

Imperial Legionnaires

A *Strike Legion*® Army List

New Systems, Weapons, And Attributes

Personality Traits

Commissar: Any unit within Command range of a Personality with the Commissar trait ignores all detrimental modifiers for any Morale test. If a unit still fails the test under these conditions, roll a d6. On a 2-4, the unit breaks normally; on a 5-6, the unit is Suppressed instead of Broken; and on a 1-2, the unit passes the Morale test, is not Suppressed, and removes one base from play. Commissars have no effect on vehicle or Sentinel units. Cost: 20 points.

New Attributes

Psychic Blast: Choose one enemy squad within 12" of the unit. That squad makes an unmodified Morale test. If the test is failed, roll a d6. On a 1-2, the unit is Suppressed; on a 3-4, it becomes Broken; and on a 5 or 6, the unit suffers a K1 result and becomes Suppressed. Using this attribute is considered use of all available weapons for the turn.

If the target of the Psychic Blast also has this attribute, both sides roll a single round of CC, using their Training die + d8, applying CC results normally. Cost: 50 points/Team.

Psychic Will: Choose one friendly squad within 12" of the unit that has not yet activated during the current turn. That squad takes an unmodified Morale test. If it passes the test, it may re-roll a single To Hit, Damage, or Training die during its activation. There are no consequences to the unit if it fails this Morale test. Cost: 50 points/Team.

New Systems

Autopilot: Allows a Large vehicle with only one Crew hit remaining to both Fire and Move. Cost: 10% BHV; 2 System Points. TL5.

Emperor's Legion Unit Organizations:

Infantry Platoon: three Legionnaire squads and one Support (A,B, or C) or Mortar Squad.

Assault Platoon: three Stormtrooper Squads mounted in Assault Chimeras.

Airmobile Platoon: four Drop Troop squads mounted in Valkyries.

Siege Infantry Platoon: four Siege Infantry Squads and one Leader Team mounted in a Warthog Platoon Transport.

Vehicle Platoon: three identical vehicles.

Heavy Vehicle Platoon: One Heavy Tank or Megawalker.

Walker Platoon: three Walkers or Heavy Walkers

CAS Section: two Vulture Gunships.

Air Support: two Thunderbolt Aerospace Fighters or two Marauder Aerospace Bombers.

Company Organizations

Infantry Company: two infantry platoons, plus one platoon of two Support (A, B, or C), Mortar, Sniper, or Giants Squads and one or two Leader Teams.

Assault Infantry Company: one infantry platoon and two assault platoons, plus one platoon of two Support (A, B, or C), Mortar, Sniper, or Giants Squads, one platoon of three Firehounds, and one or two Leader Teams.

Airmobile Company: two Airmobile platoons and two CAS sections, plus two Leader Teams.

Cavalry Squadron: four Cavalry Squads.

Siege Company: three Siege Infantry Platoons and one platoon of four Support (any type; mixed is OK) and/or Mortar squads mounted in Warthog Platoon Transports, one Assault Platoon, one platoon of three Firehounds, and three Leader Teams.

Tank Company: three platoons of tanks, plus one Command tank. Each platoon in the company may have different models of Battle Tanks.

Heavy Tank Company: three Heavy Tank platoons.

Walker Company: three Walker or Heavy Walker platoons (may be mixed) plus one Leader Team.

Megawalker Company: four Megawalker platoons.

Artillery Battery: four Siege Mortars and four Groundhog Transports.

Mobile Artillery Section: three Basilisk, Mobile Siege Artillery, Manticore, Hydra, or Griffon vehicles. All vehicles must be of the same type.

One Sniper squad may be deployed for each two Infantry, Assault Infantry, and/or Siege Companies in play.

Personality Limitations

Company Commander Team, Tank Commander, Megawalker Commander: one per appropriate type of company.

Commissar Team, Medic Team: one per Personnel company in play.

Regimental Command Team: one.

Fleet Liaison Team: one per ship providing Ortilery.

All but Tank and Megawalker Commanders may be mounted in a Chimera or AT Chimera.

Special Rules

Drop Troop Squads may enter play from orbit.

Command tanks are functionally identical to the majority vehicle type in a vehicle company, save for the Command system. There is no additional cost for a Command tank. Choose one vehicle from each vehicle company and make a note that it is the command vehicle.

All Heavy tanks and Megawalkers are considered to be In Command at all times.

