








THE LEGIO CYBERNETICA™



www.epicollector.com

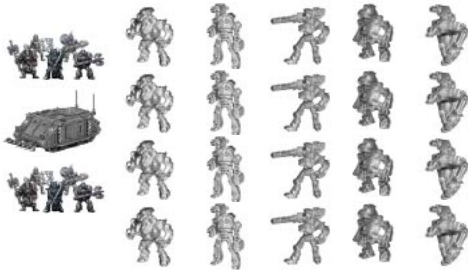
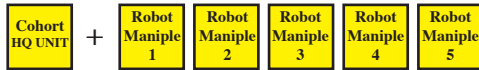
The Adeptus Mechanicus maintains the Imperial robot companies, called cohorts, for deployment as regular Company Cards of the Imperial Guard or as Special Cards for Space Marines. Robots make solid if somewhat limited troops because their cortex brains rely on programs to determine their actions. Despite this, they have many advantages over ordinary troops; they are stronger, better armed and do not need to check morale. Robots are organized into detachments (maniples) of four similar robots. There are 5 variant robot models, each with a slightly different profile. Each variant also has its own maniple card.

Version 1.0

UNITS	Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
	Castellan Robot	10cm	5+	+4	Heavy Bolter	50cm	1	5+	0
Notes: Follows program.									
The Castellan is designed as a close assault bot. Commanders use them with simple programs – move and kill.									
	Colossus Robot	10cm	4+	+3	Melta Gun	25cm	1	3+	-2
Notes: Follows program. Melta Gun ignores cover modifiers. Colossus can enter buildings. If in contact with a building in the close combat phase, and did not fire weapons and is not in close combat with other models, the Colossus can roll a D6; on a 5+ the building must make a saving throw.									
The Colossus is an urban assault droid. It is also deployed in buildings to ambush unsuspecting tanks.									
	Conqueror Robot	10cm	5+	+2	Autocannon	75cm	1	5+	0
Notes: Follows program. The Conqueror has the standard epic robot profile.									
The Conqueror has a long range autocannon, and is often deployed in open battlefields to cover advancing units.									
	Cataphract Robot	10cm	5+	+1	Lascannon	50cm	1	5+	-1
Notes: Follows program. The Cataphract gains a +2 to its CAF when combating models that have no saving throw.									
The Cataphract is a flexible robot. It excels at hunting infantry and light vehicles.									
	Crusader Robot	15cm	6+	+3	Lascannon	50cm	1	5+	0
Notes: Follows program. The Crusader can force one close combat opponent to re-roll one die.									
The Crusader is a fast machine; useful for capturing distant objectives.									
	Tech-Priests	10cm	None	+0	Pistols	25cm	1	5+	0
Notes: Command unit. The Tech-Priests can repair Imperial robots within 10cm. Robot Maniples within 10cm of the Tech-Priests can change programs during the orders phase.									
Tech-Priests command the Imperial Guard Legio Cohorts.									
	Tech-Marines	10cm	None	+2	Pistols	25cm	1	5+	0
Notes: Command unit. The Tech-Marines can repair Imperial vehicles within 10cm. Robot Maniples within 10cm of the Tech-Marines can change programs during the orders phase.									
Tech-Marines command the Imperial Legio Cohorts attached to Space Marine Chapters.									

LEGIO COHORT

The Adeptus Mechanicus maintains the Imperium's robot force. A Legio Cohort consists of 2 Tech-Priest units (with Rhino) and 5 robot maniples. The Cohort can contain any mix of robot maniples.



ROBOT STATS				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+4	Heavy Bolter	50cm	1	5+	0
10cm	4+	+3	Melta Gun	25cm	1	3+	-2
10cm	5+	+2	Autocannon	75cm	1	5+	0
10cm	5+	+1*	Lascannon	50cm	1	5+	-1
15cm	6+	+3	Lascannon	50cm	1	5+	0



©Copyright Games Workshop Limited 2001

LEGIO COHORT

GUARD ROBOT COMPANY

The Legio Cybernetica is one of the oldest divisions of the Adeptus Mechanicus. They are responsible for the construction and care of all robots throughout the Imperium. The Cohort is the largest Imperial robot formation, and they are available as Imperial Guard companies and as special support attachments to Marine Chapters. Robots make great defenders against chaos invasions because they do not fear daemons and cannot be possessed.

