

Legacies of the Age of Darkness

VERSION 1.0

FOREWORD

Within this PDF you will find Legacy Units and Wargear options for the Legiones Astartes, Solar Auxilia and Mechanicum Taghmata Army Lists, alongside a number of Fortifications which are available to any Army List for Warhammer: The Horus Heresy – Age of Darkness.

These supplement the Army Lists found in the various Warhammer: The Horus Heresy – Liber Army Books, and are intended to provide Rules for a variety of Units and Models which are not included in those Liber Army Books.

This PDF is not a stand-alone product. In order to make full use of the Rules provided herein, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* is required.



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LEGACIES OF THE AGE OF DARKNESS

Legiones Astartes

VERSION 1.0

FOREWORD

This document supplements the Army Lists found in the *Liber Astartes* and *Liber Hereticus* Army Books for Warhammer: The Horus Heresy – Age of Darkness 3rd Edition, allowing Players to include the Expanded Units contained within in their Battles.

Within are a selection of Units and Wargear options that can be included in a Detachment that uses the Legiones Astartes Army List, along with a number of Units from specific Legions. Such Units will have a set [Legiones Astartes] Trait and may also have a set [Allegiance] Trait in the same manner as the Legion-specific Units found in *Liber Astartes* and *Liber Hereticus*.

This document is not a stand-alone product. In order to make full use of the Rules provided, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* is required, in addition to either *Liber Astartes* or *Liber Hereticus*.

Additionally, certain Rules may reference other publications for the use of that Rule only – in such cases it will be specifically noted as part of that Rule which additional books are required.

‘CORE’ AND ‘EXPANDED’ ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core Units and Expanded Units. All of the Units in this document are ‘Expanded’ Units.

Both types of Unit may be freely used in any Horus Heresy Battle, and this category does not affect their availability as part of an Army or Detachment or the Rules for their use during a Battle.

As new Units and Models are released, their Army List Profiles will clearly state if those Units are Core or Expanded Units, and future publications may shift the category of a given Unit, with any such changes clearly noted in the Unit’s Army List Profile.



DARK ANGELS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL DARK ANGELS ARMOURY OPTIONS

The following item is added to the Legion Special Weapons list when selecting Wargear options for a Model with the Dark Angels Trait:

- Plasma repeater +15 Points

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Plasma repeater							
- Sustained fire	12	3	5	4	1	Breaching (6+)	Plasma
- Maximal fire	12	3	6	4	1	Breaching (5+), Overload (1)	Plasma

TERMINATOR PALADIN OF THE HEKATONYSTIKA

Granted the right to requisition the wargear they deem most appropriate to the deployment being undertaken, the Paladins of the Hekatonystika upheld the honour of their Orders across the battlefields of the Horus Heresy.

If a Centurion in Terminator Armour that has the Dark Angels Trait is selected to fill a Prime Force Organisation Slot, the Paladin of the Hekatonystika Prime Advantage (see *Liber Astartes*, page 125) can be selected for it. If this Prime Advantage is selected for a Centurion in Terminator Armour, its power weapon is exchanged for a Terranic greatsword for Free instead of its bolter.

ADDITIONAL DARK ANGELS UNIT OPTIONS

DEATHWING COMPANION DETACHMENT

Add the following additional options to this Unit Profile:

- Any Model in this Unit with a bolter may have one of the following selected for it:
 - Bayonet +1 Point per Model
 - Chain bayonet +2 Points per Model
- Any Model in this Unit may have its bolter exchanged for one item from the Legion Combi-weapons list.
- One Deathwing Companion in this Unit may have one vexilla selected for it for +10 Points.

DREADWING INTEREMPTORS

Add the following additional options to this Unit Profile:

- One Interemptor in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Interemptors in this Unit may each have one item from the Legion Equipment list selected for them.
- The Interemptor Praefectus in this Unit may have any of the following selected for it:
 - Melta bombs +10 Points
 - Phosphex bombs +10 Points

INNER CIRCLE KNIGHTS CENOBIUM

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its Terranic greatsword exchanged for one thunder hammer for +10 Points per Model.



EMPEROR'S CHILDREN LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL EMPEROR'S CHILDREN ARMOURY OPTIONS

The following item is added to the Legion Officer Wargear list and Legion Sergeant Melee Weapons list when selecting Wargear options for a Model with the Emperor's Children Trait:

- Phoenix rapier +15 Points

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Phoenix rapier	1	A	S	3	1	Impact (D), Breaching (6+)	Power

ADDITIONAL EMPEROR'S CHILDREN UNIT OPTIONS

PHOENIX TERMINATOR SQUAD

Add the following additional options to this Unit Profile:

- The Phoenix Champion in this Unit may have one grenade harness selected for it for +5 Points.

PALATINE BLADE SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its Palatine blade exchanged for one power weapon or one Phoenix rapier for Free.

KAKOPHONI SQUAD

Add the following additional options to this Unit Profile:

- The Orchestrator in this Unit may have one of the following selected for it:
 - Chainsword +2 Points
 - Power weapon +10 Points
 - Power fist +15 Points



IRON WARRIORS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL IRON WARRIORS ARMOURY OPTIONS

In any Unit entirely composed of Models with the Iron Warriors Trait, every Model in that Unit may have its bolt pistol exchanged for one shrapnel pistol for +2 Points per Model.

In any Unit entirely composed of Models with the Iron Warriors Trait, every Model in that Unit may have its bolter exchanged for one shrapnel bolter for +3 Points per Model.

The following item is added to the Legion Officer Wargear list and Legion Sergeant Melee Weapons list when selecting Wargear options for a Model with the Iron Warriors Trait:

- Graviton mace +15 Points

The following item is added to the Legion Heavy Weapons list when selecting Wargear options for a Model with the Iron Warriors Trait:

- Shrapnel cannon +15 Points

The following item is added to the Legion Sponson Weapons list when selecting Wargear options for a Model with the Iron Warriors Trait:

- Two Sponson Mounted shrapnel cannon..... +10 Points

The following item is added to the Legion Pintle Weapons list when selecting Wargear options for a Model with the Iron Warriors Trait:

- Pintle Mounted shrapnel cannon +15 Points

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Graviton mace	-1	A	+3	3	1	Armourbane, Shock (Pinned)	Graviton
Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Shrapnel pistol	10	1	4	-	1	Pinning (0)	Bolt
Shrapnel bolter	18	2	4	-	1	Pinning (0)	Bolt
Shrapnel cannon	36	3	5	5	1	Pinning (0), Shred (6+)	Bolt

ADDITIONAL IRON WARRIORS UNIT OPTIONS

TYRANT SIEGE TERMINATOR SQUAD

Add the following additional options to this Unit Profile:

- The Siege Master in this Unit may have one grenade harness selected for it for +5 Points.
- Any Model in this Unit may have its combi-bolter and power fist exchanged for one pair of lightning claws for +10 Points per Model.
- Any Model in this Unit may have its power fist exchanged for one chainfist for Free.



WHITE SCARS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL WHITE SCARS UNIT OPTIONS

GOLDEN KESHIG SQUADRON

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its power sword exchanged for one of the following:
 - Power lance Free
 - Power maul..... Free
 - Charnabal sabre Free
- One Keshig Rider in this Unit may have one vexilla selected for it for +10 Points.

EBON KESHIG

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its power glaive exchanged for one of the following:
 - Combi-bolter and power weapon..... +5 Points per Model
 - Combi-bolter and power fist +10 Points per Model
- Any Model in this Unit which has had its power glaive exchanged for one combi-bolter and one power weapon, or combi-bolter and power fist, may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.
- One Model in this Unit may have one vexilla selected for it for +10 Points.
- Any Model in this Unit may have one grenade harness selected for it for +5 Points.



SPACE WOLVES LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL SPACE WOLVES UNIT OPTIONS

VARAGYR WOLF GUARD TERMINATOR SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its frost axe exchanged for one of the following:
 - Power fist +10 Points per Model
 - Chainfist +10 Points per Model
 - Thunder hammer +10 Points per Model
- Any Model in this Unit may have its combi-bolter exchanged for one item from the Legion Combi-weapons list or for one of the following:
 - Frost sword +5 Points per Model
 - Frost claw +5 Points per Model
 - Heavy flamer +5 Points per Model
 - Reaper autocannon +15 Points per Model
- The Thegn in this Unit may have its frost axe exchanged for one great frost blade for +5 Points.
- The Thegn in this Unit may have one grenade harness selected for it for +5 Points.
- One Varagyr in this Unit may have one vexilla selected for it for +10 Points.

