

# FORGE WORLD UPDATE FOR THE TYRANT'S LEGION ARMY LIST

The following is intended to update the Tyrant's Legion army list, found on page 173 of *Imperial Armour Volume 9: The Badab War – Part One*, for use in games of sixth edition Warhammer 40,000. As with the original Tyrant's Legion army list, this update has been designed to be used in conjunction with *Codex: Space Marines* and *Codex: Imperial Guard*, and references several rules and items of wargear which can be found in those books. In some cases entire entries from those codexes are used as part of this army, and unless that entry has been substantially altered or added to, it has not been repeated here for the sake of brevity. Also note that while the human troops in the Tyrant's Legion use Imperial Guard style organisation and gear, they are nowhere near as cohesive or well trained, and do not have access to options and special rules pertaining to the Imperial Guard.

Forge World is currently preparing updated rules for all of the Imperial Armour books released prior to the arrival of the sixth edition of Warhammer 40,000. If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to [forgeworld@gwplc.com](mailto:forgeworld@gwplc.com). You can also call 0115 900 4995 within the UK, 011 44 115 900 4995 from the US and Canada or 00 44 115 900 4995 from much of Europe.

Thanks  
The Forge World Team

## Using the Army List

The Tyrant's Legion army list should be used alongside the guidelines shown on page 108 of the *Warhammer 40,000* rulebook when selecting an army.

The Tyrant's Legion army list uses the standard Force Organisation chart. This chart is shown on page 109 of the *Warhammer 40,000* rulebook, and is used in conjunction with the rules shown on that page when selecting a Tyrant's Legion army.

Note that a Tyrant's Legion Centurion is a compulsory HQ choice in any Tyrant's Legion army of 1,500 points or more, regardless of the Force Organisation chart being used for the mission. For the purposes of this rule, Carnac Commodus is counted as a Tyrant's Legion Centurion.

## Special Rules

- And They Shall Know No Fear – see *Codex: Space Marines*
- Combat Squads – see *Codex: Space Marines*
- The Tyrant's Due
- Chapter Tactics (Astral Claws)

**The Tyrant's Due:** Any model with the And They Shall Know No Fear special rule that also has this special rule may claim a bonus of +1 to any cover saves granted because of weapons fire passing through an Auxilia infantry unit to reach them (the standard 5+ save allowed for Intervening models becoming a 4+). However, if this bonus is claimed, the Auxilia unit immediately suffers D3 wounds per unit firing through them against which this save bonus has been claimed. Wounds inflicted in this way are distributed as if the enemy unit against which the cover save bonus has been claimed had fired upon the Auxilia unit and have no AP value.

## Chapter Tactics (Astral Claws)

**Reckless Courage:** Any model with Chapter Tactics (Astral Claws) has the Stubborn special rule and may never choose to automatically fail a Morale check.

**Rapid Attack and Encirclement:** Models with this special rule with the unit type Bike gain the Skilled Rider special rule. Vehicles in the same detachment that are Fast Skimmers gain the Scout special rule.

### Wargear

This army list features several items of unusual wargear. Some of these items have their rules appended to those entries in the army list which can use them, others can be found in other Imperial Armour books (where this is the case the appropriate book will be noted for easy reference).

A few items which see wide use in the army list are noted here for your convenience:

**Sub-flak armour:** Issued in vast quantities to the conscripted soldiers that made up the vast majority of the Tyrant's armies, Sub-flak armour serves as a rudimentary replacement for the more costly Flak armour issued to the Imperial Guard. Sub-flak armour provides a model with a 6+ armour save.

**Void hardened armour:** A model equipped with void hardened armour may re-roll failed saves made against weapons of either the Template or Blast type and reduces the distance rolled for Charges, Sweeping Advances and Run moves by 1". Note that void hardened armour does not bestow or modify a model's armour save, and has some additional effects when playing a Zone Mortalis game (as noted in the Zone Mortalis rules).

**Lascutter:** Lascutters are unwieldy industrial tools sometimes pressed into service for demolition and siege assaults.

Weapons	Range	Str	AP	Type
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome*

*\*A model using a weapon with the Cumbersome rule can only ever make a single attack at WS 1 in any Assault phase, regardless of their profile or any other bonus or special rule.*

**Breacher charge:** A model equipped with a breacher charge may use it in an assault instead of using their normal attacks or weapons. The model makes a single attack. Place the Blast (3") template anywhere in base contact with the attacking model so that it covers at least one enemy – the template may not be placed so that it covers friendly models. Roll to hit against the majority Weapon Skill of the enemy (buildings, emplacements and stationary vehicles are hit automatically and no roll is needed).

On a successful hit, the template remains where it is.

On a miss, roll the Scatter dice and flip the template over in the direction shown if an arrow result is rolled (re-roll the Hit symbol if needed until an arrow is shown).

Weapon	Range	Str	AP	Type
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker

**Wrecker:** Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

### Combined Arms

The Tyrant's Legion is made up of a mixture of Astral Claws Space Marine units and human auxiliary troops used as cannon fodder by the Tyrant. In certain situations, and for the purpose of special rules where this may be a factor, the following list divides the two for clarity:

#### Space Marine Units

- Lugft Huron
- Carnac Commodus
- Tyrant's Legion Centurion
- Corpse Taker
- Legion Retaliator Squad
- Legion Space Marine Cohort
- Space Marine Rhino
- Space Marine Razorback
- Legion Iron Hunter Squadron
- Legion Sentry Gun Battery
- Astral Claws Chapter Support

#### Human Auxilia Units

- Legion Auxilia Command Detachment
- Legion Auxilia
- Auxilia Armsmen Cadre
- Auxilia Chimera
- Auxilia Hellhound Flame Tank Squadron
- Auxilia Battle Tank Squadron
- Auxilia Siege Defence Squadron
- Auxilia Fire Support Cohort
- Auxilia Heavy Ordnance Battery
- Maelstrom Fleet Lighters
- Renegade Marauders
- Maelstrom Fleet Naval Detachment
- Auxilia Air Defence Squadron
- Maelstrom Fleet Gunship Detachment
- Auxilia Heavy Ordnance Battery
- Auxilia Rapier Laser Destroyer Battery

## Warlord Traits

Those Space Marines selected to lead the Tyrant's Legions were chosen for their ability to inspire fear, as well as their total devotion to the Warmaster and willingness to pay any price to achieve his orders.

When generating Warlord Traits for a Tyrant's Legion Centurion chosen to lead a Tyrant's Legion army, you may either roll on one of the Warlord Trait tables found in the *Warhammer 40,000* rulebook, or roll on the Tyrant's Legion Centurion table below. For a Prefect Commander or Tribune chosen to lead a Tyrant's Legion army of less than 1,500 points, you may either roll on one of the Warlord Trait tables found in the *Warhammer 40,000* rulebook, or roll on the Prefect Commander table below.

