

# TYRANT'S LEGION ARMY LIST V0.4.1

Tyrant's Legion armies have a strategy rating of 3. All Tyrant's Legion formations and Maelstrom Navy aircraft formations have an initiative rating of 2+. Legion and Astral Claws Chapter Support Formations have an initiative rating of 1+.

## TYRANT'S LEGION CORE FORMATIONS

FORMATION TYPE	UNITS	UPGRADES ALLOWED	COST
0-1 Legion Auxilia Command	One Tribune unit and eight Armsmen units	Legion Centurion, Chimeras, Auxilia Hellhound Squadron, Auxilia Fire Support Cohorts, Space Marines	250 points
1+ Legion Auxilia	One Prefect Command unit and sixteen Auxilia units	Legion Centurion, Auxilia Hellhound Squadron, Auxilia Fire Support Cohorts, Space Marines	200 points
Auxilia Armsmen Cadres	One Prefect Command and eight Armsmen units	Legion Centurion, Auxilia Fire Support Cohorts, Chimeras, Space Marines	200 points
Legion Space Marine Cohorts	Four Space Marine units and two Rhinos	Razorback	200 points

## TYRANT'S LEGION SUPPORT FORMATIONS

(Two may be taken per Tyrant's Legion Core Formation)

FORMATION TYPE	UNITS	UPGRADES ALLOWED	COST
Auxilia Battle Tank Squadrons	Six Leman Russ Annihilators or Leman Russ Exterminators or a combination of the two	Leman Russ Battle Tank	275 points
Auxilia Heavy Ordnance Battery	Three Earthshaker Platforms or Three Medusa Platforms	Trojans	200 points
Auxilia Siege Defence Squadron	Three Thunderers, or Basilisks or a combination of the two	Medusas	250 points
Blood Pride Battle Squadron	One Baneblade or Stormlord and four Leman Russ Vanquisher	-	500 points
Legion Iron Hunter Squadrons	Six Iron Hunter units	-	225 points
Legion Retaliator Squads	Four Retaliator units and two Rhinos	Razorback	150 points
Renegade Marauder Squads	Six Marauder units	Chimera, Maelstrom Fleet Lighter	150 points

## ASTRAL CLAWS CHAPTER SUPPORT FORMATIONS

(One may be taken per Legion Space Marine Cohort)

FORMATION TYPE	UNITS	COST
Land Raider Squadron	Four Land Raiders	375 points
Line Breaker Squadron	Four Vindicators	250 points
Predator Squadron	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	275 points
Suppression Force	Four Whirlwinds	300 points

## TYRANT'S LEGION UPGRADES

(Each may be taken once per Formation)

UPGRADE	DESCRIPTION	POINTS COST
Auxilia Hellhound Squadron	Add three Hellhound Flame Tanks	125 points
Auxilia Fire Support Cohorts	Add four Auxiliary Fire Support units	100 points
Chimeras	Add the minimum amount to transport the whole formation	+25 points each
Legion Centurion	Add a Legion Centurion character to one unit	50 points
Leman Russ Battle Tank	Replace any tanks for one Leman Russ Battle Tank each	+25 points each
Maelstrom Fleet Lighters	Three Arvus Lighters	100 points
Medusas	Replace any tanks for one Medusa each	+25 points each
Razorback	Replace one Rhino for two Razorbacks each	50 points
Space Marines	Add two Legion Space Marine or Legion Retaliator units may have two Rhinos	75 points +10 points
Trojans	Add three Trojan Support Vehicles	75 points

## MAELSTROM FLEET NAVAL DETACHMENTS

FORMATION TYPE	POINTS COST
Two Lightning Attack Fighters	150 points
Two Thunderbolt Fighters	150 points
Two Lightning Strike Fighters	200 points
Four Vulture Gunships	300 points
One Dictator Class Cruiser	150 points
One Emperor Class Battleship	300 points

### **SPECIAL RULE**

#### ***The Tyrant's Due***

To Astral Claws Space Marines, the human foot soldiers of the Legion are nothing but cannon fodder, lives to be expended as needs be in the Tyrant's great and glorious cause. Any Space Marine unit may claim a -1 cover to hit modifier if touching the base of any Auxilia unit regardless of type.

