



LEGIONARIES: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

OCTOBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

FIREFIGHT PLOYS, MUTABILITY AND CHANGE

Second sentence changed to read:

'Until the end of that operative's activation, add 1 to its APL stat, **but it cannot perform the same action more than once during that activation.**'

PREVIOUS ERRATAS

STRATEGY PLOYS, IMPLACABLE

'**NURGLE**' keyword moved to other paragraph, paragraphs reordered and first paragraph changed to read:
'Whenever an operative is shooting a friendly **LEGIONARY** operative, ~~weapons with the Piercing 1 weapon rule have the Piercing Crits 1 weapon rule instead.~~'

STRATEGY PLOYS, BLOOD FOR THE BLOOD GOD

Relevant part of first paragraph changed to read:
'[...] inflict 1 additional damage (to a maximum of 7).'

Relevant part of second paragraph changed to read:
'**LEGIONARY** **KHORNE** operatives' melee weapons (to a maximum of 7).'

STRATEGY PLOYS, QUICKSILVER SPEED

First two paragraphs changed to read:
'Whenever a friendly **LEGIONARY** operative that performed an action in which it moved during this turning point is fighting or retaliating, worsen the Hit stat of the enemy operative's melee weapons by 1.'

Whenever an operative is shooting a friendly **LEGIONARY** **SLAANESH** operative more than 6" from it that performed an action in which it moved during this turning point, worsen the Hit stat of the enemy operative's weapons by 1.'

STRATEGY PLOYS, FICKLE FATES

First paragraph changed to read:
'Whenever a friendly **LEGIONARY** operative is shooting a ready enemy operative, that friendly operative's ranged weapons have the **Balanced** weapon rule. ~~if the weapon already has that weapon rule (e.g. reaper chaincannon), it has the Relentless weapon rule.'~~

FIREFIGHT PLOYS, MUTABILITY AND CHANGE

Additional text added to end of paragraph:
'If it's a **WARRIOR** operative, that operative's Marks of Chaos keyword cannot be changed during this turning point (see **Infernal Pact** additional rule).'

CHOSEN OPERATIVE, SOUL GORGE

Changed to read:
'After this operative fights or retaliates, if it isn't incapacitated, but it incapacitated an enemy operative ~~or inflicted Critical Dmg~~ during that sequence, it regains up to D3+1 lost wounds.'

ANOINTED OPERATIVE, UNLEASH DAEMON

Additional text added to end of second bullet point:
'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.'

BALEFIRE ACOLYTE OPERATIVE, SIPHON LIFE WEAPON RULE

Changed to read:
'When you select this weapon, you can use this rule. If you do, at the start of the Resolve Attack Dice step, ~~you can~~ 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.'~~

ICON BEARER OPERATIVE, FAVOURED OF THE DARK GODS

Changed to read:
'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.'

WARRIOR OPERATIVE, INFERNAL PACT

Changed to read:
'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 OPERATIVES

Legionary kill teams are bitter veterans who possess centuries of combat experience. Some are little more than ravaging killers who desire only to reave, slaughter and despoil. Others are devoted worshippers of the Dark Gods, seeking to conduct fell rituals in the hope of pleasing their infernal patrons and attaining greater power.

LEGIONARY CHOSEN

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Chosen are amongst the most experienced and dedicated Heretic Astartes. They are favoured within their bitter brotherhoods, wearing baroque armour and equipped with the finest wargear. They are more hard-bitten and callous than even others of their kind.

LEGIONARY ASPIRING CHAMPION

Aspiring Champions are the strongest and most merciless of their brothers. These blood-soaked warriors enforce their will through brutal acts of might, seeking to become favoured of the gods.

LEGIONARY WARRIOR

Heretic Astartes are post-human warriors with the natural strength, speed, resilience and mental acuity of such beings. Now they have turned against the Imperium.

LEGIONARY GUNNER

Armed with flammers, Heretic Astartes burn through swathes of light enemy infantry. With meltaguns they destroy armoured bunkers and with plasma guns they pose a threat to the heaviest enemy troops.

LEGIONARY HEAVY GUNNER

Heretic Astartes bearing heavy weapons provide devastating anti-infantry and anti-armour firepower, dominating large swathes of any killzone.

LEGIONARY ANOINTED

Some Heretic Astartes thirst for power at any cost, and offer themselves wholly to Chaos. They become willing hosts to the immaterial creatures of the warp. This is a slow and painful process, and those in the early stages are known as Anointed due to their mutations.





LEGIONARY BUTCHER

Bloodthirsty madmen, Butchers are Heretic Astartes that fight without subtlety of any kind in combat. They deal furious strikes with their enormous chain axes, which can carve enemies to pieces.

LEGIONARY SHRIVETALON

Inflicting pain and torture becomes a near addiction for some Heretic Astartes. Those who embrace this propensity become known as Shrivetalons, and they stalk the battlefield looking for enemies to torment.

