** During the End Phase, a formation containing a unit with the Cult Arcana (Athanaean) special rule may make an Initiative roll before any formations across all armies in play are rallied. If the formation succeeds, the controlling player may take one of the following actions:
 - Select this formation or another friendly formation with a unit within 30cm of the former to gain a +1 modifier for its roll to rally in the concurrent turn, in addition to any other modifiers for this roll to rally.
 - Inflict an enemy formation with a unit within 30cm of the formation which made the Initiative roll with a -1 modifier for its roll to rally in the concurrent turn, in addition to any other modifiers for this roll to rally.

If this formation fails the Initiative roll, it receives a Blast marker, none of the benefits take effect, and it is unable to roll to rally in the concurrent turn. If the benefit was intended for a friendly formation, the Blast marker goes to that friendly formation instead.

- **Corvidae:** During the Action Phase, a formation containing a unit with the Cult Arcana (Corvidae) special rule may make an Initiative roll when it or a friendly legal formation with a unit within 30cm of the former is selected to take an action other than Hold, Engage, or a Special Action in the concurrent Action Phase. The former formation cannot make this Initiative roll if it is already carrying out its chosen action. If the former formation succeeds, it or the latter formation enters overwatch for the rest of the concurrent Action Phase after carrying out its chosen action. If the Overwatch action was already selected for the formation receiving this benefit, the Sniper special rule is given to each non-Barrage weapon used in the resulting shooting attack; such a weapon instead gains the ability to re-roll—once—any failed rolls to hit if it already has the Sniper special rule before this benefit is applied. If the former formation fails the Initiative roll, it receives a Blast marker, none of the benefits take effect, and the formation then takes its action as normal with a -1 modifier to the resulting Action Test, in addition to any other modifiers for said Action Test. If the benefit was intended for a friendly formation, the Blast marker goes to that friendly formation instead.
- **Khenetai:** During the Action Phase, a formation containing a unit with the Cult Arcana (Khenetai) special rule may make an Initiative roll right before it makes a charge or counter charge. If the formation succeeds, its units' Close Combat values improve by 1 (but to no better than 1+) and all Close Combat attack rolls made against this formation worsen by 1 (but to no worse than 6+) until the end of the concurrent Action Phase. If this formation fails, it receives a Blast marker, none of the benefits take effect, and the assault then continues as normal; the Blast marker received counts towards the Work Out Result roll made by any opposing formation engaged with this formation during the concurrent assault.
- **Numerology:** At the beginning of the Strategy Phase and before any units arrive from reserves or "off the table," a formation containing a unit with the Cult Arcana (Numerology) special rule may make an Initiative roll. If the formation succeeds, the controlling player may select one of these benefits:
 - Any friendly formation that arrives from reserves or "off the table" via Planetfall or Self Planetfall this turn and is selected to land within 30cm of any unit with the Cult Arcana (Numerology) special rule inside the formation which made the Initiative roll does not scatter. Any friendly formation that arrives from reserves or "off the table" via Teleport this turn and is selected to land within 30cm of any unit with the Cult Arcana (Numerology) special rule inside the formation which made the Initiative roll does not roll any D6 for Blast markers upon arrival.
 - Select this formation or a friendly non-War Engine formation within 15cm of a unit with the Cult Arcana (Numerology) special rule inside the former formation. One of the firing weapons of the selected formation gains an improvement of 1 (but to no better than 1+) for the roll to hit for non-assault shooting attacks it makes during the Action Phase of the concurrent turn.

If this formation fails the Initiative roll, it receives a Blast marker, none of the benefits take effect, and the Strategy Phase then continues as normal. If the shooting attack benefit was intended for a friendly formation, the Blast marker goes to that friendly formation instead.