DEATHSWORN PACK

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its power axe exchanged for one power fist for +5 Points.
- For every five Models in this Unit, one Deathsworn in this Unit may have its power axe exchanged for one of the following:
 - Thunder hammer +5 Points per Model
 - Great frost blade +10 Points per Model
- Every Model in this Unit may have melta bombs selected for it for +5 Points per Model.
- Every Model in this Unit may have rad grenades selected for it for +5 Points per Model.



IMPERIAL FISTS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL IMPERIAL FISTS ARMOURY OPTIONS

The following item is added to the Legion Heavy Weapons list when selecting Wargear options for a Model with the Imperial Fists Trait, with Heavy Support Squads that make use of this option referred to as Iliastus Support Squads:

- Iliastus assault cannon+20 Points

The following item is added to the Legion Sponson Weapons list when selecting Wargear options for a Model with the Imperial Fists Trait:

- Two Sponson Mounted Iliastus assault cannon+30 Points

The following item is added to the Legion Pintle Weapons list when selecting Wargear options for a Model with the Imperial Fists Trait:

- Pintle Mounted Iliastus assault cannon+20 Points

ADDITIONAL IMPERIAL FISTS UNIT OPTIONS

PHALANX WARDER SQUAD

Add the following additional options to this Unit Profile:

- For every five Models in this Unit, one Phalanx Warder in this Unit may have one item from the Legion Combi-weapons list or one of the following selected for it:
 - Flamer +5 Points per Model
 - Plasma gun+10 Points per Model
 - Meltagun.....+15 Points per Model
 - Thunder hammer+10 Points per Model



NIGHT LORDS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL NIGHT LORDS ARMOURY OPTIONS

The following item is added to the Legion Officer Wargear list when selecting Wargear options for a Model with the Night Lords Trait:

- Escaton power claw (see *Liber Hereticus*, page 171) +25 Points

ADDITIONAL NIGHT LORDS UNIT OPTIONS

TERROR SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its chainsword exchanged for one chainblade (see *Liber Hereticus*, page 171) for +5 Points per Model.

NIGHT RAPTORS

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its chainsword exchanged for one chainblade (see *Liber Hereticus*, page 171) for +5 Points per Model.
- Any Model in this Unit may have its bolt pistol and chainsword exchanged for one pair of lightning claws for +10 Points per Model.
- For every five Models in this Unit, one Night Raptor in this Unit may have its bolt pistol exchanged for one of the following:
 - Flamer +5 Points per Model
 - Meltagun.....+15 Points per Model
 - Plasma gun +10 Points per Model
 - Plasma pistol +5 Points per Model
 - Volkite serpenta..... +5 Points per Model



BLOOD ANGELS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL BLOOD ANGELS ARMOURY OPTIONS

The following item is added to the Legion Heavy Weapons list when selecting Wargear options for a Model with the Blood Angels Trait, with Heavy Support Squads that make use of this option referred to as Iliastus Support Squads:

- Iliastus assault cannon+20 Points

The following item is added to the Legion Sponson Weapons list when selecting Wargear options for a Model with the Blood Angels Trait:

- Two Sponson Mounted Iliastus assault cannon+30 Points

The following item is added to the Legion Pintle Weapons list when selecting Wargear options for a Model with the Blood Angels Trait:

- Pintle Mounted Iliastus assault cannon+20 Points

ADDITIONAL BLOOD ANGELS UNIT OPTIONS

CRIMSON PALADINS

Replace the second bullet point of the options on this Unit Profile with:

- For every five Models in this Unit, one Crimson Paladin in this Unit may have its Coriolis pattern power shield exchanged for one of the following:
 - Heavy flamer +5 Points per Model
 - Iliastus assault cannon+15 Points per Model
 - Plasma blaster+10 Points per Model

Add the following additional options to this Unit Profile:

- Up to two Crimson Paladins in this Unit may have their power sword exchanged for one of the following:
 - Power fist +5 Points per Model
 - Chainfist+10 Points per Model
- The Crimson Exemplar in this Unit may have one grenade harness selected for it for +5 Points.

DAWNBREAKER COHORT

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its falling-star power spear exchanged for one pair of equinox blades for Free.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Pair of equinox blades	1	+1	S	3	1	Breaching (6+)	Power

THE ANGEL'S TEARS

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its two volkite serpentas exchanged for one of the following:
 - Heavy chainsword +5 Points per Model
 - Heavy flamer+10 Points per Model
 - Rotor cannon+10 Points per Model
 - Iliastus assault cannon+20 Points per Model
- The Arch-Erelim in this Unit may have one of its volkite serpentas exchanged for one item from the Sergeant Melee Weapons list.
- The Arch-Erelim in this Unit may have one of its volkite serpentas exchanged for one plasma pistol for Free.



IRON HANDS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL IRON HANDS ARMOURY OPTIONS

The following items are added to the Legion Special Weapons list when selecting Wargear options for a Model with the Iron Hands Trait:

- Graviton gun..... +10 Points
- Graviton shredder..... +15 Points

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Graviton shredder	18	2	6	4	1	Breaching (6+), Shock (Pinned), Pinning (1)	Assault, Graviton

GORGON TERMINATOR ARMOUR

A variant of Indomitus pattern Tactical Dreadnought Armour devised by Ferrus Manus and his Iron Fathers, this advanced prototype suit was just going into production at the outset of the Horus Heresy to supplement the Iron Hands Legion's combat depleted stocks of Terminator armour. The design replaced the field generators embedded in the armour with experimental systems that converted incoming electromagnetic and kinetic energy into bursts of blinding light, able to incapacitate and maim nearby foes.

The following Models can have Gorgon Terminator Armour selected for them for +30 Points per Model:

- Iron Father
- Tartaros Praetor
- Tartaros Centurion
- Tartaros Warmonger
- Tartaros Librarian
- Tartaros Esoterist
- Tartaros Legion Champion
- Tartaros Chaplain
- Tartaros Herald
- Tartaros Siege Breaker
- Tartaros Forge Lord
- Tartaros Primus Medicae
- Tartaros Delegatus
- Tartaros Mortificator

A Model with Gorgon Terminator Armour gains the Heavy Sub-Type and the Feel No Pain (5+) Special Rule and the Gorgon pattern Terminator Armour Wargear item (see *Liber Astartes*, page 236).



ADDITIONAL IRON HANDS UNIT OPTIONS

GORGON TERMINATOR SQUAD

Add the following additional options to this Unit Profile:

- Any Gorgon Terminator in this Unit may have its artificer power axe exchanged for one of the following:
 - Lightning claw +5 Points per Model
 - Power fist +10 Points per Model
 - Chainfist +10 Points per Model
- Any Gorgon Terminator in this Unit may have its artificer power axe and combi-bolter exchanged for one pair of lightning claws for +10 Points per Model.
- Any Model in this Unit may have its combi-bolter exchanged for one item from the Legion Combi-weapons list.
- For every three Models in this Unit, one Gorgon Terminator in this Unit may have its combi-bolter exchanged for one of the following:
 - Heavy flamer +5 Points per Model
 - Graviton gun +10 Points per Model
 - Graviton shredder +15 Points per Model
 - Plasma blaster +10 Points per Model
 - Reaper autocannon +15 Points per Model
- One Gorgon Terminator in this Unit may have one vexilla selected for it for +10 Points.

MEDUSAN IMMORTALS SQUAD

Replace the fourth bullet point of the options on this Unit Profile with:

- For every five Models in this Unit, one Immortal in this Unit may have its bolter exchanged for one of the following:
 - Flamer +5 Points per Model
 - Graviton gun +10 Points per Model
 - Graviton shredder +15 Points per Model
 - Lascutter +10 Points per Model
 - Meltagun +15 Points per Model

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its bolter exchanged for one of the following:
 - Chainsword Free
 - Volkite charger +2 Points per Model

WORLD EATERS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL WORLD EATERS ARMOURY OPTIONS

Any Model with the Command, Champion, Specialist or Sergeant Sub-Type may have its power weapon exchanged for one Caedere weapon for +10 Points per Model.

ADDITIONAL WORLD EATERS UNIT OPTIONS

RED BUTCHERS

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its butcher power axes exchanged for one combi-bolter and one power axe for Free.
- Any Model in this Unit may have its butcher power axes exchanged for one pair of lightning claws for +10 Points per Model.
- If the Devoured in this Unit has had its butcher power axes exchanged for a combi-bolter and power axe, it may have its combi-bolter exchanged for one item from the Legion Combi-weapons list.
- If the Devoured in this Unit has had its butcher power axes exchanged for a combi-bolter and power axe, it may have its combi-bolter and/or power axe exchanged for one of the following:
 - Power fist +10 Points each
 - Chainfist +5 Points each
 - Thunder hammer +5 Points each
- The Devoured in this Unit may have one grenade harness selected for it for +5 Points.

