

Alpha Legion

This Army List is Supplemental to the Space Marine Codex.

The Twentieth Legion, given over to the twin primarchs Alpharius and Omegon, is a mystery in every way. The Primarch is shrouded even deeper within that mystery. Though they are of two bodies they are often described as having one soul. It is unclear whether this means that they are of the same mind or whether there is actually one soul possessing two bodies- which would make it possible for Alpharius to literally be in two places at once. The secrets of the Legion are deep and never-ending for they are constantly weaving more and more complex patterns of truth and lies around themselves in order to keep their anonymity pure.

Little is known for certain about the Alpha Legion, they give a premium to intelligence and surveillance. In the few verifiable, recorded instances of contact every Astartes in the legion refers to himself as Alpharius to outsiders, regardless of his actual identity, this fact makes it incredibly difficult to venerate heroes within the ranks of the Alpha Legion. Not that it would be particularly easy without the secrecy of the individual Astartes' identities- the Legion's combat doctrine is one of supreme covertness and clandestine operations. It is not until they have every advantage that an Alpha Legion force shows its face in any number. When the Alpha Legion enters a campaign they do so in such an unobtrusive way that the high commanders rarely even notice their presence until they have gathered enough information about the enemy to make one swift and decisive action.

During the Great Crusade the comparably small Alpha Legion was entirely tied up on the world of Nurth, fighting without the knowledge of the Lord Commander in charge of operations. It was here that the Cabal made first contact through their operative by the name of John Grammaticus. Through a complex series of events including the destruction of the entire Nurth system the Alpha Legion are led to the Hydra system for a meeting with the Cabal's upper echelon that will supposedly determine the fate of the galaxy.

Once the meeting is made between Alpharius Omegon and the Cabal the Alpha Legion is taken to the Cabal's massive, mobile fortress where they are informed about the impending Horus Heresy and the long-reaching consequences should the Imperium win. With this information, Alpharius Omegon decides that his father's will would be the destruction of Chaos above all else and so takes the side of Horus to allow the fury of Chaos to burn itself out and create a permanent, true peace in the galaxy.

After millennia of excommunication and scorn, loyal elements of the Alpha Legion have started to come out of hiding throughout the Imperium. Many have been living in populated Imperial centers, others on backwater worlds that no one has visited since the time of the Great Crusade and the majority have been living on the Alpha Legion's twin battle barges the *Alpha* and the *Beta*. These warriors who resisted the corrupting influence of Chaos have persisted by recruiting secretly from among the population, both for their auxiliary armies and Astartes training. Most notably they have been able to capture, train and keep Astropaths and other unsanctioned psychers without the knowledge of the Inquisition. Why they have chosen now to reappear is unknown. Although some scholars postulate that the Legion is putting into motion its final move to either obliterate the Imperium and Chaos with it or take part in the resurrection of the Emperor himself.

The Alpha Legion's unique (unique among the Astartes Legions, anyway) style of fighting means that they do not have the usual brute strength of normal Legions and rely on cunning more than big guns. This imposes some in-game restrictions to the Force Organization chart. The allowance of 2 HQ units is kept as is the 6 Troops, in order to represent their quick and specialized style they may take 4 Fast Attack and Elites choices, but they may only take 1 Heavy Support choice. The Compulsory choices have also been shifted a bit, you must take 1 Troops and 1 Elites selection rather than the normal 2 Troops. Terminators are a valuable asset to the Alpha Legion but their bulk and the simple brutal nature of their physicality keeps them off the field for a significant portion of the Alpha Legion's action. You may only have one Terminator squad in your army, they may be either Assault Terminators, Fire Support Terminators, or regular Terminators. Legion of the Damned may not be purchased as they do not exist yet.

Special Wargear

Silencers

As their name suggests Silencers dampen the noise created by a fired weapon, they also have the additional benefit of acting as a flash suppressor, causing the bright muzzle flare of a weapon to become little more than a puff of smoke. Silencers allow Astartes to use their stealth and still fire their weapons, if they keep still enough they can unleash a deadly hail of bolter shells upon the enemy and remain unseen despite the scrutiny of the enemy these deadly shots fired from, apparently, nowhere sow fear in the heart of the enemy. A unit with Silencers causes pinning, additionally if a pinned unit is fired upon again by another unit with Silencers they must pass a morale check or fall back towards the nearest heavy cover (Please note that a unit below 50% strength can not be destroyed by this morale check).