### Tyrant's Legion Centurion Warlord Traits Table

#### D6 Effect

**1-2 Icon of Dread:** *Such is the terror that this Warlord inspires that his enemies flee before him, and his own men fear his wrath far more than death at the hands of the enemy.*

This Warlord gains the Fear special rule. In addition, friendly Auxilia units chosen from the Tyrant's Legion army list not currently locked in combat and within 12" of the Warlord that fail a Morale check must re-roll the check. Once this re-roll and all effects of the Morale check have been resolved, the unit takes D3 automatic wounds, distributed as if they had originated from the Warlord. These additional wounds cannot themselves trigger Morale checks.

**3-4 Victory bought with Blood:** *This Warlord uses the Auxilia troops under his command as fodder for the enemy guns with casual disdain, seeing them as nothing more than a resource to be expended in Huron's name.*

Any friendly Auxilia unit joined by the Warlord automatically passes any Morale checks caused by casualties inflicted in the Shooting phase.

**5-6 The Council of Thorns:** *This Warlord is part of the Council of Thorns, the Tyrant of Badab's favoured lieutenants, and bears a powerful relic gifted to him by Huron from the Astral Claw's armouries.*

The Warlord may choose a single weapon he is equipped with. That weapon gains the Master-crafted special rule.

### Prefect Commander/Tribune Warlord Traits Table

#### D6 Effect

**1-2 Born Survivor:** *Despite the increasingly suicidal nature of the missions assigned to the Tyrant's Legion's human Auxilia, this Warlord has shown a natural ability to survive where others have fallen.*

While affected by the Go To Ground rule, this Warlord and any friendly Auxilia unit he has either joined, or that has at least one model within 12" and is also affected by the Go To Ground rule, gains +2 to their cover saves, or if they do not currently have a cover save, gain a 5+ cover save. This replaces the usual bonus to cover saves granted by the Go To Ground rule, but units affected by it are still subject to all other aspects of the Go To Ground rule.

**3-4 Legacy of Valour:** *Like many of those recruited to lead the Tyrant's human soldiers, this Warlord comes from a family with a long and distinguished history of service to the Imperium, and strives to uphold his family's honour on the field of battle.*

Whilst outside his own deployment zone, this Warlord gains the Counter-attack special rule.

**5-6 Scion of a Wealthy House:** *This Warlord is descended from one of the most wealthy noble houses in the area of space ruled by the Astral Claws, and brings with him a cadre of troops from his own household, outfitted with the finest wargear available.*

After deployment, but before the first turn has begun, this Warlord must select one friendly human Auxilia Infantry unit. The selected unit may re-roll all failed armour saves that result in a roll of a 1 during the game.

# HQ

## LUGFT HURON ..... 235 POINTS

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Lugft Huron	6	5	4	4	4	5	4	10	2+

### Unit Composition

- 1 (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Terminator armour
- The Ghost Razors
- Heavy flamer
- Iron halo

### Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Independent Character
- The Big Guns Never Tire
- Living Legend
- Shadowed Fate
- Warlord
- The Tyrant's Due
- Angel of Death

### Shadowed Fate

The first time Huron is removed from play as a casualty for any reason, leave him on his side on the table. At the end of the turn where this happened, roll a D6 and on a 2+ he instead survives with a single remaining wound (this includes attacks causing Instant Death, and multiple wounds which remove him from play caused by a particular model's attacks, etc), and is placed back in play as close as possible to where he fell. This special rule does not apply to any subsequent damage he takes after he has escaped death once in a game.

### Living Legend

All friendly units chosen from *Codex: Space Marines*, the Siege Assault Vanguard army list or the Tyrant's Legion army list on the table may always choose to use Lugft Huron's Leadership rather than their own as long as he is in play (modifiers apply to this as normal).

### Warlord

If Lugft Huron is part of your army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique trait:

- **Master of Counter-Assault:** While Lugft Huron is present on the table, any friendly units entering play from Reserves gain the Counter-attack special rule until their subsequent turn after they enter play.

### The Ghost Razors

	Range	Str	AP	Type
The Ghost Razors	-	User	2	Melee, Shred, Specialist Weapon, Ghost Razors*

\*Successful invulnerable saves made against wounds caused by this weapon must be re-rolled (results of the second roll count as normal).

### Angel of Death

If Lugft Huron is part of an Auxilia unit, then it does not benefit from his And They Shall Know No Fear special rule. In certain circumstances where the unit must take a Leadership test (eg, regrouping or when affected by the Fear special rule) it tests as normal, but using Huron's Leadership value. If the test is failed then the effect only applies to the Auxilia unit, not to Huron. If the unit has failed to regroup then Huron immediately leaves the unit, which falls back as normal while Huron regroups automatically. If caught by an enemy Sweeping Advance the unit is not destroyed but is instead locked in combat, and Huron remains alive and part of the unit.

### The Big Guns Never Tire

This ability can be used once per game in the Shooting phase of any turn in which Lugft Huron has not moved in the preceding Movement phase (though he may declare a charge in the Assault phase as normal). Using this ability counts as firing a weapon and uses the following profile:

	Range	Str	AP	Type
Orbital Barrage	Unlimited	10	1	Ordnance 2, Barrage, Large Blast (5")

Note that if this attack scatters, it will always scatter the full 2D6" – Lugft Huron's Ballistic Skill makes no difference.

# HQ

## ARCH-CENTURION CARNAC COMMODUS ..... 105 POINTS

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Carnac	5	4	4	4	2	5	3	9	3+

### Unit Composition

- 1 (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Power armour
- Blood Biter
- Bolt pistol
- Iron halo
- Frag grenades
- Krak grenades
- Void hardened armour

### Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Independent Character
- The Tyrant's Due
- Crusader
- Angel of Death
- Warlord
- Legion Overseer

### Angel of Death

If Carnac is part of an Auxilia unit, then it does not benefit from his And They Shall Know No Fear special rule. In certain circumstances where the unit must take a Leadership test (eg, regrouping or when affected by the Fear special rule) it tests as normal, but using Carnac's Leadership value. If the test is failed then the effect only applies to the Auxilia unit, not to Carnac. If the unit has failed to regroup then Carnac immediately leaves the unit, which falls back as normal while Carnac regroups automatically. If caught by an enemy Sweeping Advance the unit is not destroyed but is instead locked in combat, and Carnac remains alive and part of the unit.

### Blood Biter

	<b>Range</b>	<b>Str</b>	<b>AP</b>	<b>Type</b>
Blood Biter	-	+1	5	Melee, Rending

### Void Hardened Armour

Carnac may re-roll failed saves made against weapons of either the Template or Blast type, and reduces the distance rolled for Charges, Sweeping Advances and Run moves by 1".

### Legion Overseer

If Carnac Commodus is your Warlord, then a single Legion Retaliator Squad may be chosen as a Troops choice.

