

Legion Delegatus						[85Pts]					
Special Rules		Legiones Astartes (X), Master Of The Legion, Rally The Legion, Relentless, Refractor Field									
Move	WS	BS	S	T	W	I	A	LD	SV	Invuln	5+
7"	5	(5) 2+	4	4	2	5	3	9	2+		



Weapon		Range	Strength	AP	Type
Bolt Pistol		12"	4	5	Pistol 1
Bolter		24"	4	5	Rapid Fire
Chainsword		-	User	-	Melee, Shred
Power Sword		-	User	3	Melee, Rending (6+)
Rules		Description			
Master of The Legion		This Special Rule grants the following benefits Rites of War – May select 1 Rites of War The few and the Proud – May only bring 1 model with this special rule per 1,000 points 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.			
Rally The Legion		Once per battle, at the start of any of the controlling player's turns, this rule may be activated. Once activated, take a Leadership test for this model; if passed then all friendly units that are Pinned or Falling Back and have at least one model that can draw line of sight to the model with this special rule immediately rally, and are no longer Pinned or Falling Back and may act normally this turn.			
Specialist Weapon		A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon rule. The additional weapon does not have to be the same weapon as the one used to attack, but it must have the Specialist Weapon rule in order to grant an additional Attack for fighting with two weapons.			
Shred		If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred rule, it re-rolls failed To Wound rolls in close combat. Similarly, if a model makes a Shooting Attack with a weapon that has the Shred rule, it re-rolls its failed To Wound rolls.			

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Rules	Description
Rending	If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that their close combat attacks will strike a critical blow. For each To Wound roll equal to or higher than the value listed, the target automatically suffers a Wound, regardless of its Toughness. The controlling player may choose to resolve these Wounds at AP 2 instead of the weapon's normal AP value. Similarly, if a model makes a Shooting Attack with a weapon that has the Rending special rule, a To Wound roll of equal to or greater than the listed value wounds automatically, regardless of Toughness, and is resolved at AP 2. In either case, against Vehicles each Armour Penetration roll of equal to or greater than the listed value allows a further D3 to be rolled, with the result added to the total Strength of the attack. These Hits are not resolved at AP 2, but are instead resolved using the weapon's AP value.
Unwieldy	A model attacking with this weapon Piles-in and fights at Initiative step 1, unless it has the Dreadnought Unit Type or Monstrous sub-type
Rapid Fire	If the target is at or within half range of the weapon they can get +1 attacks
Relentless	Relentless models 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.
Refractor Field	A model with a refractor field gains a 5+ Invulnerable Save.