If *Psychic Squads* are used, they must have an attached Company or Regimental Commander Personality. Only one Psychic Squad per each of these personalities is permitted.

C3 Ratings:

All Heavy Tank, Megawalker, and Giants squads are Veterans, as are all Personalities and Snipers.

Drop Troops, Stormtroopers, Cavalry and Siege infantry may be Veteran or Trained.

Legionnaires, tank, Psychic Squads, and artillery units may be Trained or Green.

C2 Ratings:

Heavy Tank and Megawalker formations use Average C2 ratings. All other units use Lacking C2 ratings.

LEGIONNAIRE SQUAD (2 TEAMS) PV: 41

MV: 6"/Foot Defense: 7

AP (d8-1) 4/8/14/20 Personnel Target

ATTRIBUTES

NOTES

DROP TROOPER SQUAD (2 TEAMS) PV: 63

MV: 6"/Foot Defense: 7

AP (d8-1) 4/8/14/20 Personnel Target
Plasma ATR (20EW)(d8-1) 3/6/10/15

ATTRIBUTES
FT

NOTES
FT:
1. 0
2. 0
3. 0

GIANTS SQUAD (2 TEAMS) PV: 49

MV: 8"/Foot Defense: 8

AP (d8-1) 4/8/14/20 Personnel Target

ATTRIBUTES
CCW

NOTES

STORMTROOPER SQUAD (2 TEAMS) PV: 58

MV: 6"/Foot Defense: 8

AP (d8-1) 4/8/14/20 Personnel Target

ATTRIBUTES
CCW
FT
Power Weapon

NOTES
FT:
1. 0
2. 0
3. 0
4. 0

CAVALRY SQUAD (2 TEAMS) PV: 55

MV: 10" Assist/Mounted Defense: 8

AP (d8-1) 4/8/14/20 Personnel Target

ATTRIBUTES
CCW
Power Weapons

NOTES

AT SUPPORT SQUAD A (2 TEAMS) PV: 73

MV: 6"/Foot Defense: 7

AP (d6) 2/4/7/10 Personnel Target
Gauss ATR (20EW)(d6) 6/12/21/30

ATTRIBUTES

NOTES
Each team may fire either weapon in the same activation.

AT SUPPORT SQUAD B (2 TEAMS) PV: 85

MV: 6"/Foot Defense: 7

AP (d6) 2/4/7/10 Personnel Target
Laser ATR (20EW)(d8) 6/12/21/30

ATTRIBUTES

NOTES
Each team may fire either weapon in the same activation.

AP SUPPORT SQUAD (2 TEAMS) PV: 85

MV: 6"/Foot Defense: 7

AP (d6) 2/4/7/10 Personnel Target
SAW (d10) 6/12/21/30

ATTRIBUTES

NOTES
Each team may fire either weapon in the same activation.

MORTAR SQUAD (2 TEAMS) PV: 41

MV: 6"/Foot Defense: 7

AP (d6) 2/4/7/10 Personnel Target
Mortar (d8) Range: 20/30 AoE: 1"

ATTRIBUTES

NOTES

Each team may fire either weapon in the same activation.

WALKER SQUAD (2 TEAMS) PV: 122

MV: 8"/Foot Defense: 10

AP (d8-1) 4/8/14/20 Personnel Target
SAW (d10) 6/12/21/30

ATTRIBUTES

Power Armor
Power Weapon x2

NOTES

ARMORED WALKER SQUAD (2 TEAMS) PV: 87

MV: 8"/Foot Defense: 12

AP (d8-1) 4/8/14/20 Personnel Target
Laser ATR (20EW)(d8) 6/12/21/30

ATTRIBUTES

Power Armor
Power Weapon x2

NOTES

LEGION IFV PV: 65

MV: 12"/Tracked Sig: 4 EW: 4 (Fixed DEW) Def: 8

AP (d8-1)(T) 6/12/21/30 Sharmor:
T: 4/4/4
H: 4/4/4

SYSTEMS

Smoke (2)
Transport (2)

NOTES

Smoke
1. 00
2. 00
3. 00
4. 00**ASSAULT TRANSPORT PV: 75**

MV: 12"/Tracked Sig: 4 EW: 4 (Fixed DEW) Def: 8

AP (d8-1)(T) 6/12/21/30 Sharmor
T: 4/4/4
H: 4/4/4

SYSTEMS

Smoke (2)
Transport (2)
Vehicular FT

NOTES

Smoke FT
1. 00 0
2. 00 0
3. 00 0
4. 00 0**AT TRANSPORT PV: 91**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