For this special rule the following units count as Space Marine units: Legion Retaliator, Legion Space Marine, Legion Iron Hunter, Legion Predator (any variant), Legion Land Raider, Legion Whirlwind, Legion Vindicator, Legion Rhino & Legion Razorback. Any other ground unit counts as Auxilia unit in regard to this rule.

#### ***They Shall Know No Fear***

Same as in 5.1.1. of the Epic: Armageddon Rulebook. Note that only Space Marine units as mentioned above are affected by this rule. If you have a mix of Auxilia and Space Marine units in the same formation blastmarkers affect Auxilia units first.

# UNITS

## LEGION AUXILIA COMMAND DETACHMEN

Drawn from the military aristocracy and civil powers of the worlds of the Maelstrom Zone, the human Auxilia's tactical command and the day-to-day administrations was left in the hands of the prefect commanders and tribunes (the latter being the traditional title given to the colonels of the local Badab Sector defence forces). Although they lacked the erudition in warfare and strategic schooling of true Imperial Guard officers, they were both valiant and proud, accustomed to leading their men from front and fighting at the thick of the fray. Thanks to their connections and rank they were better equipped than most of the Legion, although in the eyes of their Space Marine masters they were no more than overseers, hardly less disposable than the conscripts they commanded.

LEGION AUXILIA TRIBUNE				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Power weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Autocannon	45cm	AP5+/AT6+	-	

**Notes:** *Supreme Commander*

LEGION AUXILIA PREFECT COMMANDER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	
Autocannon	45cm	AP5+/AT6+	-	

**Notes:** *Commander*

## LEGION CENTURION

The Centurions were veteran Astral Claws Space Marines, chosen to both command and if needs be punish the human Auxilia of the Tyrant's legion, and selected for their might at arms and utter devotion to Huron's cause. They were objects of religious awe and genuine terror by those they commanded, and also served as the eyes and ears of the Tyrant across his fledgling pocket empire.

LEGION CENTURION				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	

**Notes:** *Character, Fearless, Inspiring, Leader*

## RENEGADE MARAUDER SQUAD

The Tyrant of Badab was a cunning political operator as well as a master strategist of rare skill, with the ability to think what to other Space Marine commanders would be the unthinkable. One such 'unthinkable' act was to employ his enemies against themselves, garnering agents and mercenaries among the marauders and renegades of the outer Maelstrom Zone, some of which came to obey him through greed and fear. Although Lugft Huron viewed them as no more than contemptible pawns to be ultimately disposed of, he conceded they had their uses, and particularly in the Badab War's later stages when the Tyrant's forces were running out of allies and options, they co-opted into service in battle.

RENEGADE MARAUDER SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	4+	5+
Weapon	Range	Firepower	Notes	
Autoguns	(15cm)	Small Arms	-	
Heavy Stubber	30cm	AP6+	-	

**Notes:** *Scouts*

## LEGION RETALIATOR SQUAD

When Huron seized control of Badab and made himself Tyrant, the Astral Claws stepped outside the bounds of normal Space Marine operations. It quickly became necessary to organise special units to exert the Astral Claws control directly where needed, and so were the Retaliator Squads born. Drawn initially from the Astral Claws Reserve Assault Company which had long specialised in close quarter assault and space-borne boarding actions, they were now also to sow terror and enforce loyalty by bloody example. The Retaliator squads were expanded with the advent of the Tyrant's Legion, and formed its feared spearhead strike force, freeing the Chapter assault reserve to fulfil its tactical duties in the wider war.

LEGION RETALIATOR COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	

## LEGION SPACE MARINE COHORT

The beating heart of the Tyrant's Legion were the Astral Claws themselves; units drawn from the expanding Chapter who hid their growing numbers among the sector's human defence corps in the guise of training and field command. Huron deployed and organised these 'Cohorts' along the lines of the Space Marine Legions of old, with his distant dream of re-conquering the Maelstrom in the name of the Emperor his long term goal. Even after that dream was to wither and he was to set himself and his Chapter against the Imperium, the Cohort deployments persisted as the brutal and irresistible killing hand of the Legion forces.