### Warlord

If Carnac Commodus is your army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following trait:

- **Cut Them Down!:** If Carnac Commodus is your Warlord, any friendly unit chosen from *Codex: Space Marines* or the Tyrant's Legion army list that is involved in the same combat as Commodus may re-roll any Sweeping Advances they are called upon to make.

Note that for all purposes, Carnac Commodus counts as a Tyrant's Legion Centurion and his presence in an army satisfies the 1+ Tyrant's Legion Centurion requirement for any Tyrant's Legion army of 1,500 points or more.

# HQ

## TYRANT'S LEGION CENTURION ..... 55 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrant's Legion Centurion	4	4	4	4	2	4	2	9	3+

### Unit Composition

- 1 Tyrant's Legion Centurion

### Unit Type

- Infantry (Character)

### Wargear

- Power armour
- Bolt pistol
- Bolt gun
- Frag grenades
- Krak grenades

### Special Rules

- Independent Character
- And They Shall Know No Fear
- Angel of Death
- The Tip of the Claw
- Chapter Tactics (Astral Claws)
- The Tyrant's Due
- Warlord

### Options

- The Centurion may replace their boltgun or bolt pistol with one of the following options:
  - Chainsword ..... Free
  - Combat shield ..... +5 points
  - Storm bolter ..... +5 points
  - Combi-melta, combi-plasma or combi-flamer . +10 points
  - Plasma pistol ..... +15 points
  - Grav pistol ..... +15 points
  - Power weapon ..... +20 points
  - Power fist ..... +25 points
- The Centurion may take the following upgrade:
  - Melta bombs ..... +5 points

### Angel of Death

If the Tyrant's Legion Centurion is part of an Auxilia unit, then it does not benefit from his And They Shall Know No Fear special rule. In certain circumstances where the unit must take a Leadership test (eg, regrouping or when affected by the Fear special rule) it tests as normal, but using the Tyrant's Legion Centurion's Leadership value. If the test is failed then the effect only applies to the Auxilia unit, not to the Tyrant's Legion Centurion. If the unit has failed to regroup then the Tyrant's Legion Centurion immediately leaves the unit, which falls back as normal while the Tyrant's Legion Centurion regroups automatically. If caught by an enemy Sweeping Advance the unit is not destroyed but is instead locked in combat, and the Tyrant's Legion Centurion remains alive and part of the unit.

### The Tip of the Claw

The Tyrant's Legion Centurions represent the Tyrant's direct control over the Legion. As such a Tyrant's Legion Centurion is a compulsory HQ choice in any Tyrant's Legion army of 1,500 points or more, regardless of the Force Organisation chart being used for the mission. Note that for the purposes of this rule, Carnac Commodus is counted as a Tyrant's Legion Centurion.

### Warlord

If a Tyrant's Legion Centurion is your army's Warlord, its Warlord Trait may be generated using either the standard Warlord Trait tables, or the Tyrant's Legion Centurion table included in this update.

# HQ

## LEGION AUXILIA COMMAND DETACHMENT ..... 45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Tribune	4	4	3	3	2	3	2	8	5+
Prefect Commander	3	4	3	3	1	3	2	8	5+
Bodyguard	3	4	3	3	1	3	1	7	5+
Heavy Weapons Team	3	4	3	3	2	3	2	7	5+

### Unit Composition

- 1 Prefect Commander
- 4 Bodyguards

### Unit Type

- Prefect Commander or Tribune: Infantry (Character)
- Bodyguards and Heavy Weapons Teams: Infantry

### Wargear

- Flak armour
- Lasgun or close combat weapon
- Laspistol
- Frag grenades
- Refractor field (Tribune only)

### Special Rules

- Field Commander (Prefect Commander/Tribune only)
- Warlord (Prefect Commander/Tribune only)

### Dedicated Transport

- The Auxilia Command Detachment may take a Chimera as a Dedicated Transport at the appropriate cost.

### Options

- Up to two Bodyguards in the detachment may exchange their lasgun or laspistol for one of the following weapons:
  - Flamer ..... +5 points per model
  - Grenade launcher ..... +5 points per model
  - Meltagun ..... +10 points per model
  - Combat shield ..... +2 points per model
- The detachment may include a single Heavy Weapons Team with one of the following weapons:
  - Heavy bolter ..... +20 points
  - Autocannon ..... +20 points
  - Heavy flamer ..... +20 points
  - Missile launcher ..... +20 points
- Any model may exchange their lasgun for:
  - Shotgun ..... Free
- The entire detachment may also be upgraded to have any of the following:
  - Krak grenades ..... +5 points
  - Carapace armour ..... +20 points
- The Prefect Commander may be upgraded to a:
  - Tribune ..... +20 points
- The Prefect Commander or Tribune may replace either their laspistol or close combat weapon with one of the following:
  - Bolt pistol ..... +5 points
  - Plasma pistol ..... +15 points
  - Power weapon ..... +15 points
  - Power fist ..... +25 points
- The Prefect Commander or Tribune may also have:
  - Melta bombs ..... +5 points

### Field Commander

When within 18" of a model with this rule, all human Auxilia units may use its Leadership rather than their own for determining the results of Morale checks and Pinning tests (modified as normal), unless the Prefect Commander/Tribune is already falling back.

### Warlord

If a Prefect Commander or Tribune is your army's Warlord, its Warlord Trait may be generated using either the standard Warlord Trait tables, or the Prefect Commander/Tribune table included in this update.

# ELITES

## CORPSE TAKER..... 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Apothecary Vivisector	4	4	4	4	1	4	2	9	3+
Dissection Servitor	3	3	3	3	1	3	2	8	4+

### Unit Composition

- 1 Apothecary Vivisector
- 2 Dissection Servitors

### Unit Type

- Apothecary Vivisector: Infantry (Character)
- Dissection Servitors: Infantry

### Wargear

- Power armour (Apothecary)
- Bolt pistol (Apothecary)
- Bolt gun (Apothecary)
- Frag grenades (Apothecary)
- Krak grenades (Apothecary)
- Narthecium (Apothecary)
- Chainsword (All)

### Special Rules

#### (Dissection Servitors)

- Mindlock
- The Tyrant's Due

### Special Rules

#### (Apothecary)

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Dark Harvest
- The Tyrant's Due

### Dedicated Transport

- The unit may take a Rhino or Razorback as a Dedicated Transport at the appropriate cost.

### Options

- The Corpse Taker squad may include:
  - Up to seven additional Dissection Servitors ..... +10 points each
- The Apothecary may replace their chainsword with a:
  - Power weapon ..... +15 points
- The Apothecary may upgrade their boltgun to have:
  - Hellfire rounds ..... +10 points

### Dark Harvest

In games where Victory points are being used, roll a D6 whenever a Space Marine unit (this is defined as any friendly or enemy unit that includes at least one model that has the And They Shall Know No Fear special rule, but not the Independent Character special rule), is wiped out within 6" of the Corpse Taker unit. On a 6+, the Corpse Takers' controlling player scores a single Victory point, in addition to any others scored for the unit's destruction. This does not negate any Victory points won by their opponent as part of the unit's destruction.