AP (d8)(FF) 6/12/21/30 Sharmor
AT Gauss (d6)(T) 6/12/21/30 T: 4/4/4
H: 4/4/4

SYSTEMS

Smoke (2)
Transport (2)

NOTES

Smoke
1. 00
2. 00
3. 00
4. 00**BATTLE TANK PV: 153**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

AT Gauss (d8)(T) 8/16/28/40 Sharmor
AT Laser (d6)(FF) 8/16/28/40 T: 6/5/4
H: 6/5/4

SYSTEMS

CDS
Smoke (2)

NOTES

Smoke
1. 00
2. 00
3. 00**V-SERIES BATTLE TANK PV: 161**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

AT Plasma (d8)(T) 8/16/28/40 Sharmor
AT Laser (d6)(FF) 8/16/28/40 T: 6/5/4
H: 6/5/4

SYSTEMS

CDS
Smoke (2)

NOTES

Smoke
1. 00
2. 00
3. 00

D-SERIES BATTLE TANK **PV: 133**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

ART (d8)(T) Range: 30/45 AoE: 1"
AT Laser (d6)(FF) 8/16/28/40Sharmor
T: 6/5/4
H: 6/5/4**SYSTEMS**CDS
Smoke (2)**NOTES**Smoke
1. 00
2. 00
3. 00**FIREHOUND** **PV: 130**

MV: 12"/Tracked Sig: 3 EW: 6 (Fixed DEW) Def: 9

AP (d8)(FF) 6/12/21/30

Sharmor
T: 6/5/4
H: 6/5/4**SYSTEMS**Smoke (2)
Vehicle FT (x2)**NOTES**Smoke FT
1. 00 00
2. 00 00
3. 00 00**P-SERIES SUPPORT TANK** **PV: 144**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

Dual AP (d6)(T) 6/12/21/30
AT Laser (d6)(FF) 8/16/28/40Sharmor
T: 6/5/4
H: 6/5/4**SYSTEMS**CDS
Smoke (2)**NOTES**Smoke
1. 00
2. 00
3. 00**E-SERIES BATTLE TANK** **PV: 177**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

AT Plasma (d8)(T)* 8/16/28/40
AT Laser (d6)(FF) 8/16/28/40Sharmor
T: 6/5/4
H: 6/5/4**SYSTEMS**CDS
Smoke (2)**NOTES**Smoke
1. 00
2. 00
3. 00

*Pulse Weapon

HYDRA **PV: 96**

MV: 12"/Tracked Sig: 3 EW: 8 Def: 9

Dual AA Laser (d8)(T) 8/16/28/40

Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTES

Open-Topped

Smoke
1. 00
2. 00
3. 00**BASILISK** **PV: 89**

MV: 12"/Tracked Sig: 3 EW: 4 (Fixed DEW) Def: 9

ART (d10)(FF) Range: 50/75 AoE: 2"

Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00**GRIFFON** **PV: 78**

MV: 12"/Tracked Sig: 3 EW: 4 (Fixed DEW) Def: 9

ART (d8)(FF) Range: 40/60 AoE: 2"

Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00**MOBILE SIEGE MORTAR** **PV: 110**

MV: 12"/Tracked Sig: 3 EW: 4 (Fixed DEW) Def: 9

ART (d12)(FF) Range: 60/90 AoE: 2"

Sharmor
H: 4/4/4**SYSTEMS**

Smoke (2)

NOTESSmoke
1. 00
2. 00
3. 00

SIEGE INFANTRY SQUAD (2 TEAMS) PV: 158

MV: 6"/Foot

Defense: 8

AP (d8-1)
SAW (d10)4/8/14/20
6/12/21/30

Personnel Target

ATTRIBUTESCombat Engineers
Defensive Mines (5)
Enhanced FT
Urban Specialist**NOTES****PSYCHIC SQUAD (2 TEAMS) PV: 53**

MV: 6"/Foot

Defense: 7

AP (d6)

2/4/7/10

Personnel Target

ATTRIBUTESPersonnel Shield (4)
Psychic Blast
Psychic Will
Weak**NOTES****MANTICORE PV: 131**

PV: 131

MV: 12"/Tracked

Sig: 3

EW: 4 (Fixed DEW)

