

# 1850 Pts - Legion of the Damned - Matt Jackson 1st Overall Terracon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Legion of the Damned Detachment (15 <del>+</del>, 465 pts)</b>												
Legion of the Damned	4		4	4	4	4	1	4	2	10	3+/3(i)	155
(C:SM, pgs. 104 & 171); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x2); Meltagun; Multi-melta; Aid Unlooked For; Fear; Fearless; Flaming Projectiles; Slow and Purposeful; Unyielding Spectres												
Legionnaire Sergeant	1		5	4	4	4	1	4	2	10	3+/3(i)	[35]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Boltgun; Combi-Meltagun (x1); Aid Unlooked For; And They Shall Know No Fear; Fear; Fearless; Slow and Purposeful; Unyielding Spectres												
Legion of the Damned	4		4	4	4	4	1	4	2	10	3+/3(i)	155
(C:SM, pgs. 104 & 171); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x2); Meltagun; Multi-melta; Aid Unlooked For; Fear; Fearless; Flaming Projectiles; Slow and Purposeful; Unyielding Spectres												
Legionnaire Sergeant	1		5	4	4	4	1	4	2	10	3+/3(i)	[35]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Boltgun; Combi-Meltagun (x1); Aid Unlooked For; And They Shall Know No Fear; Fear; Fearless; Slow and Purposeful; Unyielding Spectres												
Legion of the Damned	4		4	4	4	4	1	4	2	10	3+/3(i)	155
(C:SM, pgs. 104 & 171); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x2); Meltagun; Multi-melta; Aid Unlooked For; Fear; Fearless; Flaming Projectiles; Slow and Purposeful; Unyielding Spectres												
Legionnaire Sergeant	1		5	4	4	4	1	4	2	10	3+/3(i)	[35]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Boltgun; Combi-Meltagun (x1); Aid Unlooked For; And They Shall Know No Fear; Fear; Fearless; Slow and Purposeful; Unyielding Spectres												
Legion of the Damned Detachment	1	Grp: Detachment										0
<b>: Legion of the Damned Detachment (20 <del>+</del>, 635 pts)</b>												
Legion of the Damned	4		4	4	4	4	1	4	2	10	3+/3(i)	160
(C:SM, pgs. 104 & 171); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x2); Plasma gun; Multi-melta; Aid Unlooked For; Fear; Fearless; Flaming Projectiles; Slow and Purposeful; Unyielding Spectres												
Legionnaire Sergeant	1		5	4	4	4	1	4	2	10	3+/3(i)	[35]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Combi-Plasmagun (x1); Aid Unlooked For; And They Shall Know No Fear; Fear; Fearless; Slow and Purposeful; Unyielding Spectres												
Legion of the Damned	4		4	4	4	4	1	4	2	10	3+/3(i)	155
(C:SM, pgs. 104 & 171); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x4); Boltgun (x2); Meltagun; Multi-melta; Aid Unlooked For; Fear; Fearless; Flaming Projectiles; Slow and Purposeful; Unyielding Spectres												
Legionnaire Sergeant	1		5	4	4	4	1	4	2	10	3+/3(i)	[35]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Boltgun; Combi-Meltagun (x1); Aid Unlooked For; And They Shall Know No Fear; Fear; Fearless; Slow and Purposeful; Unyielding Spectres												
Legion of the Damned	9		4	4	4	4	1	4	2	10	3+/3(i)	320
(C:SM, pgs. 104 & 171); <b>Infantry</b> ; Frag Grenades; Krak Grenades; Power Armour; Bolt Pistol (x9); Boltgun (x7); Plasma gun; Multi-melta; Aid Unlooked For; Fear; Fearless; Flaming Projectiles; Slow and Purposeful; Unyielding Spectres												
Legionnaire Sergeant	1		5	4	4	4	1	4	2	10	3+/3(i)	[70]
<b>Infantry</b> (Character); Frag Grenades; Krak Grenades; Bolt Pistol; Animus Malorum; Combi-Plasmagun (x1); Aid Unlooked For; And They Shall Know No Fear; Fear; Fearless; Slow and Purposeful; Unyielding Spectres; <b>Warlord</b>												
Legion of the Damned Detachment	1	Grp: Detachment										0