EMP Grenades

Designed to bring down vehicles and highly advanced high tech equipment the EMP grenade emits a pulse of radiation that knocks out electrical circuits. EMP grenades may be thrown instead of Frag Grenades when assaulting or thrown as a defensive grenade when being charged.

If the unit is charging a target that is a vehicle roll a D6, on a 1 the vehicle's targeting systems were knocked out, the vehicle is Shaken, on a roll of a 2-5 the vehicle's targeting systems as well as their drive systems were knocked out resulting in an automatic Stunned result. On the roll of a 6 the vehicle's systems were severely compromised by the grenade, this causes a Stunned result as well as a -1 penalty to the vehicle's BS the next turn it may fire.

EMP Grenades may also be used on large, heavily armored infantry units. Any unit with an armor save of 3+ or better is susceptible. On the roll of a 1 the grenade has no effect. On a roll of a 2 or 3 the enemy unit loses 1 initiative, on a 4 or 5 the enemy unit either counts as WS 1 (if used offensively) or fails to complete their charge and stops 2" from the charged unit (if used defensively) and on a 6 the EMP grenade shorts out a critical system and the enemy unit is completely disabled meaning that it may not attack at all (if used offensively) or it fails its charge and stops 2" from the unit with the EMP grenades and suffers D6 S2 AP- hits.

Special Rules

Ambush

The Alpha Legion rarely participates in a pitched-battle type scenario and much prefers to participate in lightning raids and ambushes where they can completely overwhelm their enemies and destroy all resistance with few or no losses of their own. (*Designer's Note: In game terms this means that they are either ludicrously unfair or almost completely out of character. Unfortunately this leads to some very difficult decisions on my part. Keep in mind that this list should be used by Fluff fans and not someone trying to participate in a competitive game.*)

The Alpha Legion always takes the second turn and only one of his units starts the game on the board. (*Note: If you're looking for a fluff accurate depiction of the Alpha Legion they should be Auxiliaries, or Scouts*) Once the enemy has moved, shot and assaulted whatever they can in the first turn the Alpha Legion materializes out of the woodwork and proceeds to attack the enemy forces. The Alpha Legion deploys by the the Outflank rule on page 94 of the Warhammer 40,000 Rulebook at the beginning of their Turn 1, they may reroll their table edge and deploy up to 12" from the board edge. They may, however, act entirely normally on their first turn.

Sensor Null Field

All Alpha Legion armor incorporates a highly-advanced system that nullifies all forms of sensory equipment. The exact origin of the technology behind this amazing feature is lost in the vast secrets of the Alpha Legion. In game terms this means that Auspexes (and similar pieces of wargear) and any wargear or upgrade that allows a re-roll or upgrade to a To-Hit roll of any sort does not work. Alpha Legion Astartes will not trigger automatic stationary turrets, such as tarantulas.

Chameleonic Armor

The Power Armor of the Alpha Legion is, astoundingly, more advanced than other Legions' armor of the same type. The modifications and extras that are present in Alpha Legion armor are of unknown design, and like much of the more advanced technology that the Alpha Legion has gathered it is suspected to be of alien origin. In short you must use night fighting rules when attempting to fire at a unit with Chameleonic Armor.

Pragmatic

One of Alpharius' core beliefs is in a dauntless pragmatism and the belief that the ends justify the means. He is not one to back down when he knows he is right and would never do anything half-way. Among the Astartes, their primarch's word is law, and any new recruits are taught his pragmatic values before they are even taught to fire a bolter, ensuring that they are as sure of themselves as Alpharius is. In game terms this particular way of thinking leads the Alpha Legion to behave in a unique way when misfortune is met. All Alpha Legion units are *Stubborn*, in addition to this if a unit fails a morale check and is forced to fall back they automatically regroup at the end of their fall back move even if they are within 6" of an enemy. Also, they will not fall back through an enemy unit, they will stop 1" from it and automatically regroup.