### Mindlock

If, for any reason, the Dissection Servitors are not part of the same unit as an Apothecary Vivisector at the start of a turn, roll a D6. On a 4+ the unit operates normally, otherwise the Servitors (and any attached character) may do nothing other than defend itself in combat.



# ELITES

## RENEGADE MARAUDER SQUAD..... 55 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Marauder Chief	4	4	3	3	2	4	2	8	5+
Marauder	4	3	3	3	1	4	2	7	5+
Brute	4	2	4	4	3	2	3	7	5+

### Unit Composition

- 1 Marauder Chief
- 4 Marauders

### Unit Type

- Marauder Chief: Infantry (Character)
- Marauders and Brutes: Infantry

### Wargear

- Flak armour
- Lasgun, autogun, shotgun or laspistol (Marauder & Marauder Chief only)
- Close combat weapon
- Frag grenades

### Special Rules

- Specialists
- Brutes
- In It For The Money

### Dedicated Transport

If the Marauder squad numbers 12 models or less, it may take an Arvus Lighter or a Chimera as a Dedicated Transport. Each Dedicated Transport is selected for the appropriate points cost.

### Options

- The squad may include up to five additional Marauders and up to two Brutes for:
  - Marauder .....+10 points each
  - Brute .....+30 points each
- Up to two Marauders may exchange their lasgun/autogun/shotgun or laspistol for one of the following:
  - Flamer ..... +5 points per model
  - Grenade launcher ..... +5 points per model
  - Sniper rifle ..... +5 points per model
  - Meltagun ..... +10 points per model
  - Heavy stubber ..... +10 points per model
  - Power weapon ..... +15 points per model
- The Marauder Chief may replace either their laspistol and/or close combat weapon with one of the following:
  - Bolt pistol .....+5 points
  - Bolt gun .....+5 points
  - Plasma pistol ..... +15 points
  - Power weapon ..... +15 points
  - Power fist ..... +20 points
- The Marauder Chief may take any of the following:
  - Melta bombs .....+5 points
  - Refractor field.....+10 points
  - Breacher charge .....+15 points

### Brutes

These gain the following special rules: Bulky and Rending (close combat attacks only).

### Specialist

Choose one of the following special abilities for the Marauder unit:

- **Stalkers:** The squad gains the Outflank, Stealth and Move Through Cover special rules.
- **Murder Cultists:** The squad gains the Furious Charge and Crusader special rules.
- **Hereteks:** All members of the squad equipped with flak armour must exchange it for carapace armour (increasing their armour saves to 4+), and the entire unit gains Krak grenades.

### In It For The Money

The unit may never Regroup for any reason after failing a Morale check.

# ELITES

## LEGION RETALIATOR SQUAD ..... 100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

### Unit Composition

- 1 Veteran Sergeant
- 4 Space Marines

### Unit Type

- Space Marines: Infantry
- Veteran Sergeant: Infantry (Character)

### Wargear

- Power armour
- Bolt pistol
- Combat shield
- Chainsword
- Frag grenade
- Krak grenade
- Void hardened armour

### Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Combat Squads
- The Tyrant's Due

### Dedicated Transport

- The unit may take a Rhino or Razorback as a Dedicated Transport at the appropriate cost.

### Options

- The Retaliator squad may include:
  - Up to five additional Space Marines.....+15 points each
- One model in the squad may replace their combat shield or chainsword for one of the following:
  - Flamer ..... Free
  - Meltagun .....+5 points
  - Plasma pistol .....+15 points
  - Grav gun .....+10 points
  - Power weapon ..... +15 points
  - Heavy bolter ..... +10 points
  - Lascutter .....+5 points
- The Veteran Sergeant may replace his chainsword with one of the following:
  - Plasma pistol .....+15 points
  - Grav pistol.....+15 points
  - Power weapon .....+15 points
  - Power fist .....+25 points
- The entire squad may have:
  - Melta bombs .....+20 points

# DEDICATED TRANSPORT

## AUXILIA CHIMERA ARMoured TRANSPORT ..... 55 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Chimera	3	12	10	10	3

### Unit Composition

- 1 Chimera

### Unit Type

- Vehicle (Tank, Transport)

### Wargear

- Multilaser
- Heavy bolter
- Searchlight
- Smoke launchers

### Transport Capacity

- An Auxilia Chimera Armoured Transport has a transport capacity of 12 models.

### Fire Points

- Five models can fire from the Chimera's top hatch.

### Access Points

- Rear access hatch

### Special Rules

- Amphibious

### Options

- A Chimera may exchange its multilaser for one of the following:
  - Heavy bolter ..... Free
  - Heavy flamer ..... Free
  - Twin-linked heavy bolter ..... +10 points
  - Autocannon ..... +5 points
- A Chimera may exchange its hull-mounted heavy bolter for the following:
  - Heavy flamer ..... Free
- A Chimera may take any of the following:
  - Pintle-mounted storm bolter or heavy bolter... +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo netting ..... +20 points

## AUXILIA TROJAN SUPPORT VEHICLE ..... 35 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Trojan	3	10	10	10	3

### Unit Composition

- 1 Trojan

### Unit Type

- Vehicle (Tank, Transport)

### Wargear

- Heavy bolter
- Searchlight
- Smoke launchers

### Transport Capacity

- A Trojan has a transport capacity of 6 models.

### Access Points

- Top access hatch

### Special Rules

- Support Vehicle
- Amphibious

### Options

- A Trojan may replace its heavy bolter with:
  - Heavy flamer ..... Free
- A Trojan may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber +10 points
  - Hunter-killer missile ..... +10 points
  - Dozer blade ..... +10 points
  - Extra armour ..... +15 points
  - Camo netting ..... +20 points

### Support Vehicle

While within 6" of a Trojan, a single friendly vehicle with the Tank type or single friendly Artillery type model gains the Preferred Enemy (Everything) special rule. The model benefitting from this rule is selected at the beginning of the Shooting phase, and may be changed each turn if the controlling player wishes.

# DEDICATED TRANSPORT

## AUXILIA FLEET LIGHTER ..... 75 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Arvus Lighter	3	10	10	10	3

### Unit Composition

- 1 Arvus Lighter

### Unit Type

- Vehicle (Flyer, Transport, Hover)

### Wargear

- None

### Transport Capacity

- An Arvus Lighter has a transport capacity of 12 models.

### Access Points

- 1 Rear door

### Special Rules

- Improvised Weapon Mounts
- Deep Strike

### Options

- An Arvus Lighter may take any of the following:
  - Flare/chaff launcher\* .....+10 points
  - Armoured cockpit\* .....+15 points
  - Illum flares\* .....+5 points
  - Searchlight ..... +1 point
- An Arvus Lighter may mount one weapons system chosen from the following:
  - Twin-linked multi-laser .....+20 points
  - Two hellstrike missiles .....+20 points
  - Twin-linked autocannon .....+25 points
  - Two twin-linked heavy stubbers .....+25 points

*\*Note that rules for all of these wargear options can be found in Imperial Armour: Aeronautica.*

### Improvised Weapon Mounts

All weapons mounted on an Arvus Lighter may only fire Snap Shots, regardless of the situation.