LEGION SPACE MARINE COMBAT SQUAD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Bolters	(15cm)	Small Arms	-	
Missile Launcher	45cm	AP5+/AT6+	-	

## LEGION AUXILIA

The meat and bone of the Tyrant's Legion was its human Auxilia, conscripts drafted from along the able bodied of the worlds at the heart of Huron's domain. They were subject to perfunctory military training and heavily indoctrinated, believing without question that it was they who fought for the Emperor not against his forces. All that was required of them was that they could stand their ground and obey without question, and failure to do either often proved fatal. Although their equipment was patterned after the Imperial Guard, it was often substandard or reclaimed from the dead, although this mattered little when faced with the might of the loyalist Space Marines.

### LEGION AUXILIA

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	

## AUXILIA ARMSMEN CADRE

In addition to the masses of the conscripted Legion Auxilia, the Tyrant also folded a number of trained military forces into the Tyrant's Legion in order to give its human soldiery a core of professional troops. Most of these came from standing private armies of the sector nobility who were forced to contribute to the Secessionist cause or face destruction, along with Commercial enforcer cadres, mercenary companies and Maelstrom fleet armsmen. Although as the war dragged on, underhive criminal gangs and worse were also drafted on pain of death.

### AUXILIA ARMSMEN CADRE

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Autocannon	45cm	AP5+/AT6+	-	

**Notes:** Only one unit in every two has an autocannon. Count up the number of armsmen units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

## LEGION IRON HUNTER SQUADRON

The Astral Claws had a long tradition of highly adept biker units in its battle companies stretching back for millennia before Huron's accession to power within the Chapter. Known as Iron Hunters, these rapidly moving squadrons were used by the Chapter principally in harrowing and running down a broken or scattered foe, and to counter-assault against flanking attacks or breakthroughs by numerically superior enemies in the field. As the secret expansion of the Chapter got underway, Huron expanded the Iron Hunter squadrons at his disposal, deploying them to the Tyrant's Legion in sizeable numbers, providing the Legion's often unwieldy ranks with a hard-hitting and rapid moving strike force.

### LEGION IRON HUNTER COMBAT SQUADRON

Type	Speed	Armour	Close Combat	Firefight
Infantry	30m	4+	3+	4+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault Weapons	-	

**Notes:** Mounted

## AUXILIA HELLHOUND FLAME TANK

Produced in large quantities by the civil defence manufactora on Badab Primaries and Vyaniah, and fuelled by high grade promethium extracted from resource-worlds of the Pale Stars, the burning wrath of the Auxilia Hellhounds were one of the great strength of the Tyrant's Legion. Highly effective in fighting in built-up areas and also for visiting the Tyrant's judgement on civilian populations that defied him, as the Badab War progressed, being assigned as crew of a Hellhound was often viewed as a death sentence, as Loyalist Space Marines never failed to treat the Hellhound as a primary target.

### AUXILIA HELLHOUND FLAME TANK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Inferno Cannon	30cm	AP3+	Ignore Cover	
Heavy Bolter	30cm	AP5+	-	

## MAELSTROM ARVUS LIGHTER

Arvus class lighters, as well as numerous other short range shuttlecraft and orbital landers were commonplace across the far flung stars of the Maelstrom Zone, and as all-out war became a reality, the Tyrant's forces seized many of these craft (and their pilots) from the belt miners and trade guilds and turned them to military use with varying degree of success.

### MAELSTROM FLEET ARVUS LIGHTER

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Multilaser	30cm	AP4+/AT5+	-	

**Notes:** Skimmer, Transport (may carry two of the following units: Tribune, Prefect Commander, Renegade Marauder, Armsmen, Auxilia, Fire Support, Retaliator or Space Marine)

## AUXILIA BATTLE TANK SQUADRON

The majority of the Tyrant's Legion's heavy armour was made up of Leman Russ main battle tanks drawn from the Badab Sector's defensive armouries, although they lacked the breadth of variant patterns found in the Imperial Guard. Powerful and reliable, the Legion's Russ tanks were crewed by experienced and well trained troops, and provided much of the Legion's mobile heavy firepower in the fields, although they suffered heavily in the close confines of city fights where the Loyalists were able to engage them at short range, negating their long range armament and advantageous frontal armour.