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Formation: Cohort Cybernetica (7 <del>8</del>, 750 pts)</b>												
Cohort Cybernetica [CM]	1	Grp: ☒										750
<b>Restriction:</b> All models fielded as one unit; Adept of the Cybernetica; Targetting Override												
Tech-Priest Dominus (HQ) [CM]	1		4	5	4/5	4	3	3/1	2/3	9	2+/5(i)	[120]
Relentless; <b>Infantry</b> (Character); Artificer Armour; Volkite Blaster; Macrostubber; Power Axe; Mechadendrite Harness; Refractor Field; Scryerskull; Stasis Field: While a model equipped with a stasis field has Gone To Ground, it gains a 2+ invulnerable save, but its Weapon Skill and Ballistic Skill characteristics are reduced to 0. (See C:CM, pg. 77.); Canticles of the Ommissiah; Feel No Pain; Independent Character; Master of Machines												
Kastelan Robot Maniple (Heavy) [CM]	2		3	3	6	7	3	2	2	7	3+	[315]
(White Dwarf 67); <b>Monstrous Creature</b> ; Kastelan Battlehide: Kastelan battlehide confers a 3+ Armour save.; Repulsor Grid; Carapace-mounted Incendine Combustor (x2): Template; S 4; AP 5; Assault 1, Torrent.; Pair of Power Fists (x1); TL Heavy Phosphor Blaster (x1); Canticles of the Ommissiah; Fear; Fearless; Hammer of Wrath; Kastelan Battle Protocols; Move Through Cover; Relentless; Smash												
Cybernetica Datasmith [CM]	1		3	4	4/8	4	2	3/1	2	9	2+	[65]
<b>Infantry</b> (Character); Artificer Armour; Gamma pistol; Dataspike; Power Fist; Stasis Field: While a model equipped with a stasis field has Gone To Ground, it gains a 2+ invulnerable save, but its Weapon Skill and Ballistic Skill characteristics are reduced to 0. (See C:CM, pg. 77.); Canticles of the Ommissiah; Feel No Pain												
Kastelan Robot Maniple (Heavy) [CM]	2		3	3	6	7	3	2	2	7	3+	[315]
(White Dwarf 67); <b>Monstrous Creature</b> ; Kastelan Battlehide: Kastelan battlehide confers a 3+ Armour save.; Repulsor Grid; Carapace-mounted Incendine Combustor (x2): Template; S 4; AP 5; Assault 1, Torrent.; Pair of Power Fists (x1); TL Heavy Phosphor Blaster (x1); Canticles of the Ommissiah; Fear; Fearless; Hammer of Wrath; Kastelan Battle Protocols; Move Through Cover; Relentless; Smash												
Cybernetica Datasmith [CM]	1		3	4	4/8	4	2	3/1	2	9	2+	[65]
<b>Infantry</b> (Character); Artificer Armour; Gamma pistol; Dataspike; Power Fist; Stasis Field: While a model equipped with a stasis field has Gone To Ground, it gains a 2+ invulnerable save, but its Weapon Skill and Ballistic Skill characteristics are reduced to 0. (See C:CM, pg. 77.); Canticles of the Ommissiah; Feel No Pain												
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 124.
Relics	
Animus Malorum	The bearer an all Legionnaire models in his unit have the Feel No Pain special rule. Furthermore, whenever an enemy unit fails a Fear, Pinning, or Morale check within 12" of the bearer, one randomly determined model in that unit is immediately removed as a casualty with no saves of any kind allowed (though Look Out, Sir rolls can be taken as normal). Fo each model slain in this manner, the bearer's unit receives a +1 modifier to their Feel No Pain rolls (to a maximum of 2+) until the end of the player turn.
Special Rules	
Adept of the Cybernetica	See C:CM, pg. 66.
Aid Unlooked For	The Legion of the Damned cannot be joined by Independent Characters. They always start the game in Deep Strike Reserve. When they arrive by Deep Strike, you can choose to re-roll both the 2D6 and the scatter dice. (See CAA:SM, pg. 147).
And They Shall Know No Fear	And They Shall Know No Fear (see WH40k, pg. 157).
Canticles of the Ommissiah	
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain	Feel No Pain (see WH40k, pg. 164).
Flaming Projectiles	Ranged Attacks made by the Legion of the Damned have the Ignores Cover special rule. (See CAA:SM, pg. 147).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).

Kastelan Battle Protocols	Kastelan Robots always begin the game with the Aegis Protocol active. You can select a new Battle Protocol at the end of any of your turns, so long as a Kastelan Robot Maniple has a Cybernetica Datasmith in the unit. However, the new Battle Protocol does not become active until the start of your next turn; the unit's current Battle Protocol remains active until then. When a new Battle Protocol becomes active at the start of your turn, it immediately replaces the former Battle Protocol's special rules.  Conqueror Protocol: All Kastelan Robot in the unit double their Attacks characteristic, but cannot make shooting attacks of any kind. Aegis Protocol: All Kastelan Robot in the unit have the Feel No Pain special rule. Protector Protocol: All Kastelan Robots in the unit can fire their carapace-mounted weapon twice, but cannot move under any circumstances.
Master of Machines	
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Relentless	Relentless (see WH40k, pg. 170).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Targetting Override	See C:CM, pg. 66.
Unyielding Spectres	The Legion of the Damned have a 3+ invulnerable save. (See CAA:SM, pg. 147).
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Monstrous Creature</b>	See WH40K rulebook, pgs. 44-49.
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Boltgun	Range 24"; S 4; AP 5; Rapid Fire.
Combi-Meltagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Meltagun: Range 12"; S 8; AP 1; Assault 1, Melta (once per battle).
Combi-Plasmagun	Boltgun: Range 24"; S 4; AP 5; Rapid Fire. Plasmagun: Range 24"; S 7; AP 2; Gets Hot, Rapid Fire (once per battle).
Dataspikes	S User; AP -; Melee, Dataspikes, Haywire.
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Gamma pistol	12" Range; S 6; AP 2; Pistol, Armourbane.
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Macrostubber	12"R, S4, AP6, Burst Pistol.
Mechadendrite Harness	
Meltagun	12" Range; S 8; AP 1; Assault 1, Melta.
Multi-melta	Range 24"; S 8; AP 1; Heavy 1, Melta.
Pair of Power Fists	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Plasma gun	Range 24"; S 7; AP 2; Rapid Fire, Gets Hot!
Power Armour	Power Armour (see C:SM, pg. 126).
Power Axe	S +1; AP 2; Melee, Unwieldy.
Power Fist	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Repulsor Grid	Kastelan robots have a 5+ invulnerable save against shooting attacks. Furthermore, each time a Kastelan Robot is targeted by a shooting attack and passes a saving throw of any kind on the roll of a 6, the shot is deflected. If a shot is deflected, the unit that fired it suffers an immediate hit resolved with the Strength, AP value and special rules of the hit that was originally allocated to the Kastelan Robot. A repulsor grid cannot deflect Blast or Template weapons or psychic shooting attacks.
Scryerskull	
TL Heavy Phosphor Blaster	36"R, S6, AP3, Heavy 3, Luminagen, Twin-linked.
Volkite Blaster	18" Range, S 6, AP 5; Heavy 3, Deflagrate.