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## RHINO ..... 35 POINTS

(See *Codex: Space Marines*)

## RAZORBACK ..... 55 POINTS

(See *Codex: Space Marines*)

# TROOPS

## LEGION SPACE MARINE COHORT ..... 140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

### Unit Composition

- 1 Veteran Sergeant
- 9 Space Marines

### Unit Type

- Veteran Sergeant: Infantry (Character)
- Space Marines: Infantry

### Wargear

- Power armour
- Bolt pistol
- Bolt gun
- Frag grenades
- Krak grenades

### Special Rules

- And They Shall Know No Fear
- Combat Squads
- Chapter Tactics (Astral Claws)
- The Tyrant's Due

### Dedicated Transport

- If the unit numbers 10 models, it may take a Rhino as a Dedicated Transport at the appropriate cost.

### Options

- The unit may include:
  - Up to ten additional Space Marines .....+15 points each
- For every five models in the unit, one Space Marine may exchange their boltgun for one of the following:
  - Flamer ..... +5 points per model
  - Meltagun ..... +10 points per model
  - Plasma gun..... +15 points per model
  - Grav gun ..... +15 points per model
  - Power weapon ..... +15 points per model
  - Heavy bolter ..... +10 points per model
  - Missile launcher..... +15 points per model
- The Veteran Sergeant may replace his bolt pistol and/or boltgun with one of the following:
  - Chainsword ..... Free
  - Storm bolter ..... +5 points
  - Combi-melta, combi-plasma or combi-flamer +10 points
  - Plasma pistol ..... +15 points
  - Grav pistol..... +15 points
  - Power weapon ..... +15 points
  - Power fist ..... +25 points
- The Veteran Sergeant may also have:
  - Melta bombs ..... +5 points

## 1+ LEGION AUXILIA ..... 70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Prefect	3	3	3	3	1	3	2	7	6+
Auxiliary	2	2	3	3	1	3	1	5	6+

### Unit Composition

- 1 Prefect
- 19 Auxiliaries

### Unit Type

- Prefect: Infantry (Character)
- Auxiliaries: Infantry

### Wargear

- Sub-flak armour
- Lasgun or autogun (Auxiliaries only)
- Laspistol (Prefect only)
- Close combat weapon

### Special Rules

- Prefect's Discipline

### Options

- The unit may include:
  - Up to twenty additional Auxiliaries .....+3 points each
- For every ten models in the unit, one Auxiliary may exchange their lasgun/autogun for one of the following:
  - Flamer ..... +5 points per model
  - Grenade launcher ..... +5 points per model
  - Heavy stubber ..... +10 points per model
- The entire unit may have:
  - Frag grenades..... +10 points
- The Prefect may replace either his laspistol or close combat weapon with one of the following options:
  - Shotgun ..... Free
  - Bolt pistol ..... +5 points
  - Power weapon ..... +15 points
- The Prefect may also have:
  - Krak grenades ..... +2 points

#### Prefect's Discipline

While the unit's Prefect is still alive, the unit always attempts to Regroup on a standard Leadership test, even when reduced to less than 25% of its original size (modifiers apply as normal).

# TROOPS

## AUXILIA ARMSMEN CADRE ..... 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Master at Arms	4	4	3	3	1	3	2	7	5+
Armsmen	3	3	3	3	1	3	1	7	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

### Unit Composition

- 1 Master at Arms
- 9 Armsmen

### Unit Type

- Master at Arms: Infantry (Character)
- Armsmen: Infantry

### Wargear

- Flak armour
- Lasgun
- Laspistol
- Frag grenades

### Special Rules

- Weapons Drill

### Dedicated Transport

- An Auxilia Armsmen Cadre numbering 12 models or less may take a Chimera as a Dedicated Transport at the appropriate cost.

### Options

- The unit may include up to ten additional:
  - Armsmen .....+5 points each
- One Armsmen in the unit may exchange their lasgun for one of the following:
  - Flamer .....+5 points
  - Grenade launcher .....+5 points
  - Meltagun .....+10 points
  - Heavy stubber .....+10 points
- For every ten models in the unit, two Armsmen may be exchanged for a Heavy Weapons Team armed with one of the following:
  - Heavy bolter ..... +10 points per model
  - Autocannon ..... +10 points per model
  - Heavy flamer ..... +15 points per model
  - Missile launcher ..... +15 points per model
- Any model may exchange their lasgun for one of the following:
  - Shotgun ..... Free
  - Close combat weapon ..... Free
- The entire unit may be upgraded with any of the following:
  - Krak grenades .....+10 points
  - Carapace armour .....+25 points
- The Master at Arms may replace either his laspistol and/or close combat weapon with one of the following:
  - Bolt pistol .....+5 points
  - Plasma pistol .....+15 points
  - Power weapon .....+15 points
  - Power fist .....+20 points
- The Master at Arms may have the following:
  - Melta bombs .....+5 points

### Weapons Drill

As long as the unit has remained stationary that turn, all rolls of '1' when rolling to hit with either lasguns or shotguns may be re-rolled, but the unit may not charge in the same turn as this special rule is used. Note that the entire squad must remain stationary to use this rule – this includes disembarking/embarking and deep striking, etc.

# FAST ATTACK

## LEGION IRON HUNTER SQUADRON ..... 130 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Huntmaster	4	4	4	5	1	4	2	9	3+
Iron Hunter	4	4	4	5	1	4	1	8	3+

### Unit Composition

- 1 Huntmaster
- 4 Iron Hunters

### Unit Type

- Huntmaster: Bike (Character)
- Iron Hunters: Bikes

### Wargear

- Power armour
- Bolt pistol or chainsword
- Frag grenades
- Krak grenades
- Space Marine Bike with twin-linked boltguns

### Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- The Tyrant's Due
- Counter-attack

### Options

- The unit may include:
  - Up to five additional Iron Hunters .. +25 points per model
- For every five models in the unit, one Iron Hunter may exchange their bolt pistol or chainsword for one of the following:
  - Flamer ..... +5 points per model
  - Meltagun ..... +10 points per model
  - Grav gun ..... +15 points per model
  - Plasma gun..... +15 points per model
- The Huntmaster may exchange his bolt pistol or chainsword for one of the following:
  - Combi-melta, combi-flamer or combi-plasma +10 points
  - Plasma pistol .....+15 points
  - Grav pistol.....+15 points
  - Power weapon .....+15 points
  - Power fist .....+25 points
- The Huntmaster may take:
  - Melta bombs .....+5 points