Headquarters (1-2)

Alpha Legion Captain

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Captain	115 Points	6	5	4	4	3	5	3	10	3+
Chapter Master	140 Points	6	5	4	4	3	5	3	10	3+

Squad: 1 Captain or Chapter Master

Wargear: Bolt Pistol, Chainsword, Iron Halo, Frag Grenades, Melta Bombs

Options: All of the Wargear available to the Captain and the Chapter Master in the Space Marine codex is available to the Alpha Legion Captain. The exceptions being Terminator armor, Space Marine Bike and Storm Bolters (*Terminator Armor is too bulky and a Bike is too loud to use to lead an ambush and Storm Bolters haven't been invented yet*).

Space Marine Captains may also purchase a Camo-Cloak for +5 points. (The *Camo Cloak*, *Stealth* and *Chameleonic Armor* bonuses all stack to represent advanced training in the art of stealth as well as more advanced gear.

Special Rules: All of the Special Rules available to the Captain in the Space Marine Codex as well as: *Ambush*, *Pragmatic*, *Scout*, *Sensor Null Field*, *Stealth* May purchase *Chameleonic Armor* for +35 points (A Space Marine Captain with Chameleonic Armor may take Stealth Squads as Troops), *Fleet* for +10 points, *Move Through Cover* for +2 points and *Infiltrate* for +5 points

Alpha Legion Librarian

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	100 Points	5	4	4	4	2	4	2	10	3+
Loremaster	150 Points	5	4	4	4	2	4	2	10	3+

Squad: 1 Librarian or Loremaster

Wargear: Bolter, Bolt Pistol, Force Weapon, Frag Grenades, Melta Bombs

Options: All of the Wargear available to the Librarian and Epistolary in the Space Marine codex is available to the Alpha Legion Librarians. The exceptions being Terminator armor, Space Marine Bike and Storm Bolters (*Terminator Armor is too bulky and a Bike is too loud to use to lead an ambush and Storm Bolters haven't been invented yet*).

Special Rules: All of the Special Rules available to the Librarian in the Space Marine Codex as well as: *Ambush*, *Pragmatic*, *Scout*, *Sensor Null Field*, *Stealth*

Headquarters choices from Codex: Imperial Guard may be taken. They do not fill the compulsory requirement for a Headquarters unit.

Elites (1-4)

Alpha Legion Techmarine (0-1)

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Techmarine	60 Points	4	4	4	4	1	4	1	9	2+
Master of the Forge	115 Points	5	5	4	4	1	4	3	9	2+
Tech Servitor	5 Points	3	0	4	3	1	1	1	5	4+
Gun Servitor	5 Points	1	4	3	3	1	1	1	5	4+

Squad: 1 Techmarine or Master of the Forge and 0-5 Servitors

Wargear: The Techmarine is equipped with Artificer Armor, Bolter, Axe, Servo-Arm, Frag Grenades and Melta bombs, The Master of the Forge upgrades his Servo-Arm to a full Servo-Harness

Options: All of the Wargear available to the Techmarine and Master of the Forge in the Space Marine codex is available to the Alpha Legion Techmarines. The exceptions being Terminator armor, Space Marine Bike and Storm Bolters (*Terminator Armor is too bulky and a Bike is too loud to use to lead an ambush and Storm Bolters haven't been invented yet*).

Tech Servitors may be given a second Servo-Arm (adding another +1 to the roll to repair) for +15 points, Gun Servitors may be given a Heavy Bolter for +20 points, Multi Melta or Plasma Cannon for +30 points, a Lascannon for +35 points

Special Rules: All of the Special Rules available to the Techmarine in the Space Marine Codex as well as: *Ambush, Pragmatic, Scout, Sensor Null Field*

Alpha Legion Stealth Squad (0-1)

While the Stealth Squad is widely thought to be some sort of inside joke among the Alpha Legion, few know that it is, in reality, a very deadly force that is deployed to wreak havoc among the enemy's army. Omegon, Alpharius's twin brother, was the founder of the Stealth Squad, heroically leading many small forces into enemy territory and winning many battles before a single shot was ever fired.