### AUXILIA LEMAN RUSS BATTLE TANK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	-	
Lascannon	45cm	AT5+	-	
2 x Heavy Bolter	30cm	AP5+	-	

**Notes:** Reinforced Armour

#### AUXILIA LEMAN RUSS ANNIHILATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+	-	
Lascannon	45cm	AT5+	-	

Notes: Reinforced Armour

#### AUXILIA LEMAN RUSS EXTERMINATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Exterminator Autocannon	45cm	AP4+/AT%+	-	
Heavy Bolter	30cm	AP5+	-	

Notes: Reinforced Armour

#### AUXILIA SIEGE DEFENCE SQUADRON

As the Badab War began to go against the Secessionists and stronghold after stronghold held by the Tyrant's forces began to come under close siege, the Legion was forced to rely ever more heavily on support weapons carriers such as the Medusa and Basilisk to mount a mobile defence. Only their heavy calibre guns stood a reliable chance of breaching the heavily armoured Land Raiders of their enemies, although such matches were often suicide missions for their crews owing to the gun carrier's limited armour, designed as they were for artillery support, not short ranged fire-fights. The Thunderer pattern siege tank was far better suited to the task, and many unused Lemman Russ hulls secured from the Sagan armouries as well as recovered battlefield wrecks were retrofitted with demolisher cannon into this pattern, but ultimately they too would not serve to stem the tide of defeat.

#### AUXILIA LEMAN THUNDERER SIEGE TANK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	

Notes: Reinforced Armour, Thick Rear Armour

#### AUXILIA MEDUSA

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Medusa Siege Gun	60cm or 30cm	1 BP or MW4+	Ignore Cover, Disrupt, Indirect Fire	
Heavy Bolter	30cm	AP5+	-	

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

#### AUXILIA BASILISK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Earthshaker	120cm	1 BP or AP4+/AT4+	Indirect Fire	
Heavy Bolter	30cm	AP5+	-	

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

#### AUXILIA FIRE SUPPORT COHORT

The standard practice within the Tyrant's Legion was to concentrate its portable heavy weapons into combined squads to maximise their firepower rather than disperse them through the ranks. Thus served to somewhat overcome the often low levels of accuracy and experience shown by the Auxilia themselves by sheer weight of fire, and was also well-suited to the defence of prepared choke points and bastions.

#### AUXILIA FIRE SUPPORT SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
2 x Autocannon	45cm	AP5+/AT6+	-	

#### ASTRAL CLAWS CHAPTER SUPPORT

The Tyrant's Legion often served as little more than an ablative shield or disposable weapon in the hands of the Astral Claws Chapter. It was far from uncommon to encounter war machines from the Chapter's armouries providing extra spine to a Legion force holding or assaulting an objective, while the bulk of the larger Space Marine forces were deployed fighting elsewhere.

#### LEGION PREDATOR ANNIHILATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Lascannon	45cm	AT4+	-	
2 x Lascannon	45cm	AT5+	-	

#### LEGION PREDATOR DESTRUCTOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Autocannon	45cm	AP5+/AT6+	-	
2 x Heavy Bolter	30cm	AP5+	-	

#### LEGION LAND RAIDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
2 x Twin Lascannon	45cm	AT4+	-	
Twin Heavy Bolter	30cm	AP5+	-	

Notes: Reinforced Armour, Thick Rear Armour, Transport (2 units)

#### LEGION WHIRLWIND

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Whirlwind Launcher	45cm	1 BP	Indirect Fire	

#### LEGION VINDICATOR

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	

Notes: Walker

#### LEGION RHINO

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Storm Bolter	(15cm)	Small Arms	-	

Notes: Transport (may carry two of the following units: Retaliator, Space Marine)

#### LEGION RAZORBACK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Heavy Bolter	30cm	AP4+	-	
OR				
Twin Lascannon	45cm	AT4+	-	

Notes: Transport (may carry one Retaliator or Space Marine unit)

#### AUXILIA HEAVY ORDNANCE BATTERY

Huron had been an advocate of close artillery support as a key pillar of victory both in attack and defence long before the Secession. This preferred strategic doctrine influenced the Legion's set up from its formation, with only the crème of the Legion's raw recruits devoted to the Legion's heavy gun batteries. These were drilled and trained to a far higher standard than was expected of much of the Auxilia.