Def: 9

2 x APMC (d10) Rng: 30/45 1 Sqd/Sft
4 x Ballistic LRM (d8) Rng: 60/90 AoE: 2"Sharmor
H: 4/4/4**NOTES**

Smoke	APMC	LRM
1. 00	00	0000
2. 00	00	0000
3. 00	00	0000

SYSTEMS

Smoke (2)

AIRMOBILE TRANSPORT PV: 145

PV: 145

MV: 20"/STOVL

Sig: 3

EW: 8

Def: 9

2 x APMC (d8) Rng: 30/45 1 Sqd/Sft
4 x ATM (d8) 8/16/28/40Sharmor
4**NOTES**

APMC	ATM	Chaff
1. 00	0000	00
2. 00	0000	00
3. 00	0000	00

SYSTEMSChaff (2)
Stabilizers
Transport (2)**GUNSHIP PV: 146**

PV: 146

MV: 20"/STOVL

Sig: 3

EW: 8

Def: 9

AP(d8)(F)
4 x ATM (d8)6/12/21/30
8/16/28/40Sharmor
4**SYSTEMS**Chaff (3)
Stabilizers**NOTES**

ATM	Chaff
1. 0000	000
2. 0000	000
3. 0000	000

SIEGE MORTARS PV: 63

PV: 63

MV: 0"/Limbered

Defense: 10

ART (d10)(FF) Range: 60/90 AoE: 2"

Personnel Target

SYSTEMS

Limber

NOTESOptional:
Groundbreaker Munitions (D3)
(+16 points)**GROUNDHOG TRANSPORT PV: 78**

PV: 78

MV: 10"/Tracked

Sig: 3

EW: 4 (Fixed DEW)

Def: 9

Dual AP (d8) (FF)

6/12/21/30

Sharmor
H: 4/4/4**SYSTEMS**Smoke Mortar (2)
Tow Package (d12)
Troop Bay (3)**NOTES**Open-Topped
Smoke
1. 00
2. 00
3. 00**WARTHOG PLATOON TRANSPORT PV: 241**

PV: 241

MV: 8"/Tracked

Sig: -2

EW: 6 (Fixed DEW)

Def: 12

Dual AP (d8) (FF)
AP (d8)(LS)
AP (d8)(RS)6/12/21/30
6/12/21/30
6/12/21/30Sharmor
H: 4/4/4
Open-Topped**SYSTEMS**CDS
Smoke (2) 00
Tow Package (d8)
Troop Bay (9)**Primary**1-2: 2ndary (roll)
3-4: Mobility 0000 (2)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)**Secondary**1-6: No Effect
7: Tow Package
8: Smoke
9: Troop Bay
10: CDS

COMPANY COMMAND TEAM (1 TEAM) PV: 82

MV: 6"/Foot

Defense: 9

AP (d8-1)

4/8/14/20

Personality

2 hits: 00

ATTRIBUTES

Power Weapon

Traits:Leader Team
Save (5+)**COMMISSAR TEAM (1 TEAM) PV: 107**

MV: 6"/Foot

Defense: 9

AP (d8-1)

2/4/7/10

Personality

2 hits: 00

ATTRIBUTES

Power Weapon

Traits:Commissar
Leader Team
Save (5+)**REGIMENTAL COMMANDER (1 TEAM) PV: 147**

MV: 6"/Foot

Defense: 9

AP (d8-1)

4/8/14/20

Personality

2 hits: 00

ATTRIBUTES

Power Weapon

Traits:Leader Team
Save (3+)
Superior Tactician 1**FLEET LIAISON TEAM (1 TEAM) PV: 48**

MV: 6"/Foot

Defense: 9

AP (d8-1)

2/4/7/10

Personality

ATTRIBUTESFSO
Power Weapon**Traits:**Leader Team
Save (5+)**BLADE HEAVY TANK PV: 416**

MV: 6"/Tracked

Sig: -2

EW: 10

Def: 12

ART (d10)[FF]

Range: 40/60 AoE: 1"

Sharmor: 6

AT Gauss (d8)[T]

8/16/28/40

T: 6/6/6

AT Gauss (d6)[FF]

