

**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				XVth LEGION ASTARTES CULT ARCANA UPGRADES <i>(each Cult Arcana Upgrade may be taken once per eligible Formation)</i>		
FORMATION	UNITS	LEGION UPGRADES	COST	UPGRADE	UNITS	COST
Legion Tactical Squads *	8 Legion Tactical Squad units OR 8 Legion Despoiler Squad units, plus transport	All Legion Upgrades except Spartan Assault Tank Squadron	300 points	Athanaean	Give all units Cult Arcana (Athanaean)	+75 points
Legion Assault Squads *	8 Legion Assault Squad units	Commander, Storm Eagle Gunship Squadron	325 points	Corvidae	Give all units Cult Arcana (Corvidae)	+75 points
Legion Breacher Squads *	8 Legion Breacher Squad units	All Legion Upgrades	350 points	Pavoni	Give all units Cult Arcana (Pavoni)	+25 points
Legion Recon Squads *	4 Legion Recon Squad units	Storm Eagle Gunship Squadron	200 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 Blade Cabal	4 Khenetai Occult Blade Squad units, plus transport	All Legion Upgrades except Spartan Assault Tank Squadron	275 points
Numerologist Cabal	1 Thousand Sons Numerologist unit and 3 Legion Despoiler Squad units, plus transport	All Legion Upgrades except Commander	225 points
Ammitara Occult Intercession Cabal	4 Ammitara Occult Intercession Squad 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	All Legion Upgrades except Storm Eagle Gunship Squadron	425 points
Contemptor Dreadnought Talon *	4 Legion Contemptor Dreadnought units (May upgrade one unit to a Contemptor-Osiron Dreadnought unit if a Cult Arcana Upgrade is selected for this formation)	None	200 points +75 points
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
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
Whirlwind Squadron	4 Legion Hyperios Missile Tank units OR 4 Legion Scorpius Missile Tank units	None	300 points
Sicaran Battle Tank Squadron	Any 2 OR 4 of the following units: Legion Sicaran Battle Tank Legion Sicaran Omega	None None	100 points each 100 points each
0-1 Orbital Support	Any 1 of the following units: 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
Storm Eagle Gunship Squadron	Add any number of Legion Storm Eagle Gunship units up to the number required to transport the Formation.	+150 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 for the army)</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	Reaver	1 Reaver Class Titan	625 points
Falchion Super-heavy Tank	1 Legion Falchion unit	350 points	Thunderhawk Gunship	1 Legion Thunderhawk Gunship unit	225 points	Warlord	1 Warlord Class Titan	825 points
Glaive Super-heavy Tank	1 Legion Glaive unit	350 points						
Ascalon Super-heavy Tank	1 Legion Ascalon unit	325 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 Blade Squad	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 Lascutter	(15cm) (bc)	Small Arms Assault Weapons, L	Invulnerable Save. One unit in every two has a Lascutter.
Legion Despoiler Squad	INF	15cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	
Legion Recon Squad	INF	15cm	4+	4+	5+	Nemesis Bolters	30cm	AP4+	Infiltrate, Sniper.
Legion Sky-hunter Squad	INF	35cm	4+	3+	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.
Osiraeen 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) 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 (Osiraeen). 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 Contemptor Dreadnought	AV	15cm	3+	4+	4+	Kheres Assault Cannon Power Fist	30cm (bc)	AP5+/AT5+ Assault Weapons, EA(+1), MW	Walker.
Legion Hyperios Missile Tank	AV	25cm	5+	6+	5+	Twin Hyperios Launcher	60cm	AT5+/AA4+	
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 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+	Scout.
Legion Sicaran Omega	AV	30cm	3+	6+	3+	Lascannon 2x Heavy Bolter Omega Plasma Array	45cm 30cm 30cm	AT5+ AP5+ D3x AP4+/AT4+	Scout.
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.
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+.
Reaver Class Titan	WE	20cm	4+	3+	3+	Apocalypse Missile Launcher 0-1x Gatling Blaster 0-1x TwinTurbo-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.
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 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+	n/a	n/a	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 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



## 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. In addition, a unit may not use the Battlesmith special rule when embarked on a transport unit unless it is used on this same transport unit.

**Cult Arcana (X):** A formation containing units with the Cult Arcana (X) special rule gains certain abilities depending on the variants of 'X' below those units in the formation have. For each Cult Arcana (X) ability this formation has, the formation must pass an Initiative roll to use and gain its benefits. Upon failure, the formation receives a Blast marker and none of the benefits take effect (in addition to any further penalties listed for a variant of 'X'). Each variant rule has three sections: **Time**, which describes when an Initiative roll for a Cult Arcana (X) ability can be made and its ability can be used; **Success**, which describes benefits the targeted formation gains upon succeeding the Initiative roll; and **Failure**, which describes variant-specific penalties the targeted formation receives upon failing the Initiative roll.