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Stealth Astartes	35 Points	4	4	4	4	1	4	1	9	3+
Stealth Champion	60 Points	5	5	4	4	1	4	3	9	3+
Stealth Sergeant	35 Points	4	4	4	4	1	4	2	9	3+
Stealth Master	55 Points	4	4	4	4	1	4	2	10	3+

Squad: 1 Stealth Sergeant and 2-4 Stealth Astartes

Wargear: Bolter with Silencer, Combat Knife, Bolt Pistol with Silencer, EMP and Frag grenades, Melta bombs.

Options: Any number of the Astartes may exchange his Bolter for any kind of combi-bolter for +10 points, Up to two Astartes may replace his Bolter with a Flamer or Meltagun for +5 points, a Plasma gun for +10 points, or a heavy flamer for +10 points

Character: One Astartes may be upgraded to a Stealth Champion for +25 points. A Stealth Champion is an Astartes that has gone above and beyond the martial ability of any of his squad and is often granted special privileges and wargear by the Stealth Master. A Champion exchanges his Combat Knife for a Power Sword, he may carry a Power Fist or Relic Blade for +15 points. (*Designer's note: the Stealth Champion is supposed to represent the "hero" of the Stealth Squad, the one member who is assigned to the mission for having some skill or ability that makes him essential to the mission.*)

The Stealth Sergeant may be upgraded to a Stealth Master for +20 points. The Stealth Master is a veteran of thousands of stealth actions and has infiltrated more enemy encampments and structures than he can even remember. There are an incredible few Stealth Masters among the Alpha Legion and they carry ranks equivalent to Captains. When a Stealth master is part of the squad your opponent must roll three dice for *Chameleonic Armor* and pick the two lowest results, may re-roll the dice when running and moving through difficult terrain and he improves the *Stealth* rule to +2 to cover saves rather than +1. These improvements represent the Stealth Master picking the cream of the crop and standing for nothing short of excellence from his Marines.

Special Rules: *Acute Senses, Ambush, Chameleonic Armor, Fleet, Infiltrate, Move Through Cover, Pragmatic, Scout, Sensor Null Field, Special Issue Ammunition, Stealth*

Fire-Support Terminators (0-1)

Fire Support Terminators are a fearsome creation forged in a time of great need in the Alpha Legion. Their special operations often require a devastating amount of firepower to appear in a nearly-impossible location within a matter of seconds. It was not long before one of the Captains suggested outloading a suit of Terminator armor with as many heavy weapons as its sturdy chassis could sustain and using the teleporting ability of the advanced suit of armor to achieve exactly that objective. After the first Fire Support Terminator was used to tremendous effect the Alpha Legion realized that even the massive suits of neigh-impenetrable armor would eventually give way under the astounding firepower that would be unleashed upon the unfortunate Space Marine upon arrival on the battlefield. So the chassis was re-enforced further and outfitted with a field generator similar to a Chaplain's Rosarius or a Captain's Iron Halo. Upon these modifications the modern Fire Support Terminators were created, using two more weapons than its original design these small squads of elite warriors have turned the tide of many battles. Another tactic that was experimented with is a more stealthy Fire-Support Terminator that sacrifices the shield generator and the ability to teleport for a stealth generator similar to that used by the Stealth Squad. This particular configuration seemed incredibly effective as a fear weapon as the firepower of a main battle tank rained down upon the enemy apparently from nowhere.

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	40 Points	4	4	4	5	2	4	1	9	2+4+
Sergeant	40 Points	4	4	4	5	2	4	1	9	2+4+

Squad: 1 Sergeant and 0-2 Terminators

Wargear: Must purchase two to four weapons listed below. You may only purchase weapons with a * once.