6/12/21/30

H: 6/6/6

AT Laser (d8)[LS+RS]*

8/16/28/40

SYSTEMSAutopilot
CDS
Smoke (2) 00**Primary**1-2: 2ndary (roll)
3-4: Mobility 0000 (2)
5-6: Wpns 0000 (2)
7-8: EW 0000 (3)
9: Crew 0000
10: Critical (2d10)**Secondary**1-6: No Effect
7: Auto Pilot
8: Smoke
9-10: CDS

* 2 weapons

SWORD HEAVY TANK PV: 373

MV: 6"/Tracked

Sig: -1

EW: 10

Def: 12

AT Plasma (d12)[FF]*

8/16/28/40

Sharmor: 6

AP (d8)[LS]

6/12/21/30

T: 6/6/6

AP (d8)[RS]

6/12/21/30

H: 6/6/6

SYSTEMSAutopilot
CDS
Smoke (2) 00**Primary**1-2: 2ndary (roll)
3-4: Mobility 000 (2)
5-6: Wpns 000 (2)
7-8: EW 000 (4)
9: Crew 000
10: Critical (2d10)**Secondary**1-6: No Effect
7: Auto Pilot
8: Smoke
9-10: CDS

* Pulse weapon.

THUNDERBOLT AEROSPACE FIGHTER PV: 143

MV: 28"/Air

Sig: 3

EW: 8

Def: 9

Dual AA Laser (d6)[FF]

8/16/28/40

Sharmor: 4

4 x ATM (d8)

8/16/28/40

SYSTEMSChaff (3)
Stabilizers
Streamlined**NOTES**ATM Chaff
1. 0000 000
2. 0000 000**M41 AEROSPACE BOMBER PV: 426**

MV: 24"/Air

Sig: -1

EW: 8

Def: 12

Dual AT Laser (d8)[FF]

8/16/28/40

Sharmor: 6

Dual AP (d8)[FF]

8/16/28/40

6 x Bombs (d8)

SYSTEMSChaff (3) 000
Stabilizers
Streamlined**Primary**1-2: 2ndary (roll)
3-4: Mobility 000 (8)
5-6: Wpns 000 (2)
7-8: EW 000 (3)
9: Crew 000
10: Critical (2d10)**Secondary**1-7: No Effect
8: Chaff
9-10: StabilizersBombs:
000000

WARDOG-A MEGAWALKER PV: 311

MV: 10"/Walker Sig: 0 EW: 10 Def: 12

Dual AT Laser (d8)(F) 8/16/28/40
Dual AP (d8)(F) 6/12/21/30Sharmor
F: 6/6/5
R: 6/6/5**SYSTEMS**Autopilot
CDS
Smoke (2) OO
Stabilizers

Primary	Secondary
1-2: 2ndary (roll)	1-5: No Effect
3-4: Mobility 000 (4)	6: Stabilizers
5-6: Wpns 000 (2)	7: Auto Pilot
7-8: EW 000 (4)	8: Smoke
9: Crew 000	9-10: CDS
10: Critical (2d10)	

* Pulse weapon.

WARDOG-B MEGAWALKER PV: 318

MV: 10"/Walker Sig: 0 EW: 10 Def: 12

Dual AT Plasma (d8)(F) 8/16/28/40
Dual AP (d8)(F) 6/12/21/30Sharmor
F: 6/6/5
R: 6/6/5**SYSTEMS**Autopilot
CDS
Smoke (2) OO
Stabilizers

Primary	Secondary
1-2: 2ndary (roll)	1-5: No Effect
3-4: Mobility 000 (4)	6: Stabilizers
5-6: Wpns 000 (2)	7: Auto Pilot
7-8: EW 000 (4)	8: Smoke
9: Crew 000	9-10: CDS
10: Critical (2d10)	

REAVR-A MEGAWALKER PV: 530

MV: 8"/Walker Sig: -2 EW: 10 Def: 12

Dual AT Laser (d8)(F) 8/16/28/40
Dual AT Laser (d8)(F) 8/16/28/40
3x APMC (d10)(FF) Rng: 40/60 1 Sqd/SftSharmor
F: 6/7/6
R: 6/7/6**SYSTEMS**Autopilot
CDS
Imaging Field (+2)
Smoke (2) OO
Stabilizers

Primary	Secondary
1-2: 2ndary (roll)	1-4: No Effect
3-4: Mobility 0000 (3)	5: Imaging
5-6: Wpns 0000 (2)	6: Stabilizers
7-8: EW 0000 (3)	7: Auto Pilot
9: Crew 0000	8: Smoke
10: Critical (2d10)	9-10: CDS