RAMPAGER SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have one bolt pistol selected for it for Free.
- The Rampager Champion in this Unit may have its bolt pistol exchanged for one plasma pistol for +5 Points.
- The Rampager Champion in this Unit may have its Caedere weapon exchanged for one of the following:
 - Pair of lightning claws +10 Points
 - Power fist +15 Points

ULTRAMARINES LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL ULTRAMARINES UNIT OPTIONS

INVICTARUS SUZERAIN SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its Legatine axe exchanged for one thunder hammer for +10 Points per Model.

PRAETORIAN BREACHER SQUAD

Add the following additional options to this Unit Profile:

- For every five Models in this Unit, one Praetorian in this Unit may have its power sword exchanged for one Legatine axe for +5 Points per Model.

DEATH GUARD LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL DEATH GUARD ARMOURY OPTIONS

The following item is added to the Legion Officer Wargear list and Legion Pistols list when selecting Wargear options for a Model with the Death Guard Trait:

- Alchem caster (see *Liber Hereticus*, page 208)+5 Points

The following item is added to the Legion Combi-weapons list when selecting Wargear options for a Model with the Death Guard Trait:

- Alchem combi-flamer +10 Points

The following item is added to the Legion Special Weapons list when selecting Wargear options for a Model with the Death Guard Trait:

- Alchem flamer+5 Points

The following item is added to the Legion Heavy Weapons list when selecting Wargear options for a Model with the Death Guard Trait:

- Heavy alchem flamer (see *Liber Hereticus*, page 209)..... +10 Points

The following item is added to the Legion Sponson Weapons list when selecting Wargear options for a Model with the Death Guard Trait:

- Two Sponson Mounted heavy alchem flamers (see *Liber Hereticus*, page 209)..... +10 Points

The following item is added to the Legion Pintle Weapons list when selecting Wargear options for a Model with the Death Guard Trait:

- Pintle Mounted heavy alchem flamer (see *Liber Hereticus*, page 209)+15 Points

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Alchem flamer	Template	1	4	5	1	Template, Poisoned (2+)	-
Alchem combi-flamer							
- Bolter (Primary)	24	2	4	5	1	Combi	Bolt
- Alchem flamer (Secondary)	Template	1	4	5	1	Template, Poisoned (2+), Limited (1), Combi	-

ADDITIONAL DEATH GUARD UNIT OPTIONS

DEATHSHROUD TERMINATOR SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have one of each of the following selected for it:
 - Melta bombs..... +5 Points per Model
 - Grenade harness..... +5 Points per Model

GRAVE WARDEN TERMINATOR SQUAD

Add the following additional options to this Unit Profile:

- The Chem-master in this Unit may have one grenade harness selected for it for +5 Points.



THOUSAND SONS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL THOUSAND SONS ARMOURY OPTIONS

In any Unit entirely composed of Models with the Thousand Sons Trait, every Model in that Unit may have its bolt pistol exchanged for one asphyx pistol for +2 Points per Model.

In any Unit entirely composed of Models with the Thousand Sons Trait, every Model in that Unit may have its bolter exchanged for one asphyx bolter for +3 Points per Model.

The following item is added to the Legion Officer Wargear list and Legion Pistols list when selecting Wargear options for a Model with the Thousand Sons Trait:

- Æther-fire pistol +10 Points

The following item is added to the Legion Special Weapons list when selecting Wargear options for a Model with the Thousand Sons Trait:

- Æther-fire blaster +15 Points

The following item is added to the Legion Heavy Weapons list when selecting Wargear options for a Model with the Thousand Sons Trait:

- Æther-fire cannon (see *Liber Hereticus*, page 234) +20 Points

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Asphyx pistol	8	1	4	5	1	Pistol, Rending (6+)	Assault, Bolt
Asphyx bolter	18	2	4	5	1	Pistol, Rending (6+)	Bolt
Æther-fire pistol	10	1	6	4	2	Pistol, Breaching (6+)	Assault, Psychic
Æther-fire blaster	18	2	6	4	2	Breaching (6+)	Psychic
Æther-fire magna-cannon	24	1	6	4	2	Blast (5"), Breaching (6+)	Psychic

ADDITIONAL THOUSAND SONS UNIT OPTIONS

SEKHMET TERMINATOR CABAL

Add the following additional options to this Unit Profile:

- The Sekhmet Inceptor in this Unit may have one grenade harness selected for it for +5 Points.

KHENETAI OCCULT CABAL

Add the following additional options to this Unit Profile:

- For every five Models in this Unit, one Model in this Unit may have its bolt pistol exchanged for one of the following:
 - Hand flamer +5 Points per Model
 - Æther-fire pistol +10 Points per Model

CONTEMPTOR-OSIRON DREADNOUGHT

Add the following additional options to this Unit Profile:

- This Model may have its Gravis bolt cannon exchanged for one æther-fire magna-cannon for +10 Points.
- This Model may have its combi-bolter exchanged for one æther-fire blaster for +10 Points.



SONS OF HORUS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL SONS OF HORUS UNIT OPTIONS

REAYER ATTACK SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its bolt pistol and chainaxe exchanged for one pair of lightning claws for +10 Points per Model.
- The Reayer Chieftain may have melta bombs selected for it for +10 Points.

WORD BEARERS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL WORD BEARERS ARMOURY OPTIONS

The following item is added to the Legion Officer Wargear list and Legion Sergeant Melee Weapons list when selecting Wargear options for a Model with the Word Bearers Trait:

- Tainted weapon..... +15 Points

The following item is added to the Legion Officer Wargear list and Legion Pistols list when selecting Wargear options for a Model with the Word Bearers Trait:

- Warfire pistol..... +15 Points

The following item is added to the Legion Special Weapons list when selecting Wargear options for a Model with the Word Bearers Trait:

- Warfire blaster..... +20 Points

The following item is added to the Legion Heavy Weapons list when selecting Wargear options for a Model with the Word Bearers Trait:

- Warfire projector +25 Points

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Warfire pistol	12	1	5	4	1	Pistol, Breaching (5+), Shred (6+)	Plasma
Warfire blaster	24	2	5	4	1	Breaching (5+), Shred (6+)	Plasma
Warfire projector	36	1	5	4	1	Heavy (RS), Blast (3"), Breaching (5+), Shred (6+)	Plasma

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Tainted weapon	I	A	S	3	1	Breaching (6+), Phage (S)	Psychic

ADDITIONAL WORD BEARERS UNIT OPTIONS

GAL VORBAK

Add the following additional options to this Unit Profile:

- For every five Models in this Unit, one Model in this Unit may have its bolter exchanged for one of the following:
 - Flamer +5 Points per Model
 - Meltagun.....+15 Points per Model
 - Warfire blaster+15 Points per Model
- For every five Models in this Unit, one Model in this Unit may have its tainted talons exchanged for one of the following:
 - Power weapon..... Free
 - Power fist +10 Points per Model

ASHEN CIRCLE SQUAD

Add the following additional options to this Unit Profile:

- The Iconoclast in this Unit may have its Akkadic hand flamer exchanged for one plasma pistol for +5 Points.

MHARA GAL DREADNOUGHT

Add the following additional options to this Unit Profile:

- This Model may have its warfire cannon exchanged for one of the following:
 - Gravis bolt cannon Free
 - Gravis melta cannon.....+5 Points
 - Gravis autocannon..... Free
 - Twin lascannon Free



SALAMANDERS LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL SALAMANDERS UNIT OPTIONS

FIREDRAKE TERMINATOR SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its forge-crafted thunder hammer exchanged for one of the following:
 - Power weapon..... Free
 - Power fist Free
 - Chainfist +5 Points per Model
- Any Model in this Unit may have its Drakenscale exchanged for one combi-bolter for Free or for one item from the Legion Combi-weapons list. Any Model that has its Drakenscale exchanged for any Wargear option loses the Shield Trait.
- One Firedrake in this Unit may have its Drakenscale exchanged for one forge-crafted heavy flamer for +10 Points. Any Model that has its Drakenscale exchanged for any Wargear option loses the Shield Trait.

RAVEN GUARD LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL RAVEN GUARD UNIT OPTIONS

MOR DEYTHAN SQUAD

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have one of the following selected for it:
 - Charnabal sabre +5 Points per Model
 - Power weapon..... +10 Points per Model
- Any Model in this Unit may have its Nemesis bolter exchanged for one item from the Legion Combi-weapons list.
- For every three Models in this Unit, one Model in this Unit may have its Nemesis bolter exchanged for one of the following:
 - Plasma pistol Free
 - Volkite charger..... Free
 - Flamer Free
 - Plasma gun +5 Points per Model
 - Meltagun..... +10 Points per Model
 - Missile launcher +10 Points per Model
- The Mor Deythan Shade in this Unit may have melta bombs selected for it for +5 Points.

