



## LEGACY: BODYGUARDS

*Our lives for you, my liege.*

### Twilight Missions:

Ambush	Defender	<input type="checkbox"/>
Assassination	Defender	<input type="checkbox"/>
Breakthrough	Attacker	<input type="checkbox"/>

**Cataclysm Objective:** After all deployment, publicly pledge to one of your alliance's warlords other than your own. You succeed if that warlord is in play at game end.

**Legacy Bonus:** Your pledged warlord gains a 5+ Invincible save. When attached to one of your units it always passes Look Out, Sir rolls and your attached unit has Counter-Attack and Fearless.

Name: \_\_\_\_\_



## LEGACY: EXCAVATORS

*Get it into the crates, quickly, this is ours!*

### Twilight Missions:

Ambush	Either	<input type="checkbox"/>
Excavation	Either	<input type="checkbox"/>
Installation	Either	<input type="checkbox"/>

**Cataclysm Objective:** After all deployment ends, secretly select a primary objective marker not in your deployment zone and control it at the end of the game.

**Legacy Bonus:** Any model of yours that starts the movement phase in contact with *any* marker may move it up to 6" with the model's movement. Markers cannot leave the table or embark.

Name: \_\_\_\_\_



## LEGACY: HEADHUNTERS

*Death comes for us all.  
We come for you.*

### Twilight Missions:

Ambush	Attacker	<input type="checkbox"/>
Assassination	Attacker	<input type="checkbox"/>
Excavation	Either	<input type="checkbox"/>

**Cataclysm Objective:** After all deployment, secretly select one of the opposing warlords. You succeed if that warlord is removed as a casualty by game end.

**Legacy Bonus:** All of your non-vehicle and walker models are considered to have Preferred Enemy, Precision Shot, and Precision Strike when attacking the selected warlord or an attached unit.

Name: \_\_\_\_\_



## LEGACY: KILLERS

*Kill. Maim. Burn.*

### Twilight Missions:

Battlefield	Either	<input type="checkbox"/>
Encirclement	Attacker	<input type="checkbox"/>
Skirmish	Either	<input type="checkbox"/>

**Cataclysm Objective:** After all deployment, publicly declare a crusade against an opposing player. You succeed at game end if at most 25% of that player's starting army points remain in play.

**Legacy Bonus:** All of your non-vehicle and walker models have Hatred and Fear when attacking that opponent's models.

Name: \_\_\_\_\_



## LEGACY: PENETRATORS

*Everything has a weak spot.*

### Twilight Missions:

Assassination	Attacker	<input type="checkbox"/>
Breakthrough	Attacker	<input type="checkbox"/>
Installation	Attacker	<input type="checkbox"/>

**Cataclysm Objective:** At game end your units control at least one primary objective marker in an opposing deployment zone.

**Legacy Bonus:** After all deployment you may ruin a piece of terrain or an opposing fortification, degrading any associated cover save(s) by 1 to a 6+ at worst. All of your non-vehicle and walker models gain Tank Hunter.

**Name:** \_\_\_\_\_



## LEGACY: SCOUTS

*Let's go, on the move!*

### Twilight Missions:

Ambush	Attacker	<input type="checkbox"/>
Excavation	Either	<input type="checkbox"/>
Skirmish	Either	<input type="checkbox"/>

**Cataclysm Objective:** Over the course of the game—not necessarily simultaneously—control at least three different primary objective markers outside your deployment zone at the end of any of your turns except Turn 1.

**Legacy Bonus:** All of your non-vehicle and walker models gain Crusader, Move Through Cover, Scout, and Infiltrate.

**Name:** \_\_\_\_\_



## LEGACY: SENTINELS

*None shall pass.*

### Twilight Missions:

Breakthrough	Defender	<input type="checkbox"/>
Encirclement	Defender	<input type="checkbox"/>
Installation	Defender	<input type="checkbox"/>

**Cataclysm Objective:** At game end your units control all the primary objective markers that began in your deployment zone.

**Legacy Bonus:** After all deployment you may bolster a piece of terrain or a fortification in your deployment zone, improving any associated cover save by 1 to a 2+ at best. All of your non-vehicle and walker models gain Stubborn.

**Name:** \_\_\_\_\_



## LEGACY: WARRIORS

*This isn't over.  
This will never be over.*

### Twilight Missions:

Battlefield	Either	<input type="checkbox"/>
Encirclement	Defender	<input type="checkbox"/>
Skirmish	Either	<input type="checkbox"/>

**Cataclysm Objective:** There are no enemy models in your deployment zone at game end.

**Legacy Bonus:** All of your non-vehicle and walker models gain Feel No Pain (6+) and your vehicles gain It Will Not Die.

**Name:** \_\_\_\_\_