APMC: 000

REAVR-B MEGAWALKER PV: 520

MV: 8"/Walker Sig: -2 EW: 10 Def: 12

Dual AT Plasma (d10)(F) 8/16/28/40
Dual AT Laser (d10)(F) 8/16/28/40
AP (d8)(F) 6/12/21/30Sharmor
F: 6/7/6
R: 6/7/6**SYSTEMS**Autopilot
CDS
Imaging Field (+2)
Smoke (2) OO
Stabilizers

Primary	Secondary
1-2: 2ndary (roll)	1-4: No Effect
3-4: Mobility 0000 (3)	5: Imaging
5-6: Wpns 0000 (2)	6: Stabilizers
7-8: EW 0000 (3)	7: Auto Pilot
9: Crew 0000	8: Smoke
10: Critical (2d10)	9-10: CDS

WARLORD-A MEGAWALKER PV: 720

MV: 6"/Walker Sig: -3 EW: 10 Def: 12

Dual AT Laser (d10)(F) 8/16/28/40
Dual AT Laser (d10)(F) 8/16/28/40
AT Plasma (d10)(F)* 8/16/28/40
AP (d6)(F) 6/12/21/30Sharmor
F: 7/7/6
R: 7/7/6**SYSTEMS**Autopilot
CDS
Imaging Field (+2)
Smoke (2) OO
Stabilizers
* Pulse weapon

Primary	Secondary
1-2: 2ndary (roll)	1-4: No Effect
3-4: Mobility 0000 (2)	5: Imaging
5-6: Wpns 0000 (2)	6: Stabilizers
7-8: EW 0000 (3)	7: Auto Pilot
9: Crew 0000	8: Smoke
10: Critical (2d10)	9-10: CDS

WARLORD-B MEGAWALKER PV: 840

MV: 6"/Walker Sig: -3 EW: 10 Def: 12

Quad Gauss (d8)(F) 8/16/28/40
10x APMC (d10)(FF) Rng: 40/60 1 Sq/Sft
4x Ph Slashing (d12)(F)*Sharmor
F: 7/7/6
R: 7/7/6**SYSTEMS**Autopilot
CDS
Imaging Field (+2)
Smoke (2) OO
Stabilizers
* Power weapons

Primary	Secondary
1-2: 2ndary (roll)	1-4: No Effect
3-4: Mobility 0000 (2)	5: Imaging
5-6: Wpns 0000 (2)	6: Stabilizers
7-8: EW 0000 (3)	7: Auto Pilot
9: Crew 0000	8: Smoke
10: Critical (2d10)	9-10: CDS

APMC:
0000000000

SNIPER SQUAD (2 TEAMS) PV: 84

MV: 6"/Foot Defense: 8

AP (d8) 7/14/24/35

Personnel Target

ATTRIBUTESSniper
Stealth
Weak**NOTES****MEDIC TEAM (1 TEAM) PV: 81**

MV: 6"/Foot Defense: 7

AP (d8-1) 2/4/7/10

Personality

ATTRIBUTES

Stealth

Traits:Healer
Leader Team
Save (5+)

MEGAWALKER COMMANDER PV: 106

MV: 6"/Foot Defense: 8

A Megawalker Commander operates as part of a Megawalker. If his vehicle is destroyed, he may remount another Megawalker from the same Company within 6" during his activation.

Personality
2 Hits: 00

ATTRIBUTES

Weak (on foot only)
Weapon:
AP (d8-1) 2/4/7/10

Traits:

Ace Gunner
Leader Team
Presence
Save (3+)

TANK COMMANDER PV: 62

MV: 6"/Foot Defense: 8

A Tank Commander operates as part of a Battle Tank (or variant) or Heavy Tank. If his vehicle is destroyed, he may remount another tank from the same Company within 6" during his activation.

Personality

ATTRIBUTES

Weak (on foot only)
Weapon:
AP (d8-1) 2/4/7/10

Traits:

Ace Gunner OR Hot Dog
Leader Team
Save (5+)

EMPEROR'S LEGIONS ORTILLERY

TYPE	DMG	AoE	AVOID	COST EA
CRUISER	d12	2"	1	180
BATTLESHIP	d12+1	3"	2	390

Strikes:

CA: 00
BB: 00

NOTES

Maximum of 2 Strikes per ship per game.