



ALPHA LEGION UPRISING CHAOS ARMY LIST

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An Alpha Legion Uprising has a Strategy Rating of 5 during setup and Turn 1 and a Strategy Rating of 3 on all subsequent turns. Alpha Legion Chaos Marine, Aircraft, Spacecraft, and Titan formations have an Initiative of 2+. Alpha Legion Chaos Cultist formations have an Initiative of 3+. The "Factions" rule applies to all Alpha Legion formations. Alpha Legion Chaos Marine formations may only select the "Chaos Undivided" faction.

ALPHA LEGION CHAOS MARINES FORMATIONS

| FORMATION | CORE UNITS | UPGRADES | COST |
|--|---|---|---|
| 0-1 Alpha Legion Chosen Space Marines | One Chaos Lord Character plus Four to six Chosen Space Marines | Chaos Land Raiders, Dreadclaws, Dreadnought | 65 points each |
| Alpha Legion Retinue | One Chaos Lord Character plus eight Chaos Space Marines units. | Chaos Land Raiders, Dreadnought, Dreadclaws, Rhinos, Havocs | 275 points |
| Alpha Legion Bike Company: | One Chaos Lord Character plus eight Chaos Space Marines Bike units | None | 300 points |
| Alpha Legion Armoured Company | Four to eight Chaos Predators and/or Chaos Land Raiders in any combination | None | Predator -50 points each Land Raider -75 points each |
| 0-2 Alpha Legion Infiltrators | One Chaos Lord Character plus Six Chaos Space Marines units (Chaos Space Marines in the formation receive the Scout ability for free) | Rhinos, Dreadclaws | 300 points |

ALPHA LEGION CHAOS CULTIST FORMATIONS

(Up to two Alpha Legion Chaos Cultist Formations may be taken per one Alpha Legion Chaos Marine formation taken.)

| FORMATION | CORE UNITS | UPGRADES | COST |
|---|--|--|-----------------------------------|
| 1+ Alpha Legion Traitor Coven | One Demagogue or Chaos Marine Aspiring Champion and eleven Cultist units. | Daemon Prince, Icon Bearer, Cultists or Mutants, Big Mutants, Chaos Spawn, Chaos Hounds, Chaos Altar, Traitor Fire Support, Traitor Tank Squadron, Traitor Griffon Battery, Traitor Hellhound Squadron, Traitor Flak, Traitor Snipers, Transports, Daemonic Pact | 200 points |
| Traitor Rough Riders | Six Traitor Rough Rider units. | None | 150 points |
| Traitor Sentinel Squadron | Four Traitor Sentinels. | None | 100 points |
| Traitor Artillery Battery | Four Traitor Basilisks and/or Manticores | None | 350 points |
| Traitor Armour Company | Six Traitor Leman Russ | Traitor Griffon Battery, Traitor Hellhound Squadron, Traitor Flak | 400 points |
| 0-2 Traitor Storm Troopers | One Demagogue or Chaos Marine Aspiring Champion and six Traitor Storm Troopers | Traitor Snipers, Transport | 200 points |
| Traitor Super-Heavy Tank Company | One to three Baneblades and/or Shadowwords in any combination | Traitor Tank Squadron, Traitor Griffon Battery, Traitor Hellhound Squadron, Traitor Flak | 200 points each |
| Daemon Pool | Any number of Lesser Daemons Any number of Greater Daemons | None | 20 points each 100 points each |

(Note: Daemons purchased for the Daemon Pool are not Faction specific and are used to represent a Daemon from any faction.)

ALPHA LEGION SPACECRAFT AND SUPPORT

(Up to 1/3 of the army's points may be spent on Spacecraft and Support)

| FORMATION | UNITS | COST |
|--|------------------------------------|-----------------|
| Devastation Class Cruiser | One Devastation Class Cruiser | 150 points |
| Traitor Thunderbolt Fighters | Two Thunderbolt Fighters. | 150 points |
| Traitor Marauder Bombers | Two Marauder Bombers. | 300 points |
| Swiftdeath Interceptor | Three Swiftdeath Interceptors | 200 points |
| Helltalon Fighter-bomber | Two Helltalon Fighter-bombers | 300 points |
| 0-1 Traitor Warhound Titan Pack | One or two Traitor Warhound Titans | 250 points each |

Special Rule - Surprise Attack!

The Alpha Legion makes extensive use of cunning deployment and the corruption of apparently loyal Imperial forces. When the time is right, they reveal their insidious plans, often striking a completely unprepared foe.

To represent this focus of the Alpha Legion the following special rule applies. At the start of the game and for the first turn, an Alpha Legion army is considered to have a Strategy Rating of 5; this is used for determining table edges, deployment order, etc. In all subsequent turns they are treated as having Strategy Rating 3 as local forces mobilize to respond to their treachery.

Design Note - Chaos Rules and Upgrades

As a variant Chaos forces list the Alpha Legion Uprising army uses all the standard Chaos rules in the Black Legion and Lost and the Damned army lists.

Additionally, the costs and rules for all listed upgrades can be found in those same army lists.