- **Osiraeen:** During the Action Phase, a formation containing a unit with the Cult Arcana (Osiraeen) special rule may make an Initiative roll after placing a Blast marker on a formation targeted for a shooting attack but before rolling to hit. If the former formation succeeds, one non-assault weapon profile selected to fire by the controlling player gains a number of additional shots equal to half of their base number of shots across the formation, rounded down and to a minimum of 1 (e.g. 1 shot total turns to 2, 2 shots total turn to 3, 3 shots total turn to 4, 4 shots total turn to 6, etc.). If the chosen weapon profile is a Barrage weapon, it instead gains the ability to fire again. This benefit lasts until the fired weapon's shooting attack is resolved in the concurrent Action Phase. If that formation fails, it receives a Blast marker, none of these benefits take effect, and the shooting attack then continues as normal.
- **Pavoni:** During the Action Phase, a formation containing a unit with the Cult Arcana (Pavoni) special rule may make an Initiative roll right before it makes a charge or counter charge. If the formation succeeds, its units' Armour saving throws improve by 1 (but to no better than 2+) until the end of the concurrent assault. Any of these units with Reinforced Armour or any special rule that grants re-rolls to Armour saving throws must re-roll with the Armour value of that *before* this benefit's application. If the formation fails, it receives a Blast marker, none of the benefits take effect, and the assault then continues as normal; the Blast marker received counts towards the Work Out Result roll made by any opposing formation engaged with this formation during the concurrent assault.
- **Pyrae:** During the Action Phase, a formation containing a unit with the Cult Arcana (Pyrae) special rule may make an Initiative roll right before it makes a charge or counter charge. If the formation succeeds, Firefight rolls made by units in the concurrent assault improve by 1 (but to no better than 2+), whereas Close Combat attacks from units within this formation inflict a penalty of 1 (but to no worse than 6+) on the Armour saves of targeted units. Both of these effects persist until the end of the concurrent assault. If the formation fails, it receives a Blast marker, none of the benefits take effect, and the assault then continues as normal; the Blast marker received counts towards the Work Out Result roll made by any opposing formation engaged with this formation during the concurrent assault.
- **Raptora:** During the Action Phase, a formation containing a unit with the Cult Arcana (Raptora) special rule may make an Initiative roll when it is selected to take an action in the concurrent Action Phase. The formation cannot make this Initiative roll if it is already carrying out its chosen action. If the formation succeeds, its units gain the Invulnerable Save special rule until the end of the concurrent turn. Units that already have the Invulnerable Save special rule before this benefit's application instead improve their Invulnerable Save roll by 1 (e.g. an Invulnerable Save of 6+ becomes 5+) until the end of the concurrent turn. If the formation fails the Initiative roll, it receives a Blast marker, none of the benefits take effect, and the formation then takes its action as normal with a -1 modifier to the resulting Action Test, in addition to any other modifiers for said Action Test.

When a formation attempts an Initiative roll to use a Cult Arcana (X) ability, its Initiative rating is treated as reduced by 1 (e.g. a formation with a base Initiative rating of 1+ is treated as having one of 2+ instead), but to no worse than 6+. Initiative rolls made by a formation to attempt to use a Cult Arcana (X) ability receive a -1 modifier if it has at least one Blast marker, and a further -1 modifier for every concurrent and active Cult Arcana (X) benefit the formation targeted to receive the rolled-for Cult Arcana (X) ability's benefit has. A formation may make an Initiative roll to use a Cult Arcana (X) ability only once per turn. No formation may receive further benefits from a Cult Arcana (X) ability if it has already received benefits from the same Cult Arcana (X) ability in the same turn. Cult Arcana (X) abilities cannot be used by a formation while it is embarked in a transport. Below is a list of summaries, not alternative nor replacement rules, for each variation of 'X' for the Cult Arcana (X) special rule:

- **Ammitara** — Make an Initiative roll. If passed, the pertaining formation's shooting attacks gain Ignore Cover and bypass Invulnerable Saves. If failed, the pertaining formation receives a Blast marker and none of the benefits take effect.
- **Athanaean** — Make an Initiative roll. If passed, the pertaining formation or a friendly formation within 30cm gains +1 for its roll to rally. Alternatively, an enemy formation within 30cm of the pertaining formation gets -1 for its roll to rally. If failed, the pertaining formation receives a Blast marker, none of the benefits take effect, and it is unable to roll to rally for the rest of the turn; if the friendly formation was targeted for the benefit, the Blast marker goes to it instead.
- **Corvidae** — Make an Initiative roll. If passed, the pertaining formation or a friendly formation within 30cm enters overwatch after finishing an eligible action; the selected formation instead gets the Sniper special rule if it already chose Overwatch, and units that already have the Sniper special rule in a formation that already chose Overwatch get to re-roll their hit rolls once in an Overwatch shooting attack. If failed, the pertaining formation receives a Blast marker, none of the benefits take effect, and a penalty of 1 is inflicted on the pertaining formation's Action Test; if the friendly formation was targeted for the benefit, the Blast marker goes to it instead.
- **Khenetai** — Make an Initiative roll. If passed, the pertaining formation's Close Combat values improve by 1 and all Close Combat rolls against it worsen by 1. If failed, the pertaining formation receives a Blast marker, none of the benefits take effect, and the Blast marker counts toward the Work Out Result of opposing formations in this assault.
- **Numerology** — Make an Initiative roll. If passed, friendly formations with Planetfall or Self Planetfall that arrive within 30cm of the pertaining unit do not scatter; if the arriving formation has Teleport instead, they arrive without rolling any D6 for Blast markers. Alternatively, a friendly formation within 15cm of the pertaining unit gains an improvement of 1 for a weapon's roll to hit for non-assault shooting attacks. If failed, the pertaining formation receives a Blast marker and none of the benefits take effect; if the friendly formation was targeted for the shooting benefit, the Blast marker goes to it instead.
- **Osiraeen** — Make an Initiative roll. If passed, one non-assault shooting weapon gains an additional 50% of its total shots, rounded down to a minimum of 1; Barrage weapons instead get to shoot again. If failed, the pertaining formation receives a Blast marker and none of the benefits take effect.
- **Pavoni** — Make an Initiative roll. If passed, the pertaining formation's Armour saving throws during an assault improve by 1; Armour re-rolls are made with the unmodified Armour values. If failed, the pertaining formation receives a Blast marker, none of the benefits take effect, and the Blast marker counts toward the Work Out Result of opposing formations in this assault.
- **Pyrae** — Make an Initiative roll. If passed, the pertaining formation's Firefight rolls improve by 1 and Close Combat attacks inflict a penalty of 1 on the Armour saves of attacked units. If failed, the pertaining formation receives a Blast marker, none of the benefits take effect, and the Blast marker counts toward the Work Out Result of opposing formations in this assault.
- **Raptora** — Make an Initiative roll. If passed, the pertaining formation gains Invulnerable Save, or an improvement of 1 to their Invulnerable Save roll if they already have this special rule. If failed, the pertaining formation receives a Blast marker, none of the benefits take effect, and a penalty of 1 is inflicted on the pertaining formation's Action Test.