ALPHA LEGION LEGACY WARGEAR

Any Units included in an Army that include any Models which use any of the following options are considered to be an Expanded Unit instead of a Core Unit.

ADDITIONAL ALPHA LEGION ARMOURY OPTIONS

The following items are added to the Legion Combi-weapons list when selecting Wargear options for a Model with the Alpha Legion Trait:

- Banestrike bolter (see *Liber Hereticus*, page 245)+5 Points
- Banestrike combi-bolter (see *Liber Hereticus*, page 300) +10 Points

ADDITIONAL ALPHA LEGION UNIT OPTIONS

HEADHUNTER KILL TEAM

Add the following additional options to this Unit Profile:

- Any Model in this Unit may have its banestrike combi-bolter exchanged for one item from the Legion Combi-weapons list.
- The Headhunter Prime in this Unit may have its bolt pistol exchanged for one inferno pistol (see *Liber Hereticus*, page 284) for +10 Points.



MOUNTED PRAETOR

UNIT COMPOSITION: 1 OUTRIDER PRAETOR

160 Points

- This Model may be replaced with 1 Praetor on Scimitar Jetbike for +10 Points.

When additional mobility is required, Praetors will often opt to ride to war astride a Scimitar jetbike or Spatha bike. Providing unparalleled speed and additional firepower, these powerful mounts allow a Praetor to swiftly respond to threats across the battlefield, bringing their skill and expertise to bear wherever it is required. While limiting the wargear they can bring to battle, the ability to approach the enemy at speed like the cavalry of antiquity more than compensates, and the most skilled riders can bring their heavy weaponry to bear as they close with the foe before riding down the survivors with their blade.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Praetor	14	6	5	4	4	5	5	5	10	9	9	8	2+	4+
Praetor on Scimitar Jetbike	16	6	5	4	4	5	5	5	10	9	9	9	2+	4+

WARGEAR

- Twin bolter (Outrider Praetor only)
- Heavy bolter (Praetor on Scimitar Jetbike only)
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Master of the Legion

OPTIONS

- This Model may have its chainsword and/or bolt pistol exchanged for one paragon blade for +15 Points, one archaeotech pistol for +15 Points or one item from the Legion Officer Wargear list.
- This Model may have melta bombs selected for it for +5 Points.

SPECIAL RULES

Outrider Praetor

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Praetor on Scimitar Jetbike

- Bulky (3)
- Deep Strike

TYPE

- Outrider Praetor:** Cavalry (Command)
- Praetor on Scimitar Jetbike:** Cavalry (Command, Antigra)

- This Outrider Praetor may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Praetor on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points



MOUNTED CENTURION

UNIT COMPOSITION: 1 OUTRIDER CENTURION

110 Points

- This Model may be replaced with 1 Centurion on Scimitar Jetbike for +10 Points.

Whether commanding massed outrider companies, jetbike sky-hunter phalanxes or simply adapting to the needs of a specific theatre, Centurions employ rapid mounts such as the Scimitar jetbike to augment both their firepower and manoeuvrability. Often favoured by the boldest of Legion officers, such means of transport allow these capable warriors to race into the teeth of the foe, carving a bloody swathe through any caught in their path.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Centurion	14	5	5	4	4	4	5	4	9	8	8	7	2+	5+
Centurion on Scimitar Jetbike	16	5	5	4	4	4	5	4	9	8	8	8	2+	5+

WARGEAR

- Twin bolter (Outrider Centurion only)
- Heavy bolter (Centurion on Scimitar Jetbike only)
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Centurion

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Officer of the Line (2)

Centurion on Scimitar Jetbike

- Bulky (3)
- Deep Strike
- Officer of the Line (2)

TYPE

- **Outrider Centurion:** Cavalry (Command)
- **Centurion on Scimitar Jetbike:** Cavalry (Command, AntigraV)

OPTIONS

- This Model may have its chainsword and/or bolt pistol exchanged for one item from the Legion Officer Wargear list.
- This Model may have melta bombs selected for it for +5 Points.
- This Outrider Centurion may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Centurion on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points



LIBRARIAN WITH JUMP PACK

UNIT COMPOSITION: 1 LIBRARIAN WITH JUMP PACK

115 Points

In specific battleforces, Librarians are able to select from the Legion armoury at will and equip themselves with jump packs. Such an option provides enhanced manoeuvrability and allows such warriors to fight alongside their kin in the press of melee, supporting them with their psychic powers.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Librarian with Jump Pack	12	5	5	4	4	3	5	4	8	7	9	8	2+	5+

WARGEAR

- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Psyker

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.

SPECIAL RULES

- Bulky (2)
- Deep Strike

TYPE

- Infantry (Command, Antigrav)

- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Biomancy +30 Points
 - Pyromancy..... +15 Points
 - Telekinesis +30 Points
 - Divination..... +25 Points
 - Thaumaturgy +10 Points
 - Telepathy +20 Points



MOUNTED LIBRARIAN

UNIT COMPOSITION: 1 OUTRIDER LIBRARIAN

125 Points

- This Model may be replaced with 1 Librarian on Scimitar Jetbike for +10 Points.

Where the body of the Legion strike force has employed a mounted doctrine or Librarians are assigned to flanking operations to surround an enemy position, it is common for Spatha attacks bikes or even Scimitar jetbikes to be employed. Such warriors must contend with not only the mental strain of piloting these mounts at high speed in combat, but must also maintain sufficient focus so as to harness their psychic abilities.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Librarian	14	5	5	4	4	4	5	4	8	7	9	7	2+	5+
Librarian on Scimitar Jetbike	16	5	5	4	4	4	5	4	8	7	9	8	2+	5+

WARGEAR

- Twin bolter (Outrider Librarian only)
- Heavy bolter (Librarian on Scimitar Jetbike only)
- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Psyker

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.
- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Biomancy +30 Points
 - Pyromancy +15 Points
 - Telekinesis +30 Points
 - Divination +25 Points
 - Thaumaturgy +10 Points
 - Telepathy +20 Points

SPECIAL RULES

Outrider Librarian

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Librarian on Scimitar Jetbike

- Bulky (3)
- Deep Strike

TYPE

- Outrider Librarian:** Cavalry (Command)
- Librarian on Scimitar Jetbike:** Cavalry (Command, Antigra)

- This Outrider Librarian may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Librarian on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin +10 Points
 - Plasma cannon +15 Points
 - Multi-melta +20 Points



LIBRARIAN IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII LIBRARIAN

115 Points

- This Model may be replaced with 1 Tartaros Librarian for Free.

To join in the press of the heaviest assaults or to man the most forlorn of defensive positions, Librarians are able to don various patterns of near-inviolable Terminator armour. Such battle plate must be modified in the same manner as the power armour equipped as standard, to facilitate the use of battle-psyker disciplines.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Librarian	6	5	5	4	5	4	5	4	8	7	9	8	2+	4+
Tartaros Librarian	7	5	5	4	5	4	5	4	8	7	9	8	2+	5+

WARGEAR

- Combi-bolter
- Force weapon

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Psyker

SPECIAL RULES

Cataphractii Librarian

- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Librarian

- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Librarian:** Infantry (Command, Heavy)
- Tartaros Librarian:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list or one item from the Legion Terminator Melee Weapons list.
- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Biomancy +25 Points
 - Pyromancy.....+15 Points
 - Telekinesis.....+30 Points
 - Divination.....+30 Points
 - Thaumaturgy +10 Points
 - Telepathy+20 Points



ESOTERIST WITH JUMP PACK

UNIT COMPOSITION: 1 ESOTERIST WITH JUMP PACK

125 Points

Amidst the ever-changing, warp-corrupted battlescapes with which Legion Esoterists were repeatedly forced to contend, jump packs were highly valued as a means of avoiding ætheric perils and delivering once-sanctioned psychic onslaughts in equal measure.

USING THIS UNIT: This Unit counts as an Esoterist Unit for the purposes of selecting the Daemonic Manifestation Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Esoterist with Jump Pack	12	5	5	4	4	3	5	4	7	8	10	8	2+	5+

WARGEAR

- Archaeotech pistol
- Force weapon
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Psyker
- Anathemata

SPECIAL RULES

- Anathemata Discipline (see *Liber Astartes/Hereticus*, page 35)
- Bulky (2)
- Deep Strike

TYPE

- Infantry (Command, Antigrav)



MOUNTED ESOTERIST

UNIT COMPOSITION: 1 OUTRIDER ESOTERIST

135 Points

- This Model may be replaced with 1 Esoterist on Scimitar Jetbike for +10 Points.