BREAK POINT: The Legio Cohort is broken once 3 maniples are completely destroyed. Loss of the Tech-Priests or the Rhino doesn't effect the break point total of this company.
MORALE VALUE: Robots do not take morale checks. The Tech-Priests and Rhino are command units and also do not check morale.

SPECIAL RULES: Robots are non-living units. Each maniple requires a program to determine orders (chosen before battle).
MOVEMENT: The robots are walkers.

UNIT RULES:

Colossus robots can enter buildings. They can also force a building to make a saving throw on a 5+. The melta-gun ignores modifier for cover.

The Cataphract robot adds 2 to its CAF against models without a saving throw.

The Crusader robot can force one opponent to re-roll one close combat die.

The Tech-Priests can repair any robot within 10cm that is destroyed by ranged fire (not close assault) on a 5+. Additional Tech-Priests will not give additional saves. Any maniples within 10cm of a Tech-Priest in the orders phase can change programs.

TECH-PRIEST + RHINO				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	None	+0	Las pistols	25cm	1	5+	0
25cm	4+	+0	Bolters	15cm	1	6+	0

Carries 2 squads



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

6 VICTORY POINTS

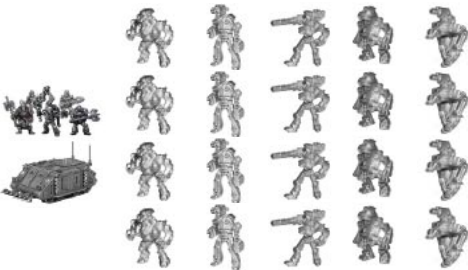
Your opponent gains these points if 3 maniples are completely destroyed.

Version
1.0

SPECIAL CARD

LEGIO COHORT

A Legio Cohort marine attachment consists of a Tech-Marine unit (with Rhino) and 5 maniples. The Cohort can contain any mix of maniples.



ROBOT STATS				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+4	Heavy Bolter	50cm	1	5+	0
10cm	4+	+3	Melta Gun	25cm	1	3+	-2
10cm	5+	+2	Autocannon	75cm	1	5+	0
10cm	5+	+1*	Lascannon	50cm	1	5+	-1
15cm	6+	+3	Lascannon	50cm	1	5+	0



©Copyright Games Workshop Limited 2001

LEGIO COHORT

MARINE ROBOT ATTACHMENT

The Legio Cybernetica is one of the oldest divisions of the Adeptus Mechanicus. They are responsible for the construction and care of all robots throughout the Imperium. The Cohort is the largest Imperial robot formation, and they are available as Imperial Guard companies and as special support attachments to Marine Chapters. Robots make great defenders against chaos invasions because they do not fear daemons and cannot be possessed.

BREAK POINT: The Legio Cohort is broken once 3 maniples are completely destroyed. Loss of the Tech-Marine or Rhino doesn't effect the break point total of the Cohort.

MORALE VALUE: Robots do not take morale checks. The Tech-Marines and Rhino are command units and also do not check morale.

SPECIAL RULES: Robots are non-living units. Each maniple requires a program to determine orders (chosen before battle).
MOVEMENT: The robots are walkers.

UNIT RULES:

Colossus robots can enter buildings. They can also force a building to make a saving throw on a 5+. The melta-gun ignores modifier for cover.

The Cataphract robot adds 2 to its CAF against models without a saving throw.

The Crusader robot can force one opponent to re-roll one close combat die.

The Tech-Marine can repair any Imperial vehicles or robots within 10cm that is destroyed by ranged fire (not close assault) on a 5+. Any maniples within 10cm of a Tech-Marine in the orders phase can change programs.

TECH-MARINE + RHINO				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	None	+2	Pistols	25cm	1	5+	0
25cm	4+	+0	Bolters	15cm	1	6+	0

Carries 2 squads



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

6 VICTORY POINTS

Your opponent gains these points if 3 maniples are completely destroyed.