Options: Assault Cannon +30 points, Autocannon +30 points, Cyclone Missile Launcher* (counts as 2 weapons) +40 points, Heavy Bolter +25 points, Heavy Flamer +25 points, Lascannon* +35 points, Multi-Melta +25 points, Plasma Cannon* +35 points. A squad of Fire Support Terminators may exchange their 4+ invulnerable save, *Teleport Attack* and *Perfect Planning* for *Chameleonic Armor* and *Unseen Barrage*.

Character: A Fire Support Terminator Sergeant may purchase a Conversion Beamer* for +60 points (due to the massive amount of power required to fire a Conversion Beamer the Sergeant may only carry one additional weapon) or may be outfitted with 4 Meltaguns for +40 points or 4 Plasma Guns with Heat Sinks for +80 points. (Plasma Guns with Heat Sinks will not overheat) (You may not take individual Meltaguns or Plasma guns)

Special Rules: All of the Special Rules available to Terminators in the Space Marine Codex as well as: *Ambush*, *Pragmatic*, *Sensor Null Field*, *Slow and Purposeful*, *Teleport Attack* *Perfect Planning*

Fire Support Terminators are designed and trained to show up within moments of being summoned. This remarkable ability can be credited to the Alpha Legion's legendary discipline as well as their trademark ability to plan every action down to the second. In game terms this means that the controlling player may add one or subtract two from any reserves roll he makes for the Fire Support Terminators. In addition the controlling player may roll for their arrival on the first turn- they need a 6 for them to successfully arrive. You may not modify this die roll as even the Alpha Legion needs to prepare before being thrown into the thick of the fight.

Unseen Barrage

When a Fire Support Terminator opens fire on the enemy with his full complement of weapons the fury of that fire is intimidating but when coupled with Chameleonic Armor it is a truly devastating weapon. As the enemy absorbs fire from more weaponry than some battle tanks he has no idea where his attacker is. All shots from a unit with this rule cause pinning.

Alpha Legion Dreadnought (0-1)

Name	Points per Model	WS	BS	S	F	S	R	I	A
Dreadnought	115 Points	4	4	6	12	12	10	4	2
Ironclad Dreadnought	145 Points	4	4	6	13	13	10	4	2(3)
Venerable Dreadnought	175 Points	5	5	6	12	12	10	4	2

Squad: 1 Dreadnought, Ironclad Dreadnought or Venerable Dreadnought

Wargear: Dreadnought Power Fist, Multi-Melta, Storm bolter

Options: A Dreadnought may purchase any wargear or upgrades available to him in the Space Marine Codex

Special Rules: All of the Special Rules available to Dreadnoughts in the Space Marine Codex as well as: *Ambush*, *Pragmatic*, *Scout*, *Sensor Null Field*

Troops (1-6)

Alpha Legion Auxiliary Squad (Does not fill the compulsory requirements, 1+)

One of the core tenants of the Legion's fighting style is to use any means necessary to accomplish their goals. By embracing normal humans, unlike most other chapters, there is a certain element of friendly infiltration available to Alpha Legion commanders that is not available to a legion that is not as friendly with normal humans. When the time comes for open battle the Legion sends its own complement of Astartes-trained soldiers into the field to act as forward scouts, support units, defensive units or any other of a myriad of battlefield roles.

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Auxiliary Soldier	10 Points	3	4	3	3	1	3	1	7	4+
Aux. Sergeant	10 Points	4	4	3	3	1	3	1	8	4+
Aux. Support Gunner	10 Points	3	4	3	3	1	3	1	7	4+
Aux. Psyker	40 Points	4	4	3	3	2	3	2	10	5+*
Veteran Aux. Sgt.	20 Points	4	4	3	3	1	3	2	9	4+

Squad: Sergeant and 4-19 Soldiers

Wargear: Carapace armor, Las Carbine, Sergeant carries a sword as a symbol of office, Laspistol, Frag and Krak grenades

Options: Any number of Aux. Support Gunner teams may be made by assigning two soldiers to the team for free to purchase weapons from the following list: Heavy Bolter, Multi-melta, or Mortar for +5 pts, Missile Launcher, Autocannon or Sniper Rifle with Spotter for +10 pts, Plasma Cannon or Lascannon for +20 pts

One Soldier in ever 5 models may carry a Plasma Gun or Melta Gun for +10 pts, or Flamer for +5 points

Any number of Soldiers may replace his Las Carbine with a Bolter for +1 point per model or a Hellgun for +2 points per model.