When taking to the field alongside more mobile Legion elements, Esoterist Consuls would mount rapid Scimitar jetbikes and outrider bikes, with some forming distinct legends among the Age of Darkness, including the infamous Jadhek Esoterists of the Night Lords Legion.

USING THIS UNIT: This Unit counts as an Esoterist Unit for the purposes of selecting the Daemonic Manifestation Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Esoterist	14	5	5	4	4	4	5	4	7	8	10	7	2+	5+
Esoterist on Scimitar Jetbike	16	5	5	4	4	4	5	4	7	8	10	8	2+	5+

WARGEAR

- Twin bolter (Outrider Esoterist only)
- Heavy bolter (Esoterist on Scimitar Jetbike only)
- Archaeotech pistol
- Force weapon
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Psyker
- Anathemata

SPECIAL RULES

Outrider Esoterist

- Anathemata Discipline (see *Liber Astartes/Hereticus*, page 35)
- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Esoterist on Scimitar Jetbike

- Anathemata Discipline (see *Liber Astartes/Hereticus*, page 35)
- Bulky (3)
- Deep Strike

TYPE

- Outrider Esoterist:** Cavalry (Command)
- Esoterist on Scimitar Jetbike:** Cavalry (Command, Antigra)

OPTIONS

- This Outrider Esoterist may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Esoterist on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points



ESOTERIST IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII ESOTERIST

125 Points

- This Model may be replaced with 1 Tartaros Esoterist for Free.

The forbidden lore which distinguished the Esoterists from their orthodox Librarian peers often originated among the close confederates of certain Traitor Primarchs, resulting in a number of practitioners being drawn from elite Terminator cadres. In contrast, the Esoterist cadres of Loyalist Legions were often forced to don Terminator armour simply as a means of survival in the face of the horrifying warp entities against which they were pitted.

USING THIS UNIT: This Unit counts as an Esoterist Unit for the purposes of selecting the Daemonic Manifestation Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Esoterist	6	5	5	4	5	4	5	4	7	8	10	8	2+	4+
Tartaros Esoterist	7	5	5	4	5	4	5	4	7	8	10	8	2+	5+

WARGEAR

- Combi-bolter
- Force weapon

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Psyker
- Anathemata

SPECIAL RULES

Cataphractii Esoterist

- Anathemata Discipline (see *Liber Astartes/Hereticus*, page 35)
- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Esoterist

- Anathemata Discipline (see *Liber Astartes/Hereticus*, page 35)
- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Esoterist:** Infantry (Command, Heavy)
- Tartaros Esoterist:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.



LEGION CHAMPION WITH JUMP PACK

UNIT COMPOSITION: 1 LEGION CHAMPION WITH JUMP PACK

135 Points

Many Legion Champions are drawn from the assault companies of their Legion, descending onto the battlefield upon contrails of flame at the head of scores of jump pack-equipped Legionaries.

USING THIS UNIT: This Unit counts as a Legion Champion Unit for the purposes of selecting the Veteran Cadre Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Legion Champion with Jump Pack	12	6	5	4	4	3	5	5	8	8	8	8	2+	5+

WARGEAR

- Volkite serpenta
- Paragon blade
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its volkite serpenta exchanged for one combi-melta for +10 Points.

SPECIAL RULES

- Bulky (2)
- Deep Strike
- Never Back Down (see *Liber Astartes/Hereticus*, page 32)

TYPE

- Infantry (Command, Antigrav)

- This Model may have melta bombs selected for it for +5 Points.



MOUNTED LEGION CHAMPION

UNIT COMPOSITION: 1 OUTRIDER LEGION CHAMPION

145 Points

- This Model may be replaced with 1 Legion Champion on Scimitar Jetbike for +10 Points.

Where many Legion Champions can be found in the thickest fighting amidst throngs of infantry, some prefer the mobility of bikes and jetbikes to carry them from one combat to the next, for while such means of transport render the traditional strategic concerns of the battlefield impractical, they grant the freedom to select foes at will.

USING THIS UNIT: This Unit counts as a Legion Champion Unit for the purposes of selecting the Veteran Cadre Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Legion Champion 14		6	5	4	4	4	5	5	8	8	8	7	2+	5+
Legion Champion on Scimitar Jetbike	16	6	5	4	4	4	5	5	8	8	8	8	2+	5+

WARGEAR

- Twin bolter (Outrider Legion Champion only)
- Heavy bolter (Legion Champion on Scimitar Jetbike only)
- Volkite serpenta
- Paragon blade
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Legion Champion

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Never Back Down (see *Liber Astartes/Hereticus*, page 32)

Legion Champion on Scimitar Jetbike

- Bulky (3)
- Deep Strike
- Never Back Down (see *Liber Astartes/Hereticus*, page 32)

TYPE

- Outrider Legion Champion:** Cavalry (Command)
- Legion Champion on Scimitar Jetbike:** Cavalry (Command, Antigra)

OPTIONS

- This Model may have melta bombs selected for it for +5 Points.
- This Outrider Legion Champion may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Legion Champion on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points





LEGION CHAMPION IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII LEGION CHAMPION

135 Points

- This Model may be replaced with 1 Tartaros Legion Champion for Free.

Terminator cadres such as the Justaerin and Firedrakes are famed for their prowess in battle, and it is little surprise that many Legion Champions are found among their ranks in turn. Where some might argue the bulk of Terminator plate is an unacceptable encumbrance for duellists such as these, the trail of slain commanders and blademasters left in their wake stands as testament to their formidable power.

USING THIS UNIT: This Unit counts as a Legion Champion Unit for the purposes of selecting the Veteran Cadre Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii														
Legion Champion	6	6	5	4	5	4	5	5	8	8	8	8	2+	4+
Tartaros Legion Champion	7	6	5	4	5	4	5	5	8	8	8	8	2+	5+

WARGEAR

- Combi-bolter
- Paragon blade

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Legion Champion

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Never Back Down (see *Liber Astartes/Hereticus*, page 32)

Tartaros Legion Champion

- Bulky (2)
- Implacable Advance
- Never Back Down (see *Liber Astartes/Hereticus*, page 32)

TYPE

- Cataphractii Legion Champion:** Infantry (Command, Heavy)
- Tartaros Legion Champion:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.



CHAPLAIN WITH JUMP PACK

UNIT COMPOSITION: 1 CHAPLAIN WITH JUMP PACK

100 Points

Amongst the order of the Chaplains, as established within the Legions in the later years of the Great Crusade, certain warriors specialised in the use of jump packs, as assaulters and aggressors came to take up the symbolic Crozius Arcanum. Wearing wings of fire they fell upon the enemies of the Imperium with fury and zeal, expecting the assault squads of their battleforces to do the same.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Chaplain with Jump Pack	12	5	4	4	4	3	5	4	9	10	8	7	2+	5+

WARGEAR

- Bolt pistol
- Crozius Arcanum
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.
- This Model may have melta bombs selected for it for +5 Points.

SPECIAL RULES

- Bulky (2)
- Deep Strike

TYPE

- Infantry (Command, Antigrav)



MOUNTED CHAPLAIN

UNIT COMPOSITION: 1 OUTRIDER CHAPLAIN

110 Points

- This Model may be replaced with 1 Chaplain on Scimitar Jetbike for +10 Points.

Where the mainstay of the battleforce is mounted on Spatha bikes or Scimitar jetbikes, Chaplains are also able to requisition the same for use alongside their brethren. From upon these mounts, Chaplains hold their Crozius Arcanum aloft as they charge into the ranks of the enemy as avatars of their Primarch's will.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Chaplain	14	5	4	4	4	4	5	4	9	10	8	6	2+	5+
Chaplain on Scimitar Jetbike	16	5	4	4	4	4	5	4	9	10	8	7	2+	5+

WARGEAR

- Twin bolter (Outrider Chaplain only)
- Heavy bolter (Chaplain on Scimitar Jetbike only)
- Bolt pistol
- Crozius Arcanum
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Chaplain

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Chaplain on Scimitar Jetbike

- Bulky (3)
- Deep Strike

TYPE

- Outrider Chaplain:** Cavalry (Command)
- Chaplain on Scimitar Jetbike:** Cavalry (Command, Antigra)

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.
- This Outrider Chaplain may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Chaplain on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points
- This Model may have melta bombs selected for it for +5 Points.



CHAPLAIN IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII CHAPLAIN

110 Points

- This Model may be replaced with 1 Tartaros Chaplain for Free.