#### AUXILIA EARTHSHAKER PLATFORM

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Earthshaker	120cm	1BP or AP4+/AT4+	Indirect Fire	

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

#### AUXILIA MEDUSA PLATFORM

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Medusa Siege Gun	60cm or 30cm	1BP MW4+	Ignore Cover, Disrupt, Indirect Fire Ignore Cover	

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.

#### AUXILIA CHIMERA ARMoured TRANSPORT

The most common utilised armoured vehicle of the Imperial Guard, the Chimera is a durable vehicle with an excellent transport capacity and capable of mounting a variety of squad support weapons. Supplies within the Tyrant's Legion by the more highly valued Armsmen units and command detachments (with the Secessionists' limited production capacity of the hull more often devoted to other war machines).

#### AUXILIA CHIMERA ARMoured TRANSPORT

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+	-	

Notes: Transport (may carry two of the following units: Tribune, Prefect Commander, Renegade Marauder, Armsmen, Auxilia, Fire Support)

### AUXILIA TROJAN SUPPORT VEHICLE

Utilising the same basic hull and design of the Chimera, although with a considerably more powerful engine, the Trojan is employed as a battlefield towing and supply vehicle by the Imperium's armed forces. It is a measure of the importance the Tyrant's Legion placed on its heavy guns that the production and repair of the Trojan was granted a higher priority than the Chimera on which it was based.

#### AUXILIA TROJAN SUPPORT VEHICLE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	

**Notes:** Transport (May carry one Earthshaker or Medusa Platform)

### BLOOD PRIDE BATTLE SQUADRON

The Tyrant's Legion was a force whose principal strength lay in numbers and brutally imposed discipline in the ranks. While they did possess armour support and tanks, these were comparatively few in number compared to similar sized Imperial Guard forces and were often limited to basic designs that the Badab Sector's manufactoria could support and maintain. The Legion concentrated its relatively few super-heavy units and rarer tank variants in so-called 'Blood Pride' battle squadrons, supported by escorting Leman Russ crewed by the most experienced tank crews in the Legion.

#### AUXILIA BANEBLADE (Lucius Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Baneblade Battle Cannon	75cm	AP3+/AT3+	-	
Autocannon	45cm	AP5+/AT6+	-	
Demolisher Cannon	30cm	AP5+/AT6+	Ignore Cover, Fixed Forward Arc	
2 x Lascannon	45cm	AT5+	-	
3 x Twin Heavy Bolter	30cm	AP4+	-	

Damage Capacity 3. Critical Hit Effect: The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6.

**Notes:** Reinforced Armour

#### AUXILIA STORMLORD

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Vulcan-Megabolter	60cm	3 x AP3+/AT6+	Fixed Forward Arc	
2 x Lascannon	45cm	AT5+	-	
2x Twin Heavy Flamer	15cm	AP4+	Ignore Cover	

Damage Capacity 3. Critical Hit Effect: The Stormlord's magazine explodes. The Stormlord is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6.

**Notes:** Reinforced Armour, Transport (may carry eight of the following units: Tribune, Prefect Commander, Renegade Marauder, Armsmen, Auxilia, Fire Support)

#### AUXILIA LEMAN RUSS VANQUISHER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Vanquisher Cannon	75cm	AP4+/AT2+	-	
Lascannon	45cm	AT5+	-	

**Notes:** Reinforced Armour

### MAELSTROM FLEET NAVAL DETACHMENT

The Tyrant's Legion was often employed as part of a wider strategic plan involving the combined arms at the Secessionists' disposal. Part of this wider war was the close air support provided by the veteran pilots of the Maelstrom fleet, although as the war progressed this proved to be a dwindling resource as attrition took its toll.

#### MAELSTROM NAVY EMPEROR CLASS BATTLESHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	8BP	Macro-weapon	

**Notes:** Slow and steady – may not be used on turns one and two of a battle unless the scenario specifically states otherwise.