The entire squad may purchase Meltabombs for +3 points per model and camo cloaks for +2 points per model.

The Sergeant may replace his Las Carbine for a Bolter for +1 point, or a Hellgun for +2 points

Character:

The Auxiliary Sergeant may be upgraded to a Veteran Sergeant for +10 points. He may purchase any of the equipment in the following list for the listed cost. He has the *Efficient* and the *Dig-In* special rules. Power Sword for +10 pts, Plasma Pistol for +15 pts, Power Fist for +15 pts, Bolt Pistol for +1pts, Hellpistol for +1pts

One Auxiliary Psyker may be added to the squad for an additional 35 points. He has access to the Librarian's psychic powers from the Space Marine codex as well as the powers listed below, he may choose two powers and may use only one per turn. He is armed with a Laspistol and close combat weapon. He may purchase any of the equipment in the following list for the listed cost. Force Staff for +40 pts, Bolt Pistol for +1 pt, Carapace Armor for +5 pts, Psychic Hood for +25 pts or Wraithbone Staff for +50 pts.

Transport: If the squad numbers 6 models or less they may ride in a Razorback, if they number 10 models or less they may ride in a Rhino and if they number 12 models or less they may ride in a Chimera. See the respective Codexes for the cost of each transport. When using *Flanking Maneuvers* the squad size may not exceed the sum maximum transport capacity of the vehicles chosen.

Special Equipment and Special Rules:

Wraithbone Staff

Xenophobia runs rampant through the Imperium and has done so ever since its conception. In many legions it is an act punishable by death to even so much as possess a xeno artifact. The Alpha Legion sees things quite differently. Their belief is that if a xeno can use a certain technology against them, they should be able to use that technology to destroy the xeno. As such, some non-standard units (such as the Stealth Squads and the Aux. Psykers) have picked up some xeno tech that they find particularly useful in their specialized fields. The Wraithbone Staff was once an Eldar relic that the psyker has found and has bent to his will, this requires an enormous amount of power and skill so a Wraithbone Staff is as much a symbol of status as it is a weapon. The Aux. Psyker who carries the Staff counts as having a Relic Blade in close combat and may purchase an additional power and use an additional power every turn. The psyker may also re-roll his save against any Perils of the Warp attack he may suffer.

Las Carbine

In reality the Auxiliaries carry many different kinds of weapons among the squad but it can be boiled down to one standard type of weapon; the Carbine, most commonly it is a Laser carbine based upon the standard issue Lasgun. The compact design makes it ideal for shooting on the move, whether it is aimed from the shoulder or shot from the hip and the higher “calibre” of the round lets it penetrate a flak jacket. The Las Carbine is a rapid fire weapon, but a model may rapid fire and charge in the same turn.

Name	Range	S	AP	Type
Las Carbine	24”	3	5	Rapid Fire

Sniper Rifle with Spotter

Typically Imperial snipers work alone, but the Alpha Legion found that spotters more than double the efficiency of the sniper. Every turn the Spotter may attempt to give the Sniper a second target. To attempt to get a second shot simply declare it before the first shot is fired, once declared, roll a Leadership check on 3D6, if it is passed the Sniper may fire a second time, if the Leadership test is passed with a 3 the extra shot may be at a different unit. If the test is failed only one shot may be fired and if the Leadership test is failed on a 15 or higher the Sniper may not shoot as he is totally confused by the Spotters directions. Additionally the Sniper Rifle has an AP rating of D6 to represent the chance of the Spotter seeing a weakness in the armor of the enemy.