Exemplars of the Crusade: Astartes are respected and feared for their deeds throughout the Great Crusade. This is represented by the following rules:

- It takes 2 Blast markers to kill a unit with the Exemplars of the Crusade special rule inside a broken formation (ignore any leftover Blast markers).
- Formations made up of units with the Exemplars of the Crusade special rule only count half their number of Blast markers, rounding down, in assault resolution. Note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down.
- When broken formation made up of units with the Exemplars of the Crusade special rule rallies, it receives a number of Blast markers equal to the number of units, rather than half of this number. Units with the Exemplars of the Crusade special rule that also have the Leader special rule remove 2 Blast markers instead of 1.

Life Ward: When a formation or unit makes an attack affected by the Sniper special rule against a formation containing units with the Life Ward special rule, that attack does not gain any benefits nor effects from the Sniper special rule.

Psy-automata: A formation does not receive a Blast marker when a unit with Psy-automata is destroyed. This includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Psy-automata units hit by a weapon with Disrupt do take a Blast marker however. If a hit is inflicted on a Psy-automata unit because it is in a broken formation which is receiving a Blast marker then it may attempt to save normally. Psy-automata units killed in an assault count for the purposes of working out its result. If, at the start of its activation, a formation containing units with the Psy-automata special rule does not have at least one of its units within 15cm of a friendly unit with the Cult Arcana (X) special rule, that formation cannot perform the March nor Overwatch actions and suffers a -1 modifier to their action test.

Psychic Conduit: When a formation with the Cult Arcana (X) special rule receives a Blast marker from a failed Initiative roll made in an attempt to use a Cult Arcana (X) ability, it may transfer this Blast marker to any friendly units possessing the Psychic Conduit special rule, so long as such units are inside a formation with at least one unit within 15cm of the original formation. Units with the Psychic Conduit special

rule may use any available Invulnerable Save special rule to save against Blast markers resulting from failed Initiative rolls made in attempts to use a Cult Arcana (X) abilities.

ADDITIONAL NOTES

- The Exemplars of the Great Crusade special rule applies to all XVth Legion Astartes - Prosperine Congregation formations, excluding Collegia Titanica Battlegroups formations.
- **Legiones Astartes Transports:** Formations that come with Legion Rhinos will be noted as having "plus transport" in their formation table entries. Determine the number of Legion Rhinos needed after all upgrades have been purchased. The number of Legion Rhinos will always be the minimum needed to carry the formations they are attached to. Legion Rhinos do not have to be taken; a formation may be fielded on foot if desired. A formation's Legion Rhinos may be replaced with Legion Drop Pods if desired, or if the formation is unable to be transported in Legion Rhinos. Such a formation will enter play in a Legion Drop Pod using the rules for Planetfall. This will require at least one Legion Battle Barge or Legion Tetsujin Class Cruiser to deploy the Legion Drop Pods from. Before each game and after the opposing army is known but before objectives are placed, the controlling player may choose which formations with the "plus transport" aspect are deployed in Legion Rhinos, Legion Drop Pods, or on foot. If the formation has any units unable to deploy in Legion Drop Pods, then that option of deployment cannot be selected.
- Contemptor Dreadnought Talons and Leviathan Dreadnought Talons can purchase the minimum number of Legion Drop Pods needed to transport their entire formation for +25 points per formation.