LEGIONARY ICON BEARER

Many Heretic Astartes kill teams include Icon Bearers – warriors bearing totems, banners or standards dedicated to the glory of the Dark Gods.

LEGIONARY BALEFIRE ACOLYTE

Balefire Acolytes are psykers blessed by the Chaos Gods with the dark power of the empyrean, which they turn indiscriminately upon the foe. Many also carry blades made even deadlier thanks to the power of the warp they are infused with.

'WE HAVE THE EYE OF THE GODS. WE HAVE THE EYE OF THE DESPOILER. NONE CAN STAND AGAINST US, THOUGH SOME CHOOSE TO. I WILL NEVER TIRE OF WATCHING THE LIFE FLOW FROM THEIR EYES AS I DRIVE MY BLADE THROUGH THEIR HEART.'

- Vrekhon Harst of the Black Legion

LEGIONARIES KILL TEAM

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LEGIONARIES » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **LEGIONARY** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **LEGIONARY** operative selected from the following list:
 - **ASPIRING CHAMPION** with one option from each of the following:
 - Plasma pistol or tainted bolt pistol
 - Power fist, power maul, power weapon or tainted chainsword
 - **CHOSEN** with one of the following options:
 - Plasma pistol; daemon blade
 - Tainted bolt pistol; daemon blade
- 5 **LEGIONARY** operatives selected from the following list:
 - **ANointed**
 - **BALEFIRE Acolyte**
 - **BUTCHER**
 - **ICON BEARER** with one of the following options:
 - Boltgun; fists
 - Bolt pistol; chainsword
 - **SHRIVETALON**
 - **WARRIOR** with one of the following options:
 - Boltgun; fists
 - Bolt pistol; chainsword
 - **GUNNER** with one of the following options:
 - Bolt pistol; flamer; fists
 - Bolt pistol; meltagun; fists
 - Bolt pistol; plasma gun; fists
 - **HEAVY GUNNER** with one of the following options:
 - Bolt pistol; heavy bolter; fists
 - Bolt pistol; missile launcher; fists
 - Bolt pistol; reaper chaincannon; fists

Other than **WARRIOR** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



SECURITY



SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

ASPIRING CHAMPION

Plasma pistol

Power maul



CHOSEN

Plasma pistol

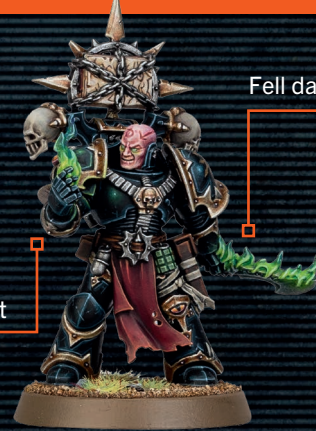
Daemon blade



BALEFIRE Acolyte

Fireblast

Fell dagger



ANOINTED

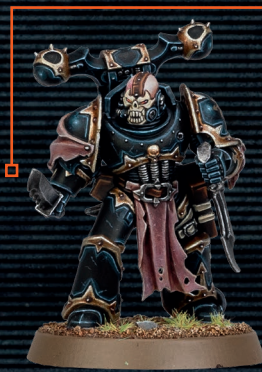
Daemonic claw

Bolt pistol



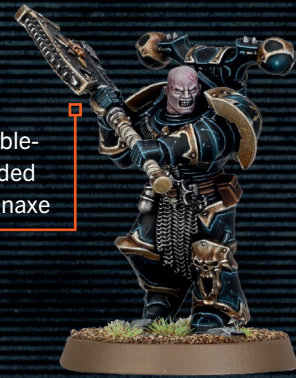
SHRIVETALON

Flensing blades



BUTCHER

Double-handed chainaxe

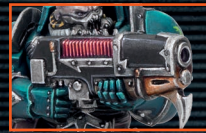
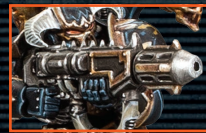


GUNNER

Flamer

Meltagun

Plasma gun

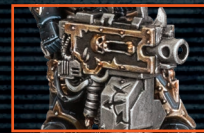


HEAVY GUNNER

Heavy bolter

Missile launcher

Reaper chaincannon

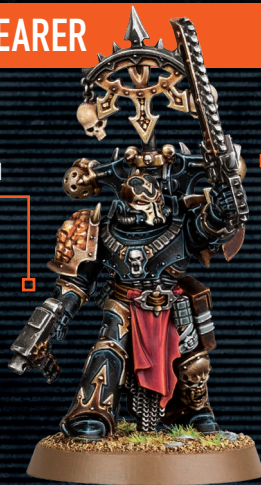


ICON BEARER

Bolt pistol

Chainsword

Boltgun



WARRIOR

Boltgun

Chainsword

Bolt pistol

