

# LEGIONARY ASPIRING CHAMPION



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 15

NAME	ATK	HIT	DMG	WR
🔥 Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
🔥 Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
🔥 Tainted bolt pistol	4	3+	3/5	Range 8", Rending
⚔️ Power fist	5	4+	5/7	Brutal
⚔️ Power maul	5	3+	4/6	Shock
⚔️ Power weapon	5	3+	4/6	Lethal 5+
⚔️ Tainted chainsword	5	3+	4/5	Rending

**In the Eyes of the Gods:** Once during each of this operative's activations, if it incapacitates an enemy operative, add 1 to its APL stat until the end of that activation.

# LEGIONARY CHOSEN



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 15

NAME	ATK	HIT	DMG	WR
🔥🔥🔥 Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
🔥🔥🔥 Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
🔥🔥🔥 Tainted bolt pistol	4	3+	3/5	Range 8", Rending
⚔️ Daemon blade	5	3+	4/7	Lethal 5+

**Daemonic Aura:** Whenever an enemy operative performs the **Fall Back** action while within control range of this operative, you can use this rule. If you do, roll one D6: on a 3+, that enemy operative cannot perform that action during that activation/counteraction (the AP spent on it is refunded).

**Soul Gorge:** After this operative fights or retaliates, if it isn't incapacitated, but it incapacitated an enemy operative during that sequence, it regains up to D3+1 lost wounds.

# LEGIONARY ANOINTED



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

	NAME	ATK	HIT	DMG	WR
🔫	Bolt pistol	4	3+	3/4	Range 8"
🔪	Daemonic claw	5	3+	4/5	Rending

**Unleash Daemon:** Once per battle, when this operative is activated, you can use this rule. If you do, until the end of the battle:

- This operative cannot perform the **Pick Up Marker** or mission actions (excluding **Operate Hatch**). If it's carrying a marker, it must immediately perform the **Place Marker** action for OAP (this takes precedence over all other rules).
- Normal and Critical Dmg of 4 or more inflicts 1 less damage on this operative. If this operative has the **NURGLE** keyword, you cannot reduce the damage of an attack dice by more than 1. In other words, you cannot use both rules to reduce Normal Dmg of 4 or more by 2.
- Its daemonic claw has the Ceaseless and Lethal 5+ weapon rules.

# LEGIONARY BALEFIRE ACOLYTE



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
💣 Fireblast	4	3+	3/4	PSYCHIC, Blast 2", 1" Devastating 1, Saturate
🩸 Life siphon	5	3+	3/3	PSYCHIC, Saturate, Siphon Life*
🔪 Fell dagger	5	3+	3/4	PSYCHIC, Rending, Siphon Life*

\***Siphon Life:** When you select this weapon, you can use this rule. If you do, at the start of the Resolve Attack Dice step, select one friendly **LEGIONARY** 🧟 operative visible to and within 6" of this operative. For each attack dice you resolve during that step that inflicts damage, that friendly operative regains 1 lost wound, or D3 lost wounds if it was a critical success. You cannot use this weapon rule more than once per turning point.

# LEGIONARY BUTCHER



APL

▼ 3

MOVE

➡ 6"

SAVE

🛡️ 3+

WOUNDS

🔥 14

	NAME	ATK	HIT	DMG	WR
🔫	Bolt pistol	4	3+	3/4	Range 8"
🔪	Double-handed chainaxe	5	4+	5/7	Brutal

## Devastating Onslaught:

- Whenever this operative is fighting or retaliating, enemy operatives cannot assist.
- At the end of each enemy operative's activation or counteraction, you can select one enemy operative within 2" of this operative. This operative can perform a free **Charge** action (you can change its order to Engage to do so), but it cannot move more than 2" and must end that move within control range of that selected operative.

# LEGIONARY GUNNER



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔥 Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
🔫 Meltagun	4	3+	6/3	Range 6", Devastating 4, Piercing 2
🔫 Plasma gun (standard)	4	3+	4/6	Piercing 1
🔫 Plasma gun (supercharge)	4	3+	5/6	Hot, Lethal 5+, Piercing 1
👊 Fists	4	3+	3/4	-

# LEGIONARY HEAVY GUNNER



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔫 Heavy bolter (focused)	5	3+	4/5	Heavy (Reposition only), Piercing Crits 1
🔫 Heavy bolter (sweeping)	4	3+	4/5	Heavy (Reposition only), Piercing Crits 1, Torrent 1"
🚀 Missile launcher (frag)	4	3+	3/5	Blast 2", Heavy (Reposition only)
🚀 Missile launcher (krak)	4	3+	5/7	Heavy (Reposition only), Piercing 1
🔫 Reaper chaincannon (focused)	5	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing
🔫 Reaper chaincannon (sweeping)	4	3+	3/4	Ceaseless, Heavy (Reposition only), Punishing, Torrent 2"
👊 Fists	4	3+	3/4	-

# LEGIONARY ICON BEARER



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔫 Boltgun	4	3+	3/4	-
⚔️ Chainsword	5	3+	4/5	-
👊 Fists	4	3+	3/4	-

**Icon Bearer:** Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

**Favoured of the Dark Gods:** In the Ready step of each Strategy phase, if this operative controls an objective marker that isn't tainted, that objective marker is tainted for the battle and you gain 1CP. Note that if any operative (including enemy operatives) has tainted an objective marker, you cannot taint that objective marker.

# LEGIONARY SHRIVETALON



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
⚔️ Flensing blades	5	3+	3/5	Lethal 5+

**Vicious Reflexes:** Whenever this operative is retaliating, you resolve the first attack dice (i.e. defender instead of attacker).

**Horridifying Dismemberment:** Whenever this operative incapacitates an enemy operative while fighting or retaliating, select one other enemy operative visible to and within 3" of either this operative or the incapacitated enemy operative. Subtract 1 from that enemy operative's APL stat until the end of its next activation.

RULES CONTINUE ON OTHER SIDE ►

# LEGIONARY SHRIVETALON



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

## GRISLY MARK

2AP

- ▶ Place your Grisly marker within this operative's control range.
- Whenever an enemy operative is within 3" of your Grisly marker, your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions.
- Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of your Grisly marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.
- ◆ This operative cannot perform this action more than once per battle, and cannot perform it while within control range of an enemy operative.

# LEGIONARY WARRIOR



APL  
▼ 3

MOVE  
➡ 6"

SAVE  
🛡️ 3+

WOUNDS  
🔥 14

NAME	ATK	HIT	DMG	WR
🔫 Bolt pistol	4	3+	3/4	Range 8"
🔫 Boltgun	4	3+	3/4	-
⚔️ Chainsword	5	3+	4/5	-
👊 Fists	4	3+	3/4	-

**Infernal Pact:** Once per battle, when a friendly **LEGIONARY** **WARRIOR** operative is activated, you can use this rule. If you do, change that operative's Marks of Chaos keyword.

**LEGIONARY**, CHAOS, HERETIC ASTARTES, WARRIOR