## AUXILIA HELLHOUND FLAME TANK SQUADRON ..... 130 POINTS PER MODEL

	BS	Armour			HP
		Front	Side	Rear	
Hellhound	3	12	12	10	3

### Unit Composition

- 1-3 Hellhound Flame Tanks

### Unit Type

- Vehicle (Tank, Fast)

### Wargear

- Heavy bolter
- Inferno cannon

### Options

- Any model may exchange its heavy bolter for a:
  - Heavy flamer ..... Free
  - Multi-melta ..... +15 points per model
- Any model may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber..... +10 points per model
  - Searchlight .....+1 point per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo netting ..... +20 points per model
  - Smoke launchers ..... +5 points per model

# FAST ATTACK

## LEGION SENTRY GUN BATTERY..... 15 POINTS PER GUN

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	3	-	6	2	-	-	-	3+

### Unit Composition

- 1-3 Sentry Guns

### Unit Type

- Artillery

### Wargear

- Twin-linked heavy bolters

### Special Rules

- Automated Artillery
- Fire Modes

### Options

- A Sentry Gun may exchange its twin-linked heavy bolters for a:
  - Twin-linked lascannon ..... +10 points per model
  - Multi-melta and searchlight ..... +5 points per model
- The entire squadron may exchange their twin-linked heavy bolters for a:
  - Hyperios missile launcher\* ..... +20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for a:
  - Hyperios Command Platform\* ..... +10 points per model
- The entire squadron may be upgraded to have:
  - Camo netting ..... +10 points per model
  - The Deep Strike special rule ..... +10 points per model

*\*A unit of Sentry Guns that is equipped with Hyperios missile launchers or Hyperios Command Platforms does not have the Fire Modes special rule.*

### Automated Artillery

Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to lack of crew and each gun must be destroyed normally before it is removed. Automated Artillery cannot move and cannot charge. If assaulted they do not pile-in and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault, nothing happens, there are no Sweeping Advances, no Pile-ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

### Hyperios Command Platform

As long as the Hyperios Command Platform is on the table then all Hyperios missile launcher-equipped sentry guns in the same unit receive the Split Fire special rule. The unit automatically passes any Leadership tests it is required to take in order to use the Split Fire special rule without rolling any dice.

### Firing Modes

A Sentry Gun can fire in one of two ways and you must decide which mode the sentry gun will be set in before the start of the game. You cannot change its mode once you have decided – it remains in that mode for the rest of the game.

- **Point Defence Mode:** The Sentry Gun is set up with a fixed firing arc, usually to provide covering fire over a particular area. In this mode the gun will engage enemy targets up to 36" away which are in a fixed 90° arc to its front.
- **Sentry Mode:** In this mode, the Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight. In this mode the sentry gun can fire all around it.

**Targeting:** Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter-equipped Sentry Gun will fire at the nearest enemy non-vehicle target according to its firing mode.
- A lascannon or multi-melta-equipped Sentry Gun will fire at the nearest enemy vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles are still counted as viable targets, only wrecked vehicles will be ignored).



# FAST ATTACK

## MAELSTROM FLEET LIGHTERS ..... 75 POINTS PER MODEL

	BS	Armour			HP
		Front	Side	Rear	
Arvus Lighter	3	10	10	10	3

### Unit Composition

- 1-3 Arvus Lighters

### Unit Type

- Vehicle (Flyer, Transport, Hover)

### Wargear

- None

### Transport Capacity

- An Arvus Lighter has a transport capacity of 12 models.

### Access Points

- 1 rear door

### Special Rules

- Improvised Weapon Mounts
- Deep Strike
- Workhorse of the Fleet

### Options

- An Arvus Lighter may take any of the following:
  - Flare/chaff launcher\* .....+10 points
  - Armoured cockpit\* .....+15 points
  - Illum flares\* .....+5 points
  - Searchlight ..... +1 point

*\*Note that rules for all of these wargear options can be found in Imperial Armour: Aeronautica.*

- Any Arvus Lighter may mount one weapons system for the following cost:
  - Twin-linked multi-laser .....+20 points
  - Two hellstrike missiles .....+20 points
  - Twin-linked autocannon .....+25 points
  - Two twin-linked heavy stubbers .....+25 points

#### Improvised Weapon Mounts

All weapons mounted on an Arvus Lighter may only fire Snap Shots, regardless of the situation.

#### Workhorse of the Fleet

While chosen as a squadron for the purposes of army selection, each individual Arvus Lighter is treated as a separate unit during the game rather than as part of a vehicle squadron, and may deploy and operate independently of each other.

# HEAVY SUPPORT

## AUXILIA BATTLE TANK SQUADRON

Leman Russ Battle Tank.....	150 points per model
Leman Russ Annihilator .....	130 points per model
Leman Russ Exterminator .....	150 points per model

	BS	Armour			HP
		Front	Side	Rear	
Leman Russ Battle Tank	3	14	13	10	3
Leman Russ Annihilator	3	14	13	10	3
Leman Russ Exterminator	3	14	13	10	3

### Unit Composition

- The Auxilia Battle Tank Squadron consists of 1-3 of the following tanks in any combination:
  - Leman Russ Battle Tank
  - Leman Russ Annihilator
  - Leman Russ Exterminator

### Unit Type

- Vehicle (Tank)

### Wargear

- Heavy bolter (all)
- Searchlight (all)
- Smoke launcher (all)
- Battle cannon (Leman Russ Battle Tank only)
- Twin-linked autocannon (Leman Russ Annihilator only)
- Exterminator autocannon (Leman Russ Exterminator only)

### Special Rules

- Lumbering Behemoth

### Options

- Any model may exchange its heavy bolter for a:
  - Heavy flamer ..... Free
  - Lascannon ..... +15 points per model
- Any model may take a pair of sponsons armed with:
  - Heavy bolters..... +20 points per model
  - Heavy flamers..... +20 points per model
  - Multi-meltas ..... +30 points per model
  - Plasma cannons..... +40 points per model
- Any model may take any of the following:
  - Pintle mounted storm bolter or heavy stubber ..... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo netting ..... +20 points per model

## AUXILIA AIR DEFENCE SQUADRON ..... 75 POINTS PER MODEL

	BS	Armour			HP
		Front	Side	Rear	
Hydra Flak Tank	3	12	10	10	3

### Unit Composition

- 1-3 Hydra Flak Tank
- Unit Type
- Vehicle (Tank)

### Wargear

- Two twin-linked hydra autocannon
- Heavy bolter
- Searchlight
- Smoke launchers

### Special Rules

- Auto-targeting

### Options

- Any model may replace its heavy bolter with:
  - Heavy flamer ..... Free
- Any model may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber..... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade..... +10 points per model
  - Extra armour ..... +15 points per model
- The entire squadron may take:
  - Camo netting ..... +20 points per model

### Auto Targeting

The Hydra's twin-linked hydra autocannon ignore any cover saves or cover save bonuses provided by the Jink and Supersonic special rules, as well as those from moving Flat Out.