Although cumbersome and bulky, Terminator pattern battle plate provided greater levels of protection to its wearer than any other widely available patterns at the time of the Chaplain Order's founding. As such, many Chaplains adopted its use to allow them to reach the heart of battle, where they would enforce the will of their gene-sire upon the ranks of warriors around them.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Chaplain	6	5	4	4	5	4	5	4	9	10	8	7	2+	4+
Tartaros Chaplain	7	5	4	4	5	4	5	4	9	10	8	7	2+	5+

WARGEAR

- Combi-bolter
- Crozius Arcanum

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Chaplain

- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Chaplain

- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Chaplain:** Infantry (Command, Heavy)
- Tartaros Chaplain:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or one item from the Legion Combi-weapons list.



HERALD WITH JUMP PACK

UNIT COMPOSITION: 1 HERALD WITH JUMP PACK

130 Points

To bear the Icon of Allegiance into battle is the honour of Legion Heralds, some of whom opt to equip jump packs into battle. With the outbreak of the Horus Heresy, the implication of the icons they carry evolved and they no longer simply stood as a banner of the Imperium. Instead, their meaning is divided and has come to symbolise an allegiance to the Emperor or to Horus.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Herald with Jump Pack	12	5	5	4	4	3	5	4	9	9	8	8	2+	5+

WARGEAR

- Power weapon
- Bolt pistol
- Frag grenades
- Krak grenades
- Icon of Allegiance (see *Liber Astartes/Hereticus*, page 41)

SPECIAL RULES

- Bulky (2)
- Deep Strike
- Fear (1)

TYPE

- Infantry (Command, Antigrav)

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its power weapon exchanged for one power fist for +10 Points.
- This Model may have melta bombs selected for it for +5 Points.



MOUNTED HERALD

UNIT COMPOSITION: 1 OUTRIDER HERALD

140 Points

- This Model may be replaced with 1 Herald on Scimitar Jetbike for +10 Points.

The presence of banners of the Legion at the fore of the fighting serves not only to inspire the warriors who fight beneath them, but also serves to crush the will of their enemies. For many commanders it is a priority to race forward with such flags and icons, to spare the foe no quarter and take from them any safe harbour from the assault. In such instances, the speed and mobility of bikes and jetbikes is utilised to full effect.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Herald	14	5	5	4	4	4	5	4	9	9	8	7	2+	5+
Herald on Scimitar Jetbike	16	5	5	4	4	4	5	4	9	9	8	8	2+	5+

WARGEAR

- Twin bolter (Outrider Herald only)
- Heavy bolter (Herald on Scimitar Jetbike only)
- Power weapon
- Bolt pistol
- Frag grenades
- Krak grenades
- Icon of Allegiance (see *Liber Astartes/Hereticus*, page 41)

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Herald

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Fear (1)

Herald on Scimitar Jetbike

- Bulky (3)
- Deep Strike
- Fear (1)

TYPE

- Outrider Herald:** Cavalry (Command)
- Herald on Scimitar Jetbike:** Cavalry (Command, Antigrav)

OPTIONS

- This Model may have its power weapon exchanged for one power fist for +10 Points.
- This Outrider Herald may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Herald on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin.....+10 Points
 - Plasma cannon.....+15 Points
 - Multi-melta+20 Points
- This Model may have melta bombs selected for it for +5 Points.





HERALD IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII HERALD

130 Points

- This Model may be replaced with 1 Tartaros Herald for Free.

For the Icon of Allegiance to fall in battle is seen as a stain on the honour roll of the Legion, and only in the death of the bearer should it touch the ground. Cataphractii and Tartaros battle plate affords the warriors of the Legion far greater survivability under fire compared to power armour, and many Legion Heralds rely upon it to protect them in the most intense battle sectors.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Herald	6	5	5	4	5	4	5	4	9	9	8	8	2+	4+
Tartaros Herald	7	5	5	4	5	4	5	4	9	9	8	8	2+	5+

WARGEAR

- Power weapon
- Icon of Allegiance (see *Liber Astartes/Hereticus*, page 41)

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Herald

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Fear (1)

Tartaros Herald

- Bulky (2)
- Implacable Advance
- Fear (1)

TYPE

- **Cataphractii Herald:** Infantry (Command, Heavy)
- **Tartaros Herald:** Infantry (Command)

OPTIONS

- This Model may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.



SIEGE BREAKER WITH JUMP PACK

UNIT COMPOSITION: 1 SIEGE BREAKER WITH JUMP PACK

135 Points

Although most Siege Breakers prefer to survey their works remotely, there are some, particularly those of the Legions with more bellicose natures, who are to be found in the thick of the fighting, knee-deep in the rubble and dust. To carry them into such positions on the battlefield, these warriors employ jump packs and are often supported by similarly equipped honour guards.

USING THIS UNIT: This Unit counts as a Siege Breaker Unit for the purposes of selecting the Storm Battery Auxiliary Detachment and selecting options on the Rapier Battery and Arquitor Bombard Unit Profiles.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Siege Breaker with Jump Pack	12	5	5	4	4	3	5	4	9	9	8	8	2+	5+

WARGEAR

- Bolt pistol
- Thunder hammer
- Frag grenades
- Krak grenades
- Phosphex bombs
- Cognis-signum
- Augury scanner

SPECIAL RULES

- Bulky (2)
- Deep Strike

TYPE

- Infantry (Command, Heavy, AntigraV)

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its bolt pistol exchanged for one disintegrator pistol for +5 Points or one item from the Legion Pistols list.
- This Model may have melta bombs selected for it for +5 Points.



MOUNTED SIEGE BREAKER

UNIT COMPOSITION: 1 OUTRIDER SIEGE BREAKER

145 Points

- This Model may be replaced with 1 Siege Breaker on Scimitar Jetbike for +10 Points.

Although significantly diverged from the established doctrines used by the Legions during the Great Crusade, selected Siege Breakers employ armoured mounts from which they conduct their symphonies of destruction. These mounts, either Spatha combat bikes or Scimitar jetbikes are modified to carry much of the specialised technology and wargear used by their riders, becoming mobile command and coordination centres in their own right.

USING THIS UNIT: This Unit counts as a Siege Breaker Unit for the purposes of selecting the Storm Battery Auxiliary Detachment and selecting options on the Rapier Battery and Arqutior Bombard Unit Profiles.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Siege Breaker	14	5	5	4	4	4	5	4	9	9	8	7	2+	5+
Siege Breaker on Scimitar Jetbike	16	5	5	4	4	4	5	4	9	9	8	8	2+	5+

WARGEAR

- Twin bolter (Outrider Siege Breaker only)
- Heavy bolter (Siege Breaker on Scimitar Jetbike only)
- Bolt pistol
- Thunder hammer
- Frag grenades
- Krak grenades
- Phosphex bombs
- Cognis-signum
- Augury scanner

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its bolt pistol exchanged for one disintegrator pistol for +5 Points or one item from the Legion Pistols list.
- This Outrider Siege Breaker may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Siege Breaker on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin.....+10 Points
 - Plasma cannon.....+15 Points
 - Multi-melta+20 Points
- This Model may have melta bombs selected for it for +5 Points.

SPECIAL RULES

Outrider Siege Breaker

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Siege Breaker on Scimitar Jetbike

- Bulky (3)
- Deep Strike

TYPE

- Outrider Siege Breaker:** Cavalry (Command, Heavy)
- Siege Breaker on Scimitar Jetbike:** Cavalry (Command, Heavy, Antigra)



SIEGE BREAKER IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII SIEGE BREAKER

130 Points

- This Model may be replaced with 1 Tartaros Siege Breaker for Free.

The records of the Great Crusade document a number of successful deployments of Legion Siege Breakers who utilised Terminator armour patterns in order to facilitate the execution of their orders. Such warriors enjoyed notable success during missions that delved into areas designated 'Zones Mortalis', where the pressing confines of subterranean tunnels or the claustrophobic interior of collapsing hive towers posed as much of a threat as the enemy itself.

USING THIS UNIT: This Unit counts as a Siege Breaker Unit for the purposes of selecting the Storm Battery Auxiliary Detachment and selecting options on the Rapier Battery and Arquitor Bombard Unit Profiles.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Siege Breaker	6	5	5	4	5	4	5	4	9	9	8	8	2+	4+
Tartaros Siege Breaker	7	5	5	4	5	4	5	4	9	9	8	8	2+	5+

WARGEAR

- Combi-bolter
- Thunder hammer
- Cognis-signum
- Augury scanner

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Siege Breaker

- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Siege Breaker

- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Siege Breaker:** Infantry (Command, Heavy)
- Tartaros Siege Breaker:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.



MASTER OF SIGNALS WITH JUMP PACK

UNIT COMPOSITION: 1 MASTER OF SIGNALS WITH JUMP PACK

135 Points

Although unconventional in its approach to the duties of a Master of Signals, certain warriors who are sworn to conduct this role will employ jump packs in specific situations. Whether to offer them a better vantage point over the battlefield or to carry them over treacherous terrain, the situations that necessitate the use of such wargear are varied and the success of doing so has been a point of contention amongst many members of Legion high command.