#### MAELSTROM NAVY DICTATOR CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	3BP	Macro-weapon	

#### MAELSTROM NAVY THUNDERBOLT FIGHTER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	n/a	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Storm Bolters	15cm	AP4+/AA5+	Fixed Forward Arc	
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Underwing Rockets	30cm	AT4+	Fixed Forward Arc	

**MAELSTROM NAVY LIGHTNING ATTACK FIGHTER**

Type	Speed	Armour	Close Combat	Firefight
Aircraft	n/a	-	n/a	n/a
Weapon	Range	Firepower	Notes	
Long-barelled Autocannon	30cm	AP5+/AT6+/AA5+	Fixed Forward Arc	
Wingtip Lascannons	30cm	AT5+/AA5+	Fixed Forward Arc	

**MAELSTROM NAVY LIGHTNING STRIKE FIGHTER**

Type	Speed	Armour	Close Combat	Firefight
Aircraft	n/a	-	n/a	n/a
Weapon	Range	Firepower	Notes	
Wingtip Lascannons	30cm	AT5+/AA5+	Fixed Forward Arc	
2 x Underwing Rockets	30cm	AT4+	Fixed Forward Arc	

**MAELSTROM NAVY VULTURE GUNSHIP**

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
Twin Autocannon	45cm	AP4+/AT5+	-	
2 x Hellstrike	90cm	AT2+	One shot	

**Notes:** *Scout, Skimmer*

## REFERENCE SHEETS

This section of the supplement includes reference sheets for each of the armies covered in this book. Although not really a substitute for the full rules or datasheets, experienced players will be able to get by with just the reference sheets ninety-nine percent of the time. Should you find a discrepancy between the reference sheet and the rules, then the rules always take precedence. The following abbreviations are used on the reference sheets:

AC - Aircraft	SC - Spacecraft	FxF - Fixed Forward Arc
AV - Armoured Vehicle	CC - Close Combat	FwA - Forward Fire Arc
CH - Character	FF - Firefight	RrA - Rear Fire Arc
INF - Infantry	BPs - Barrage Points	Ind - Indirect Fire
LV - Light Vehicle	+1A - +1 Extra Attack	MW - Macro-weapon
		Slw - Slow-firing
		TK - Titan Killer
		DC - Damage Capacity
		Crit - Critical Damage
		Sh - Shields

### MAELSTROM NAVY REFERENCE SHEET

STRATEGY RATING n/a    INITIATIVE 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Emperor Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	-
Dictator Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	<i>Transport (20)</i>
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Storm Bolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF	-
Lightning Attack Fighter	AC	Fighter	-	n/a	n/a	Long-barrelled Autocannon Wingtip Lascannons	30cm 30cm	AP5+/AT6+/AA5+, FxF AT5+/AA5+, FxF	-
Lightning Strike Fighter	AC	Fighter	-	n/a	n/a	Wingtip Lascannons 2 x Underwing Rockets	30cm 30cm	AT5+/AA5+, FxF AT4+, FxF	-
Vulture Gunship	AV	35cm	5+	6	5	Heavy Bolter Twin Autocannon 2 x Hellstrike	30cm 45cm 90cm	AP5+ AP4+/AT5+ AT2+, One shot	<i>Skimmer, Scout</i>