# HEAVY SUPPORT

## AUXILIA SIEGE DEFENCE SQUADRON

Thunderer Siege Tank .....	140 points per model
Medusa .....	135 points per model
Basilisk .....	125 points per model

	BS	Armour			HP
		Front	Side	Rear	
Thunderer Siege Tank	3	14	13	10	3
Medusa	3	12	10	10	3
Basilisk	3	12	10	10	3

### Unit Composition

- The Auxilia Siege Defence Squadron is composed of 1-3 of the following vehicles in any combination:
  - Thunderer
  - Medusa
  - Basilisk

### Unit Type

- Thunderer Siege Tank: Vehicle (Tank)
- Medusa and Basilisks: Vehicle (Tank, Open-topped)

### Wargear

- Searchlight (all)
- Smoke launcher (all)
- Demolisher cannon (Thunderer Siege Tank only)
- Heavy bolter (Medusa and Basilisk only)
- Medusa Siege Mortar (Medusa only)
- Earthshaker cannon (Basilisk only)

### Options

- Any model may take any of the following:
  - Pintle-mounted storm bolter or heavy stubber ..... +10 points per model
  - Hunter-killer missile ..... +10 points per model
  - Dozer blade ..... +10 points per model
  - Extra armour ..... +15 points per model
- Any Medusa may take any of the following:
  - Enclosed crew compartment ..... +15 points per model
  - Breacher shells ..... +5 points per model
- Any Basilisk may take:
  - Enclosed crew compartment ..... +15 points per model
- All Medusa in the squadron may take:
  - Camo netting ..... +30 points
- All Basilisks in the squadron may take:
  - Camo netting ..... +30 points
- All Thunderers in the squadron may take:
  - Camo netting ..... +20 points

### Breacher Shells

A Medusa upgraded to fire breacher shells uses the following profile:

	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane

## ASTRAL CLAWS CHAPTER SUPPORT ..... SEE BELOW FOR POINTS COST

As long as at least one Legion Space Marine Cohort is also included in the army, the Tyrant's Legion force may include Heavy Support options drawn from *Codex: Space Marines* as part of their primary detachment. However, the number of Heavy Support choices chosen in this way may not exceed the number of Legion Space Marine Cohorts in the army. See *Codex: Space Marines* for details of the units available.

Other Imperial Armour books may also present options that may be selected as Chapter Support choices in a Tyrant's Legion army, such as the Spartan Assault Tank presented in *Imperial Armour: Apocalypse*. Where this is the case, these publications will note that the vehicle is available as a Chapter Support choice in a Tyrant's Legion army.

# HEAVY SUPPORT

## AUXILIA FIRE SUPPORT COHORT ..... 45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Prefect	3	3	3	3	1	3	2	7	6+
Auxilia Weapons Team	2	2	3	3	2	3	2	6	6+

### Unit Composition

- 1 Prefect
- 3 Auxilia Weapons Teams

### Unit Type

- Prefect: Infantry (Character)
- Auxilia Weapons Teams: Infantry

### Wargear

- Sub-flak armour
- Lasgun or autogun (Auxilia Weapons Teams only)
- Mortar (Auxilia Weapons Teams only)
- Laspistol (Prefect only)
- Close combat weapon (Prefect only)

### Special Rules

- Prefect's Discipline

### Options

- The Auxilia Fire Support Cohort may include:
  - Up to three additional Auxilia Weapons Teams .....+15 points each
- Any Auxilia Weapons Team may replace its mortar with one of the following:
  - Twin-linked heavy stubber ..... +5 points per model
  - Heavy bolter ..... +5 points per model
  - Autocannon ..... +5 points per model
  - Missile launcher ..... +10 points per model

#### Prefect's Discipline

While the unit's Prefect is still alive, the unit always attempts to Regroup on a standard Leadership test, even when reduced to less than 25% of its original size (modifiers apply as normal).

## MAELSTROM FLEET GUNSHIP DETACHMENT ..... 105 POINTS PER MODEL

	BS	Armour			HP
		Front	Side	Rear	
Vulture Gunship	3	12	12	10	3

### Unit Composition

- 1-3 Vulture Gunships

### Unit Type

- Vehicle (Flyer, Hover)

### Wargear

- One heavy bolter
- One multi-laser
- Two hellstrike missiles
- Searchlight
- Extra armour

### Special Rules

- Strafing Run
- Vector Dancer
- Deep Strike

### Options

- Any Vulture Gunship may replace its twin-linked multi-laser with any one of the following:
  - Twin-linked autocannon ..... Free
  - Twin-linked lascannon ..... +15 points per model
  - Twin-linked missile launchers ..... +10 points per model
  - Two multiple rocket pods ..... +20 points per model
- Any Vulture may replace its two hellstrike missiles with one of the following options:
  - Two hellfury missiles ..... +20 points per model
  - Six hunter-killer missiles ..... +40 points per model
  - Six tactical bombs ..... +40 points per model
  - Two multiple rocket pods ..... +30 points per model
- Any Vulture may replace its multi-laser and hellstrike missiles with:
  - One twin-linked punisher gatling cannon ..... +50 points
- Any Vulture Gunship may take any of the following:
  - Armoured cockpit\* ..... +20 points per model
  - Flare or chaff launcher\* ..... +10 points per model
  - Infra-red targeting\* ..... +5 points per model
  - Illum flares\* ..... +5 points per model
  - Distinctive paint scheme\* ..... +10 points per model

\*Note that rules for all of these wargear options can be found in Imperial Armour: Aeronautica.

# HEAVY SUPPORT

## MAELSTROM FLEET NAVAL DETACHMENT

Thunderbolt.....	180 points
Lightning .....	145 points
Avenger .....	150 points

	BS	Armour			HP
		Front	Side	Rear	
Thunderbolt	3	11	11	10	3
Lightning	3	10	10	10	2
Avenger	3	12	10	10	2

### Unit Composition

- The Maelstrom Fleet Naval Detachment consists of one aircraft chosen from the following:
  - Thunderbolt
  - Lightning
  - Avenger

### Unit Type

- Vehicle (Flyer)

### Wargear (Thunderbolt)

- Two twin-linked autocannon
- One twin-linked lascannon
- Armoured cockpit\*

### Wargear (Lightning)

- One long-barrelled autocannon\*
- One twin-linked lascannon
- Armoured cockpit\*

### Wargear (Avenger)

- One avenger bolt cannon\*
- Two lascannon
- Armoured cockpit\*
- One defensive heavy stubber\*

\*Note that rules for these wargear items can be found in *Imperial Armour: Aeronautica*.