Version
1.0

CASTELLAN MANIPLE

A Castellan Maniple consists of 4 Castellan robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CASTELLAN MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.
MORALE VALUE: Robots do not take morale checks.
SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).
MOVEMENT: The robots are walkers.

CASTELLAN		Attack	Roll	Target's			
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+4	Heavy Bolter	50cm	1	5+	0



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

COLOSSUS MANIPLE

A Colossus Maniple consists of 4 Colossus robots.



100 POINTS

©Copyright Games Workshop Limited 2001

COLOSSUS MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.
MORALE VALUE: Robots do not take morale checks.
SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle). Weapon ignores cover modifiers. Can enter and attack buildings.
MOVEMENT: The robots are walkers.

COLOSSUS		Attack	Roll	Target's			
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	4+	+3	Melta Gun	25cm	1	3+	-2



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

CONQUEROR MANIPLE

A Conqueror Maniple consists of 4 Conqueror robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CONQUEROR MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.
MORALE VALUE: Robots do not take morale checks.
SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).
MOVEMENT: The robots are walkers.

CONQUEROR		Attack	Roll	Target's			
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+2	Autocannon	75cm	1	5+	0



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

CATAPHRACT MANIPLE

A Cataphract Maniple consists of 4 Cataphract robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CATAPHRACT MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.
MORALE VALUE: Robots do not take morale checks.
SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).
MOVEMENT: The robots are walkers.

CATAPHRACT		Attack	Roll	Target's			
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+1	Lascannon	50cm	1	5+	-1

Add 2 to CAF against models with no save.



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

CRUSADER MANIPLE

A Crusader Maniple consists of 4 Crusader robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CRUSADER MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.
MORALE VALUE: Robots do not take morale checks.
SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).
MOVEMENT: The robots are walkers.

CRUSADER		Attack	Roll	Target's			
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
15cm	6+	+3	Lascannon	50cm	1	5+	0

Can force one opponent to reroll one CC die.



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

CASTELLAN MANIPLE

A Castellan Maniple consists of 4 Castellan robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CASTELLAN MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.

MORALE VALUE: Robots do not take morale checks.

SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).

MOVEMENT: The robots are walkers.

CASTELLAN				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+4	Heavy Bolter	50cm	1	5+	0



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

COLOSSUS MANIPLE

A Colossus Maniple consists of 4 Colossus robots.



100 POINTS

©Copyright Games Workshop Limited 2001

COLOSSUS MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.

MORALE VALUE: Robots do not take morale checks.

SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle). Weapon ignores cover modifiers. Can enter and attack buildings.

MOVEMENT: The robots are walkers.

COLOSSUS				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	4+	+3	Melta Gun	25cm	1	3+	-2



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

CONQUEROR MANIPLE

A Conqueror Maniple consists of 4 Conqueror robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CONQUEROR MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.

MORALE VALUE: Robots do not take morale checks.

SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).

MOVEMENT: The robots are walkers.

CONQUEROR				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+2	Autocannon	75cm	1	5+	0



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

CATAPHRACT MANIPLE

A Cataphract Maniple consists of 4 Cataphract robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CATAPHRACT MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.

MORALE VALUE: Robots do not take morale checks.

SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).

MOVEMENT: The robots are walkers.

CATAPHRACT				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
10cm	5+	+1	Lascannon	50cm	1	5+	-1

Add 2 to CAF against models with no save.



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0

CRUSADER MANIPLE

A Crusader Maniple consists of 4 Crusader robots.



100 POINTS

©Copyright Games Workshop Limited 2001

CRUSADER MANIPLE

BREAK POINT: The maniple is broken when all the robots are destroyed.

MORALE VALUE: Robots do not take morale checks.

SPECIAL RULES: Robots are non-living units. The maniple requires a program to determine orders (chosen before battle).

MOVEMENT: The robots are walkers.

CRUSADER				Attack	Roll	Target's	
M	Save	CAF	Weapons	Range	Dice	to Hit	Save Mod.
15cm	6+	+3	Lascannon	50cm	1	5+	0

Can force one opponent to reroll one CC die.



For unofficial Space Marine™ Rules and Cards visit
epicollector.com

Models painted by

1 VICTORY POINT

Your opponent gains this point when all 4 robots are destroyed.

Version
1.0