USING THIS UNIT: This Unit counts as a Master of Signals Unit for the purposes of selecting the Maelstrom Sentry Battery Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Master of Signals with Jump Pack	12	5	5	4	4	3	5	4	8	7	7	10	2+	5+

WARGEAR

- Bolt pistol
- Frag grenades
- Krak grenades
- Command vox relay

SPECIAL RULES

- Bulky (2)
- Deep Strike

TYPE

- Infantry (Command, Antigrav)

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.



MOUNTED MASTER OF SIGNALS

UNIT COMPOSITION: 1 OUTRIDER MASTER OF SIGNALS

145 Points

- This Model may be replaced with 1 Master of Signals on Scimitar Jetbike for +10 Points.

During long-range or reconnaissance taskings, Legion specialists are well known to employ the scouting capabilities of Spatha combat bikes or Scimitar jetbikes to allow them to cover vast areas of ground. In the conduct of such missions, these warriors often travel alongside armoured columns who churn across hundreds of kilometres of arid desert or icy tundra to hunt down their foes and annihilate them.

USING THIS UNIT: This Unit counts as a Master of Signals Unit for the purposes of selecting the Maelstrom Sentry Battery Auxiliary Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Outrider Master of Signals	14	5	5	4	4	4	5	4	8	7	7	9	2+	5+
Master of Signals on Scimitar Jetbike	16	5	5	4	4	4	5	4	8	7	7	10	2+	5+

WARGEAR

- Twin bolter (Outrider Master of Signals only)
- Heavy bolter (Master of Signals on Scimitar Jetbike only)
- Bolt pistol
- Frag grenades
- Krak grenades
- Command vox relay

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Master of Signals

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Master of Signals on Scimitar Jetbike

- Bulky (3)
- Deep Strike

TYPE

- Outrider Master of Signals:** Cavalry (Command)
- Master of Signals on Scimitar Jetbike:** Cavalry (Command, AntigraV)

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.
- This Outrider Master of Signals may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Master of Signals on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points



MORITAT MORTALIS

UNIT COMPOSITION: 1 MORITAT MORTALIS

85 Points

Lone killers unbound by the precepts of standard Legion doctrine, some Moritats eschew the mobility of jump packs to prowling the battlefield on foot, passing unnoticed at the fringes of combat until their chosen moment to strike. These so-called 'Moritats Mortalis' are also frequently seen in Zone Mortalis engagements, where they are unleashed into the depths of void craft and terrestrial catacombs to turn the close press of corridors and vaults to their advantage.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Moritat Mortalis	7	4	6	4	4	3	5	3	8	9	8	8	2+	5+

WARGEAR

- Two overcharged volkite serpentas
- Frag grenades
- Krak grenades
- Rad grenades

SPECIAL RULES

- Firestorm

TYPE

- Infantry (Specialist)

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have both its overcharged volkite serpentas exchanged for two overcharged plasma pistols for +10 Points.
- This Model may have melta bombs selected for it for +5 Points.



FORGE LORD

UNIT COMPOSITION: 1 FORGE LORD

110 Points

- This Model may be replaced with 1 Forge Lord with Jump Pack for +20 Points.

Masters of the machine and foundry, Forge Lords are the most experienced and skilful of the Legions' Techmarines, granted dominion over the vast arsenals and production capacity of the Legions. These warrior-smiths are skilled battle leaders as much as they are artisans of war, and are often appointed to the command of Legion detachments composed of armoured vehicles or battle-automata, as well as serving as stewards to a Legion's Dreadnoughts.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Forge Lord	7	5	5	4	4	3	5	4	9	8	8	10	2+	5+
Forge Lord with Jump Pack	12	5	5	4	4	3	5	4	9	8	8	10	2+	5+

WARGEAR

- Power axe
- Bolt pistol
- Frag grenades
- Krak grenades
- Machinator array

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Forge Lord

- Battlesmith (2)
- Legiones Thallaxes

Forge Lord with Jump Pack

- Battlesmith (2)
- Bulky (2)
- Deep Strike
- Legiones Thallaxes

TYPE

- Forge Lord:** Infantry (Command)
- Forge Lord with Jump Pack:** Infantry (Command, Antigrav)

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Officer Wargear list.
- This Model may have its power axe exchanged for one thunder hammer for +5 Points.
- This Model may have a cyber-familiar selected for it for +10 Points.

WARGEAR

Machinator Array

A more complex system akin to the common servo-arm, the machinator array is a semi-autonomous repair system. Unlike the servo-arm this system is not directly controlled by the wielder and instead works to a fixed set of orders, making it less useful as a weapon of war, but vastly more potent as a device for repair and maintenance under fire.

A Model with a machinator array can use the Battlesmith (X) Special Rule twice in the same Turn.

Each time the Controlling Player of a Model with a machinator array chooses to make use of the Battlesmith (X) Special Rule for that Model, it may be used twice – with each usage of the Special Rule targeting the same or different target Units as chosen by the Controlling Player and may apply different effects (all targets chosen must be valid targets). If a player chooses to apply the effects of a machinator array and makes two Battlesmith actions, then neither of those actions may be modified by the effects of a servo-arm and use only the full base value of the Model's Battlesmith (X) Special Rule to determine their effect.

SPECIAL RULES

Legiones Thallaxes

The seniormost figures of their ilk, it is the Forge Lords who steward the compacts binding their Legion with the Mechanicum's various facets, including the grim magi of the Ordo Reductor. As a result, many go to battle accompanied by hosts of Thallax cyborgs bedecked in Legion heraldry, trusted to oversee such troops whether they are the product of a simple exchange or a symbol of respect bequeathed at the culmination of some joint campaign.

This Special Rule allows Thallax Units to be selected as part of a Detachment that includes a Forge Lord.

When a Model with this Special Rule is included in a Detachment, two additional Force Organisation Slots are added to that Detachment. These Slots can only be filled with Thallax Cohort Units selected from *Liber Mechanicum*. When such a Unit is included in this way, the Reductor Trait is replaced with 'Bonded Reductor' on all Models in the Unit, and the Aegis of Pain Special Rule is removed from all Models in the Unit. These Units can be included even though they do not have the same Faction Trait as the other Units in that Detachment.



MOUNTED FORGE LORD

UNIT COMPOSITION: 1 OUTRIDER FORGE LORD

140 Points

- This Model may be replaced with 1 Forge Lord on Scimitar Jetbike for +10 Points.

Rare beyond the ranks of particularly esoteric formations or specific Legions, a handful of Forge Lords take to the battlefield upon Spatha bikes and Scimitar jetbikes, either to match the high-speed armour they accompany or to render their battlesmithing prowess more readily available.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Outrider Forge Lord	14	5	5	4	4	4	5	4	9	8	8	9	2+	5+
Forge Lord on Scimitar Jetbike	16	5	5	4	4	4	5	4	9	8	8	10	2+	5+

WARGEAR

- Twin bolter (Outrider Forge Lord only)
- Heavy bolter (Forge Lord on Scimitar Jetbike only)
- Bolt pistol
- Power axe
- Frag grenades
- Krak grenades
- Machinator array

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Forge Lord

- Battlesmith (2)
- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Legiones Thallaxes

Forge Lord on Scimitar Jetbike

- Battlesmith (2)
- Bulky (3)
- Deep Strike
- Legiones Thallaxes

TYPE

- Outrider Forge Lord:** Cavalry (Command)
- Forge Lord on Scimitar Jetbike:** Cavalry (Command, Antigra)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.
- This Model may have its power axe exchanged for one thunder hammer for +5 Points.
- This Model may have a cyber-familiar selected for it for +10 Points.
- This Outrider Forge Lord may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Forge Lord on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points



FORGE LORD IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII FORGE LORD

130 Points

- This Model may be replaced with 1 Tartaros Forge Lord for Free.

War leaders and artificers in equal measure, Forge Lords are often found among heavier Legion elements in battle, harnessing their technological skills to augment and restore hulking Dreadnoughts and slab-sided siege vehicles. As such, they frequently fight as part of Terminator units, clad in masterwork analogues of the hulking armours which surround them.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Cataphractii Forge Lord	6	5	5	4	5	4	5	4	9	8	8	10	2+	4+
Tartaros Forge Lord	7	5	5	4	5	4	5	4	9	8	8	10	2+	5+

WARGEAR

- Power axe
- Combi-bolter
- Machinator array

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Forge Lord

- Battlesmith (2)
- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Legiones Thallaxes

Tartaros Forge Lord

- Battlesmith (2)
- Bulky (2)
- Implacable Advance
- Legiones Thallaxes

TYPE

- **Cataphractii Forge Lord:** Infantry (Command, Heavy)
- **Tartaros Forge Lord:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.
- This Model may have its power axe exchanged for one thunder hammer for +5 Points.
- This Model may have a cyber-familiar selected for it for +10 Points.



