

Legion Praetor						[120Pts]						
Special Rules		Legiones Astartes (X), Master Of The Legion, Independent Character, Relentless										
Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	4+	
7"	6	(5) 2+	4	4	3	5	4	10	2+			



Weapon		Range	Strength	AP	Type
Bolt Pistol		12"	4	5	Pistol 1
Bolter		24"	4	5	Rapid Fire
Volkite Charger		15"	5	5	Assault 1, Deflagrate
Vokite Serpenta		10"	5	5	Pistol 2, Deflagrate
Hand Flamer		Template	3	-	Pistol 1
Plasma Pistol		12"	7	4	Pistol 1, Breaching (4+), Gets Hot
Archeotech Pistol		12"	6	4	Pistol 1, Rending (3+), ,Master-Crafted
Disintegrator Pistol		12"	5	2	Pistol 1, Instant Death, Gets Hot
Chainsword		-	User	-	Melee, Shred
Chainaxe		-	+1	-	Melee, Shred
Power Sword		-	User	3	Melee, Rending (6+)
Power Axe		-	+1	2	Melee, Unwieldy
Power Fist		-	X2	2	Melee, Unwieldy, Specialist Weapon
Lightning Claw		-	User	3	Melee, Shred, Rending (6+), Specialist Weapon

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Rules	Description
Master of The Legion	<p>This Special Rule grants the following benefits</p> <p>Rites of War – May select 1 Rites of War</p> <p>The few and the Proud – May only bring 1 model with this special rule per 1,000 points</p> <p>Retinue – Models with this rule may include a legion Command Squad, Legion Cataphractii Command Squad, or a Legion Tartaros Command Squad as a part of the same Force Organisation Slot.</p>
Independent Character	<p>Joining and Leaving a unit, An independent character can begin the game already with a unit either by being deployed in unit coherency with it. They can also join a unit by moving into coherency with a friendly unit at the end of their movement phase, if a independent character does join a unit the controlling player must make it clear that they have joined that unit. however they cannot join a unit that is in reserves, locked in combat, falling back or are pinned.</p> <p>An independent character can also leave a unit by the controlling player announcing they are leaving that unit and moving out of coherency with the friendly unit however they cannot leave a unit that is in reserves, locked in combat, falling back or are pinned.</p>
Specialist Weapon	Does not receive a +1 attack for fighting with two weapons unless it is armed with 2 or more Melee weapons with the Specialist Weapon rule.
Shred	Reroll failed To Wound rolls in close combat
Breaching	For every To Wound roll higher than or equal to X make these wounds AP2. This rule has no effect on units that do not have a toughness value.
Rending	Critical blow will be struck when the To Wound roll is greater than or equal to X, The target automatically suffers a wound irrespective of the targets toughness, The controlling player may also choose to resolve those attacks as AP 2 instead of the weapons normal AP value.
Gets Hot	For every To Hit roll of a 1 the attacking unit suffers a single wound with an AP value equal to the weapons AP, Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken.
Instant Death	If a model suffers an unsaved wound from a weapon with this special rule they are immediately removed from the battle field as a casualty
Unwieldy	A model with a weapon with this rule attacks at Initiative Step 1
Rapid Fire	If the target is at or within half range of the weapon they can get +1 attacks
Master Crafted	A weapon with this special rule allows the player to re-roll one failed To Hit roll per turn
Deflagrate	After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Hits on the same unit using the weapon's profile equal to the number of unsaved Wounds
Relentless	Models with this special rule can shoot with Heavy or Ordnance weapons, counting as stationary even if they moved in the previous movement phase, they are also allowed to Charge in the same turn they fire Heavy, Ordnance or Rapid Fire Weapons