### Special Rules (Thunderbolt)

- Repair
- Supersonic
- Deep Strike

### Special Rules (Lightning)

- Agile
- Supersonic
- Deep Strike

### Special Rules (Avenger)

- Strafing Run
- Deep Strike
- Supersonic

### Options

- The Thunderbolt may take one of the following upgrades:
  - Four hellstrike missiles .....+40 points
  - Six tactical bombs.....+40 points
  - Six skystrike missiles.....+50 points
- The Lightning may take one of the following upgrades:
  - Four hellstrike missiles .....+40 points
  - Four hellfury missiles.....+40 points
  - Six skystrike missiles.....+50 points
  - Six tactical bombs.....+40 points
- The Lightning may replace its long-barrelled autocannon with one of the following:
  - Two hellstrike missiles ..... Free
  - Two tactical bombs and the Strafing Run special rule ..... Free
- The Avenger may take one of the following upgrades:
  - Six tactical bombs.....+40 points
  - Two hellstrike missiles .....+20 points
  - Two hellfury missiles .....+20 points
  - Two missile launchers .....+40 points
  - Two autocannon.....+30 points
  - Two multi-lasers.....+30 points
- Any aircraft may take any of the following:
  - Flare or chaff launcher\* .....+10 points
  - Infra-red targeting\* .....+5 points
  - Illum flares\* .....+5 points
  - Distinctive paint scheme or markings\* .....+10 points

\*Note that rules for all of these wargear options can be found in *Imperial Armour: Aeronautica*.

### Agile

A Flyer with this special rule increases any cover saves granted by the Jink special rule by +1.

### Repair

If a Flyer with this special rule is affected by a Locked Velocity result, then in subsequent turns a repair can be attempted in their Shooting phase rather than firing any weapons. Roll a D6 and on a result of a 6, the Locked Velocity result no longer applies.

# HEAVY SUPPORT

## AUXILIA HEAVY ORDNANCE BATTERY..... 75 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Armsman Crew	3	3	3	3	1	3	1	7	5+
Artillery Carriage	-	-	-	7	4	-	-	-	3+

### Unit Composition

- 1-3 Artillery Carriages, each with four Armsman Crew

### Unit Type

- Armsman Crew: Infantry
- Artillery Carriages: Artillery

### Wargear

- Earthshaker cannon (Artillery Carriage only)
- Flak armour (Armsman Crew only)
- Close combat weapon (Armsman Crew only)
- Frag grenades (Armsman Crew only)
- Lasguns (Armsman Crew only)

### Special Rules

- Gun Carriage
- Immobile Artillery

### Options

- All Artillery Carriages in the unit may upgrade their earthshaker cannons to:
  - Medusa siege guns..... +25 points per model
- An Artillery Carriage equipped with a medusa siege gun may be upgraded to use:
  - Breacher shells..... +5 points per model
- The entire unit may take:
  - Camo netting ..... +30 points per model
- Any Artillery Carriage may have up to four additional:
  - Armsman Crew .....+6 points each
- The unit may include up to three:
  - Trojan Support Vehicles\* .....+35 points each

*\*If this option is taken, the unit must include a number of Trojan Support Vehicles equal to the number of Heavy Artillery guns in the battery. When a unit that includes both Trojan Support Vehicles and Heavy Artillery pieces is fired at, the player targeting it must choose to resolve any hits against either the Heavy Artillery pieces or Trojan Support Vehicles before rolling to hit. Resolve hits against the Trojans as if they formed a separate vehicle squadron.*

*Each Trojan may purchase upgrades as shown on the Dedicated Transport entry for the Trojan.*

### Immobile Artillery

An Immobile Artillery piece cannot be moved after it has been deployed, and ignores any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to fall back, the crew must leave their guns behind and Fall Back. The platforms are then removed as casualties.

### Gun Carriage

This unit may be moved if attached to a vehicle capable of towing it. This is possible even if this unit has the Immobile or Automated Artillery rules.

### Breacher Shells

A Medusa upgraded to fire breacher shells uses the following profile:

	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane

# HEAVY SUPPORT

## AUXILIA RAPIER LASER DESTROYER BATTERY..... 35 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Crewman	3	3	3	3	1	3	1	6	6+
Prefect	3	3	3	3	1	3	2	7	6+
Rapier	-	-	-	7	2	-	-	-	3+

### Unit Type

- Artillery

### Unit Composition

- 1-3 Rapiers, each with a single Auxilia Crewman, forming a battery.

### Wargear

- Laser destroyer array (Artillery)
- Sub-flak armour (Crew)
- Close combat weapon (Crew)
- Frag grenades (Crew)
- Lasgun or Autogun (Crew)

### Special Rules

- Extremely Bulky (Rapier and Crew)
- Explosive Demise
- Prefect's Discipline (Prefect only)

### Options

- Any Rapiers in the battery may have an:
  - Additional Auxilia Crewman .....+4 points each
- Any one Auxilia Crewman in the Battery may be upgraded to a:
  - Prefect.....+5 points

### Explosive Demise

When the Rapier loses its last wound, roll a D6. If the result of this roll is 2-6, then remove the Rapier as a casualty as normal. If the result of the roll is a 1, then place a Large Blast (5") template onto the table, centred on the Rapier – all models, friendly and enemy, under this template take a single S3 AP- hit. Once these hits are resolved, remove the Rapier as a casualty as normal.

### Prefect's Discipline

While the unit's Prefect is still alive, the unit always attempts to Regroup on a standard Leadership test, even when reduced to less than 25% of its original size (modifiers apply as normal).

# TYRANT'S LEGION LORDS OF WAR CHOICES

The following vehicles may be chosen as Lords of War choices if your primary detachment is from the Tyrant's Legion army list.

Thunderhawk Gunship*	IA Apoc, IA2 2nd ed
Thunderhawk Transporter*	IA Apoc, IA2 2nd ed
Typhon Heavy Siege Tank*	IA Apoc, IA2 2nd ed
Marauder Destroyer	IA Apoc, IA1 2nd ed
Marauder Bomber	WH40K: Apocalypse
Gorgon Heavy Transporter	IA Apoc, IA1 2nd ed
Macharius Heavy Tank	IA Apoc, IA1 2nd ed
Macharius Vanquisher	IA Apoc, IA1 2nd ed
Macharius Vulcan	IA Apoc, IA1 2nd ed
Malcador Heavy Tank	IA Apoc, IA1 2nd ed
Malcador Annihilator	IA Apoc, IA1 2nd ed
Malcador Defender	IA Apoc, IA1 2nd ed
Malcador Infernus	IA Apoc, IA1 2nd ed
Shadowsword	WH40K: Escalation
Minotaur Artillery Tank	IA Apoc, IA1 2nd ed
Baneblade	WH40K: Escalation
Banehammer	WH40K: Escalation
Banesword	WH40K: Escalation
Doomhammer	WH40K: Escalation
Hellhammer	WH40K: Escalation
Stormlord	WH40K: Escalation
Stormsword	WH40K: Escalation

*\*These units may only be included in a Tyrant's Legion army that includes at least one Legion Space Marine Cohort.*