



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	Defender	<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	Attacker	<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	Either	<input type="checkbox"/>
Excavation	Attacker	<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: _____