Name	Range	S	AP	Type
Sniper Rifle (With Spotter)	36”	X	D6	Heavy 1

Astartes-trained

For the most part the Auxiliaries are recruited into the Imperial army or Imperial Guard, meaning that they would act as normal Imperial soldiers were it not for the influence of the Alpha Legion. While basic training is from the army, all of the soldiers have been indoctrinated into the Alpha Legion's battle mentality. As such they benefit from *And They Shall Know No Fear*, *Combat Squads* and *Battle Tactics*, the same as any normal Alpha Legion squad. Please note that Auxiliary Combat Squads are slightly different from Astartes Combat Squads. While the maximum size of an Astartes squad is 10 the Auxiliaries' is double that, meaning that the rule needs to be adjusted. Astartes may only split if they have 10 men and even then- only into two pieces, the Auxiliaries, however, may split once they have 10 or more men and may split into as many as 4 Combat Squads, as long as each one has at least 5 men in it.

Flanking Maneuvers

Auxiliary Squads are designed and trained to be versatile pieces of the Alpha Legion armory and single squads are often split up into two separate Combat Squads in order to allow a specific tactic to be used against the enemy. If your Auxiliaries squad is too large for one transport you may purchase another in order to carry them all. Do keep in mind that you may split your squad in any fashion you please as long as both Combat Squads have 5 or more models in them. For instance: if you wanted to use a 15-man auxiliary squad with a Aux. Psyker and put them in a Rhino and Razorback you may. Also, you may not purchase a second transport for a squad numbering fewer than 10 models. *(Designer's Note: I decided to add on that last bit in order to keep idiots from buying a 5-man squad with two Razorbacks and running around with two twin-linked assault cannons. That said I did want to leave enough leeway to allow a squad of 20 to be broken up into 4 teams of 5 and each given Razorbacks of their own. I think this ability to split up and cover more ground goes right along with the Alpha Legion's pragmatic combat doctrine.)*

Efficient

A veteran of many actions with the Alpha Legion, the Sergeant knows what to expect from his less-than-forthcoming allies and has become extremely adept at controlling his squad under uncertain circumstances. The Sergeant has access to the Orders available to a Junior officer of the Imperial Guard and may issue 1 Order per turn.

Dig-In

More often than not Auxiliaries are called in to do a job that is considered too menial or too easy to waste an Astartes' time with. Foreseeing these instances squads of Auxiliaries get extensive training on how to dig-in to positions and stay there for extended periods of time. Whether it is to wait to ambush an unsuspecting enemy or defending a particular objective they excel at their task. Dig-In is a special order a Veteran Sergeant may issue at the beginning of the shooting phase of any turn. When the Soldiers dig in they may not move but they have a 4+ cover save, (this may be improved by Camo Cloaks) count as Stubborn and may only be pinned, they will not fall back when under orders to Dig In. Auxiliaries may not fire on the turn that they Dig In

Designer's Note: The Auxiliaries are best depicted by the Elysian Drop Troops from Forge World. Even before I had seen them the Elysian Lasguns are almost exactly how I pictured the Las Carbines. Remember that the Auxiliaries do not take any of the Alpha Legion's extra special rules only the ones listed in their entry.

Alpha Legion Scout Squad

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Scout	15 Points	3	4	4	4	1	4	1	8	4+
Scout Sergeant	15 Points	3	4	4	4	1	4	2	8	4+

Squad: 1 Scout Sergeant and 4-9 Scouts

Wargear: Bolter, Bolt Pistol, Frag Grenades, Krak Grenades

Options: A Scout Squad may purchase any upgrades available to them in the Space Marine Codex. In addition to EMP grenades for +4 points per model and Silencers for +1 point per model.

Special Rules: All of the Special Rules available to Scout Squads in the Space Marine Codex as well as: *Ambush, Pragmatic, Sensor Null Field, Stealth*

Alpha Legion Tactical Squad (0-2)

The Alpha Legion does not follow the Codex Astartes, even though it had not been written at the time of their conception, its theoretical contents were actually a strong point of contention between Alpharius and Roboute Gulliman before the Heresy. Alpha Legion Tactical squads are smaller and much more stealth-oriented than typical space marines

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Astartes	20 Points	4	4	4	4	1	4	1	8	3+
Sergeant	20 Points	4	4	4	4	1	4	2	9	3+

Squad: 1 Sergeant and 2-4 Astartes

Wargear: Bolter, Bolt Pistol, Frag grenades.