## TYRANT'S LEGION REFERENCE SHEET

STRATEGY RATING n/a INITIATIVE 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Tribune	INF	15cm	5+	4+	5+	Lasguns Power Weapon Autocannon	(15cm) (base contact) 45cm	Small Arms Assault Weapon, MW +1A AP5+/AT6+	<i>Supreme Commander</i>
Prefect Commander	INF	15cm	5+	5+	5+	Lasguns Chainsword Autocannon	(15cm) (base contact) 45cm	Small Arms Assault Weapon AP5+/AT6+	<i>Commander,</i>
Legion Centurion	CH	n/a	n/a	n/a	n/a	Power Weapon	(base contact)	Assault Weapon, MW +1A	<i>Character, Fearless, Inspiring, Leader</i>
Marauder	INF	15cm	none	4+	5+	Autoguns Heavy Stubber	(15cm) 30cm	Small Arms AP6+	<i>Scouts</i>
Retaliator	INF	15cm	4+	3+	5+	Bolt Pistol Chainsword	(15cm) (base contact)	Small Arms Assault Weapon	-
Space Marine	INF	15cm	4+	4+	4+	Bolters Missile Launcher	(15cm) 45cm	Small Arms AP5+/AT6+	-
Auxilia	INF	15cm	none	6+	5+	Lasguns	(15cm)	Small Arms	-
Armsmen	INF	15cm	none	6+	5+	Lasguns Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	<i>one autocannon per two units</i>
Iron Hunter	INF	30cm	4+	3+	4+	Bolt Pistol Chainsword	(15cm) (base contact)	Small Arms Assault Weapon	<i>Mounted</i>
Hellhound Flame Tank	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	-
Arvus Lighter	LV	35cm	4+	6+	5+	Twin Multilaser	30cm	AP4+/AT5+	<i>Skimmer, Planetfall, Transport (2)</i>
Leman Russ Battle Tank	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2 x Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	<i>Reinforced Armour</i>
Leman Russ Annihilator	AV	20cm	4+	6+	4+	Twin Lascannon Lascannon	45cm 45cm	AT4+ AT5+	<i>Reinforced Armour</i>
Leman Russ Exterminator	AV	20cm	4+	6+	4+	Exterminator Autocannon Heavy Bolter	45cm 30cm	AP4+/AT5+ AP5+	<i>Reinforced Armour</i>
Thunderer Siege Tank	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	<i>Reinforced Armour, Thick Rear Armour</i>
Medusa	AV	20cm	6+	6+	5+	Medusa Siege Gun	60cm or 30cm 30cm	1BP, Ignore Cover, Disrupt, Indirect Fire MW4+, Ignore Cover AP5+	-
Basilisk	AV	20cm	6+	6+	5+	Heavy Bolter Earthshaker Heavy Bolter	120cm 30cm 30cm	AP4+/AT4+ or 1BP Indirect Fire AP5+	<i>Normal shot or Barrage</i>
Auxiliary Fire Support	INF	15cm	none	6+	4+	2 x Autocannon	45cm	AP5+/AT6+	-
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2 x Lascannon	45cm 45cm	AT4+ AT5+	-
Predator Destructor	AV	30cm	4+	6+	4+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	-
Land Raider	AV	25cm	4+	6+	4+	2 x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport (1 or 2)</i>
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind Launcher	45cm	1BP, Indirect Fire	-
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm	AP3+/AT4+, Ignore Cover	<i>Walker</i>
Earthshaker Platform	LV	0cm	6+	6+	6+	Earthshaker	120cm	AP4+/AT4+ or 1BP Indirect Fire	<i>Normal shot or Barrage</i>
Medusa Platform	LV	0cm	6+	6+	6+	Medusa Siege Gun	60cm or 30cm	1BP, Ignore Cover, Disrupt, Indirect Fire MW4+, Ignore Cover	-
Rhino	AV	30cm	5+	6+	6+	Twin Bolters	(15cm)	Small Arms	<i>Transport (2)</i>
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Transport (1)</i>
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy bolter	30cm 30cm	AP5+/AT6+ AP5+	<i>Transport (2)</i>
Trojan	AV	20cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	<i>Transport (1 Weapon Platform)</i>
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battlecannon Autocannon Demolisher 2 x Lascannon 3 x Twin Heavy bolter	75cm 45cm 30cm 45cm 30cm	AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, Ignore Cover, FxP AT5+ AT4+	<i>DC3, Reinforced Armour, Critical = See datasheet</i>
Stormlord	WE	15cm	4+	6+	4+	Vulcan-Megabolter 2 x Lascannon 2 x Twin Heavy Flamer	60cm 45cm 15cm	6 x AP3+/AT6+, FxP AT5+ AP4+, Ignore Cover	<i>DC3, Reinforced Armour, Transport(8), Critical = See Datasheet</i>
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher Cannon Lascannon	75cm 45cm	AP4+/AT2+ APT+	<i>Reinforced Armour</i>