

THE LEGION OF THE DAMNED

POINTS: 100 + MODELS

Of all the legends of the Imperium, one of the strangest is that of the Legion of the Damned. The Inquisitors of Terra have amassed dozens of reports describing the inexplicable manifestation of these other-worldly warriors upon battlefields where the warriors of Mankind battle without hope against impossible odds. The Legion comes unannounced and unlooked for. Their aspect is frightening and bizarre, a ghostly apparition from some bygone era or a time yet to come.

They appear in the guise of the Emperor's finest, the Space Marines, like yet unlike the proud Chapters that guard

Humanity. Their armour is black as midnight and marked with symbols of death and damnation; skulls grin cheerlessly from helm and boltgun and bones twist amidst the flames of purgatory.

Wreathed in spectral fury they descend upon the foes of Mankind, battling them without warcry or battleshout until their enemy is scattered and the day is saved. Equally mysteriously they vanish again once victory is won, disappearing back to whatever hellish realm they came from. Are they the Emperor's will made manifest, or perhaps some dire creation of Chaos? None can say.

COMMANDER

Sergeant Centurius
Legion of the Damned
Commander



TERMINATOR
SQUAD



Terminator Squad 'Erinye'

FORMATION:

3+ units from the following list, chosen from Codex: Space Marines

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|-------------------|-------------------|
| 1 Commander | 0-1 Command Squad |
| 1+ Tactical squad | Terminator squad |
| Dreadnought | |

SPECIAL RULES:

Fearless, Feel No Pain.

Terrifying: Any unit that loses an assault when in combat with a Legion of the Damned model suffers an additional -1 Ld penalty for their Morale check.

Strike Force: The Legion of the Damned cannot be deployed at the start of the game, nor can they be brought on as normal strategic reserves. Instead the whole formation will arrive on a turn decided by rolling a D6, separate to normal strategic reserves.

Turn	1	2	3+
D6 roll	4+	3+	2+

All units deploy using the deep strike rules, starting with the Commander. Other units must aim to arrive within 12" of the Commander (although they may scatter further away). The Commander's Rites of Battle special rule may not be used by non-Legion of the Damned units.

TACTICAL
SQUAD



Tactical Squad 'Alectu'

TACTICAL
SQUAD



Tactical Squad 'Eumenid'

Apparitions present at the salvation of Certus-Minor

"...We made our Peace with the Emperor in battle fashion. It was as I raised my eyes from prayer that I saw a strange host where moments before there was nothing but darkness. I realised [the host] was of Space Marines, though not of any Chapter under the Emperor's sun. Their armour was black, bearing chill images of bone and fire. They advanced without a sound, ghostly fire dancing about their feet. Like the bones of men in the torment of purgatory were these spectral warriors, more like the skeletal damned than the living. Yet these revenants were no vision, for they fell upon the Orks with silent fury. Never before or since have I seen fighting such as I witnessed that night. Seizing the moment, I regrouped my company and led them to war. As dawn lit the sky the Great Bastion was in our hands once again. Of the dark brotherhood there was no sign."