Options: May purchase Silencers for +1 point per model, Meltabombs or EMP Grenades for +5 points per model. In addition to this a Tactical Squad may purchase any upgrades available to them in the Space Marine Codex. The 10-man limit for special weapons is reduced to 5 due to the smaller size of Alpha Legion tactical squads. Heavy weapons are unavailable.

Character:

Special Rules: All of the Special Rules available to Tactical Squads in the Space Marine Codex as well as: *Ambush, Pragmatic, Scout, Sensor Null Field, Stealth*, May purchase *Infiltrate* for +3 points per model.

Fast Attack (0-4)

Alpha Legion Vanguard Veteran Squad (0-1)

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Vanguard Veteran	30 Points	4	4	4	4	1	4	2	9	3+
Vanguard Sergeant	40 Points	4	4	4	4	1	4	2	9	3+

Squad: 1 Vanguard Sergeant and 2-4 Veterans

Wargear: Bolt Pistol, Chainsword, Jump Pack, Frag Grenades, Meltabombs, the Sergeant carries a Power Sword

Options: A Vanguard Veteran Squad may purchase any upgrades available to them in the Space Marine Codex. Additionally any number of Veterans may exchange their Chainswords for Bolters for free or Meltaguns for +10 points, Plasma Guns for +10 points or flamers for +5 points.

Character: A Vanguard Veteran Sergeant may purchase any upgrades available to him in the Space Marines Codex.

Special Rules: All of the Special Rules available to Vanguard Veteran Squads in the Space Marine Codex as well as: *Ambush, Pragmatic, Scout, Sensor Null Field, Stealth*

Alpha Legion Land Speeder Squadron (0-1)

Name	Points per Model	Speed, Type	BS	F	S	R
Land Speeder	50 Points	Fast, Normal	4	10	10	10

Squad: 1-3 Land Speeders

Wargear: Heavy Bolter

Options: A Land Speeder Squad may purchase any upgrades available to them in the Space Marine Codex.

Special Rules: All of the Special Rules available to Land Speeders in the Space Marine Codex as well as: *Ambush, Pragmatic, Scout, Sensor Null Field*

Any of the Fast Attack Choices from *Codex: Imperial Guard* may be taken as well. The 0-4 limit stands.

Heavy Support (0-1)

Alpha Legion Predator

Name	Points per Model	Speed, Type	BS	F	S	R
Predator	50 Points	Normal	4	13	11	10

Squad: 1 Predator

Wargear: Turret-Mounted Autocannon, Smoke Launchers, Searchlight

Options:

Special Rules: All of the Special Rules available to Predators in the Space Marine Codex as well as: *Ambush, Pragmatic, Scout, Sensor Null Field*

Alpha Legion Land Raider

Name	Points per Model	Speed, Type	BS	F	S	R
Land Raider	240	Normal	4	14	14	14

Squad: 1 Land Raider

Wargear: Hull-Mounted Twin-Linked Heavy Bolters, 2 Sponson-Mounted Flamestorm Cannons, Smoke Launchers, Searchlight

Options:

Special Rules: All of the Special Rules available to Land Raiders in the Space Marine Codex as well as: *Ambush, Pragmatic, Sensor Null Field*. Due to their overwhelming firepower and complete lack of stealthiness Land Raiders are only called in on the largest and most important missions. Alpha Legion may only purchase a Land Raider in a game of 2000 points or more.

Alpha Legion Devastators

Name	Points per Model	WS	BS	S	T	W	I	A	Ld	Sv
Devastators	25 Points	4	4	4	4	1	4	1	8	3+
Sergeant	25 Points	4	4	4	4	1	4	1	9	3+

Squad: 1 Sergeant and 2-4 Devastators

Wargear: Bolter, Bolt Pistol, EMP grenades

Options:

Character:

Special Rules: All of the Special Rules available to Devastator Squads in the Space Marine Codex as well as: *Ambush, Pragmatic, Scout, Sensor Null Field, Stealth*

You may also choose Heavy Support units from *Codex: Imperial Guard*. 0-1 choices may be made.