### Ammitara:

- **Time:** It is after this formation places a Blast marker on a formation targeted for a shooting attack, but before rolls to hit are made.
- **Success:** One firing weapon profile selected by the controlling player gains Ignore Cover and bypasses Invulnerable Saves until its shooting attack is resolved in the concurrent Action Phase.
- **Failure:** The shooting attack continues as normal.

### Athanaean:

- **Time:** It is at the beginning of the End Phase before any formations across all armies in play roll to rally.
- **Success:** The controlling player takes one of the actions below.
  - 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 containing a unit within 30cm of this formation with a -1 modifier for its roll to rally in the concurrent turn, in addition to any other modifiers for this roll to rally.
- **Failure:** This formation is unable to roll to rally in the concurrent turn. If the benefit was intended for a friendly formation, the Blast marker received goes to that friendly formation instead.

### Corvidae:

- **Time:** It is when this formation 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—but before this action is carried out.
- **Success:** This formation or the selected friendly formation enters overwatch after carrying out its chosen action for the rest of the concurrent Action Phase. If the Overwatch action was already chosen, then the targeted formation's non-Barrage weapons are given Sniper (or re-rolls to hit if they already have Sniper) instead until the end of the resulting Overwatch attack.
- **Failure:** This 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 received goes to that friendly formation instead.

### Khenetai:

- **Time:** It is right before this formation makes a charge or counter charge.
- **Success:** This formation's units improve their Close Combat values by 1 (but to no better than 2+) and worsen the Close Combat values of engaged enemy units by 1 (but to no worse than 6+) until the end of the concurrent assault.
- **Failure:** The assault continues as normal. The Blast marker received by this formation counts towards the Work Out Result roll made by any opposing formation it is engaged with during the concurrent assault.

### Numerology:

- **Time:** It is at the beginning of the Strategy Phase and before any units arrive from reserves or "off the table."
- **Success:** The controlling player selects one of the benefits below.
  - Within 30cm of any unit with Cult Arcana (Numerology) inside this formation, friendly formations arriving via Planetfall or Self Planetfall do not scatter, and friendly formations arriving via Teleport do not roll any D6 for Blast markers upon arrival. This benefit lasts until the end of the concurrent turn.
  - The controlling player selects a weapon profile in this formation or a friendly non-War Engine formation within 15cm of a unit with Cult Arcana (Numerology) inside the former formation. That weapon profile gains an improvement of 1 (but to no better than 2+) for rolls to hit for non-assault shooting attacks it makes throughout the concurrent turn.
- **Failure:** The Strategy Phase continues as normal. If the second benefit was intended for a friendly formation, the Blast marker received goes to that friendly formation instead.

### Osiraean:

- **Time:** It is after this formation places a Blast marker on a formation targeted for a shooting attack, but before rolls to hit are made.
- **Success:** One non-assault weapon profile selected by the controlling player gains a number of additional shots equal to half of its base number of shots across the formation, rounded down and to a minimum of 1; it instead gains the ability to fire again if it is a Barrage weapon. This benefit lasts until the weapon's shooting attack is resolved.
- **Failure:** The shooting attack continues as normal.

### Pavoni:

- **Time:** It is right before this formation makes a charge or counter charge.
- **Success:** Armour saving throws made by units in this formation improve by 1 (but to no better than 2+) until the end of the concurrent assault. This benefit does not apply to re-rolls for Armour saving throws.
- **Failure:** The assault continues as normal. The Blast marker received by this formation counts towards the Work Out Result roll made by any opposing formation it is engaged with during the concurrent assault.

### Pyrae:

- **Time:** It is right before this formation makes a charge or counter charge.
- **Success:** Until the end of the concurrent assault, Firefight rolls made by units within this formation 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 enemy units.
- **Failure:** The assault continues as normal. The Blast marker received by this formation counts towards the Work Out Result roll made by any opposing formation it is engaged with during the concurrent assault.

### Raptora:

- **Time:** It is when this formation is selected to take an action in the concurrent Action Phase—but before this action is carried out.
- **Success:** This formation's units gain Invulnerable Save, or improve their Invulnerable Save roll by 1 (but to no better than 2+) if they already have Invulnerable Save, until the end of the concurrent turn.
- **Failure:** This 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 having been 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 at least one of its units with Cult Arcana (X) has a Blast marker, and a further -1 modifier for every concurrent and active Cult Arcana (X) benefit the target formation 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.

**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 can purchase the minimum number of Legion Drop Pods needed to transport their entire formation for +25 points per formation.