PRIMUS MEDICAE

UNIT COMPOSITION: 1 PRIMUS MEDICAE

100 Points

- This Model may be replaced with 1 Primus Medicae with Jump Pack for +20 Points.

High officers of the Legion Apothecarion, the primus medicae of a Legion hold the onerous duties of both ensuring the battle-readiness and physical wellbeing of their battle-brothers. This is an authority which none but a Primarch or his chosen deputy can overrule, and such warriors are dedicated to preserving the gene-seed of their Legion from loss or contamination at any cost, even that of their lives.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Primus Medicae	7	5	5	4	4	3	5	3	8	8	8	8	2+	5+
Primus Medicae with Jump Pack	12	5	5	4	4	3	5	3	8	8	8	8	2+	5+

WARGEAR

- Bolt pistol
- Chainsword
- Narthecium
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Primus Medicae

- Medic (4+)

Primus Medicae with Jump Pack

- Medic (4+)
- Bulky (2)
- Deep Strike

TYPE

- Primus Medicae:** Infantry (Specialist)
- Primus Medicae with Jump Pack:** Infantry (Specialist, Antigrav)

OPTIONS

- This Model may have its bolt pistol and/or chainsword exchanged for one item from the Legion Officer Wargear list.
- This Model may have its bolt pistol exchanged for one item from the Legion Combi-weapons list or one of the following:
 - Astartes shotgun..... +2 Points
 - Volkite charger..... +2 Points
- This Model may have melta bombs selected for it for +5 Points.





MOUNTED PRIMUS MEDICAE

UNIT COMPOSITION: 1 OUTRIDER PRIMUS MEDICAE

130 Points

- This Model may be replaced with 1 Primus Medicae on Scimitar Jetbike for +10 Points.

When accompanying forces mounted for reconnaissance or strike roles, Primus Medicae will often requisition a Spatha bike or Scimitar jetbike from the Legion armoury. While their roles often require a precision and delicacy not afforded by such unwieldy equipment, the ability to move quickly to where they are required cannot be underestimated.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Outrider Primus Medicae	14	5	5	4	4	4	5	3	8	8	8	7	2+	5+
Primus Medicae on Scimitar Jetbike	16	5	5	4	4	4	5	3	8	8	8	8	2+	5+

WARGEAR

- Twin bolter (Outrider Primus Medicae only)
- Heavy bolter (Primus Medicae on Scimitar Jetbike only)
- Bolt pistol
- Chainsword
- Narthecium
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Primus Medicae

- Medic (4+)
- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Primus Medicae on Scimitar Jetbike

- Medic (4+)
- Bulky (3)
- Deep Strike

TYPE

- Outrider Primus Medicae:** Cavalry (Specialist)
- Primus Medicae on Scimitar Jetbike:** Cavalry (Specialist, Antigrav)

OPTIONS

- This Model may have its bolt pistol and/or chainsword exchanged for one item from the Legion Officer Wargear list.
- This Model may have melta bombs selected for it for +5 Points.
- This Outrider Primus Medicae may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Primus Medicae on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points





PRIMUS MEDICAE IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII PRIMUS MEDICAE

120 Points

- This Model may be replaced with 1 Tartaros Primus Medicae for Free.

In dangerous environments such as Zones Mortalis, Primus Medicae are known to take to the battlefield wearing Terminator plate. This wargear allows the warrior within to conduct their duties even while under fire from all but the heaviest weapons, affording an additional degree of protection to both the Primus Medicae themselves and those they seek to offer aid to.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Cataphractii Primus Medicae	6	5	5	4	5	4	5	3	8	8	8	8	2+	4+
Tartaros Primus Medicae	7	5	5	4	5	4	5	3	8	8	8	8	2+	5+

WARGEAR

- Combi-bolter
- Power weapon
- Narthecium

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Primus Medicae

- Medic (4+)
- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Primus Medicae

- Medic (4+)
- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Primus Medicae:** Infantry (Specialist, Heavy)
- Tartaros Primus Medicae:** Infantry (Specialist)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free, one needle pistol for Free, or for one item from the Legion Combi-weapons list.
- This Model may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.

WARGEAR

Needle Pistol

Needle weapons fire a rapid burst of metal slivers, each carved from the ammunition block within the weapon's housing and coated with a cocktail of potent nerve agents before firing.

Ranged Weapon

Needle pistol

R

12

FP

2

RS

2

AP

-

D

1

Special Rules

Poisoned (3+), Pistol, Pinning (1)

Traits

Assault,
Needle





DELEGATUS

UNIT COMPOSITION: 1 DELEGATUS

100 Points

- This Model may be replaced with 1 Delegatus with Jump Pack for +20 Points.

A Legion Delegatus is a mid-ranking Legion officer, such as a centurion, tasked with a specific mission by a Legion's High Command and formally deputised to act in all matters with the full weight of their commander's authority. As such, they can mobilise the Legion's resources to the full, deploy its assets and, if performing a mission of vital strategic worth, assemble a strike force of chosen warriors.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Delegatus	7	5	5	4	4	3	5	4	9	8	8	8	2+	5+
Delegatus with Jump Pack	12	5	5	4	4	3	5	4	9	8	8	8	2+	5+

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Delegatus

- Consul-Delegatus

Delegatus with Jump Pack

- Bulky (2)
- Deep Strike
- Consul-Delegatus

TYPE

- Delegatus:** Infantry (Command)
- Delegatus with Jump Pack:** Infantry (Command, Antigrav)

OPTIONS

- This Model may have its bolter and/or bolt pistol exchanged for one item from the Legion Officer Wargear list.
- This Model may have its bolter exchanged for one item from the Legion Combi-weapons list or one of the following:
 - Astartes shotgun..... +2 Points
 - Volkite charger..... +2 Points
- This Model may have its bolter and bolt pistol exchanged for one pair of lightning claws for +20 Points.
- This Model may have melta bombs selected for it for +5 Points.
- This Model with a bolter may have one of the following selected for it:
 - Bayonet +1 Point
 - Chain bayonet..... +2 Points

SPECIAL RULES

Consul-Delegatus

The demands of the Great Crusade occasionally required that junior officers within the Legions be granted extraordinary levels of authority to fulfil their goals. Usually given jurisdiction over larger forces, or even forces that would normally fall under the control of the upper echelons of command or even the Primarchs themselves, such warriors demonstrated their worth time and again.

A Command Model with this Special Rule unlocks an Apex Detachment, but awards Victory Points for Slay the Warlord.

An Army may not include more than one Model with this Special Rule. If a Model with this Special Rule is selected to fill a Command Slot in any Detachment in the Crusade Force Organisation Chart, then the Controlling Player may select one Apex Detachment instead of the Auxiliary Detachment usually granted by filling a Command Slot. Additionally, a Model with this Special Rule counts as being a High Command Choice for the purposes of any version of the Slay the Warlord (X) Secondary Objective.



MOUNTED DELEGATUS

UNIT COMPOSITION: 1 OUTRIDER DELEGATUS

130 Points

- This Model may be replaced with 1 Delegatus on Scimitar Jetbike for +10 Points.

Granted full access to their Legion's arsenal by the Rite of Command, Delegatus Consuls can take to the field in myriad configurations of wargear, and where haste or the navigation of treacherous terrain are paramount to their sworn duty, bikes and jetbikes provide mobility unrivalled for their size.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Outrider Delegatus	14	5	5	4	4	4	5	4	9	8	8	7	2+	5+
Delegatus on Scimitar Jetbike	16	5	5	4	4	4	5	4	9	8	8	8	2+	5+

WARGEAR

- Twin bolter (Outrider Delegatus only)
- Heavy bolter (Delegatus on Scimitar Jetbike only)
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Outrider Delegatus

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Consul-Delegatus

Delegatus on Scimitar Jetbike

- Bulky (3)
- Deep Strike
- Consul-Delegatus

TYPE

- **Outrider Delegatus:** Cavalry (Command)
- **Delegatus on Scimitar Jetbike:** Cavalry (Command, AntigraV)

OPTIONS

- This Model may have its chainsword and/or bolt pistol exchanged for one item from the Legion Officer Wargear list each.
- This Model may have melta bombs selected for it for +5 Points.
- This Outrider Delegatus may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Delegatus on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin.....+10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points





DELEGATUS IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII DELEGATUS

120 Points

- This Model may be replaced with 1 Tartaros Delegatus for Free.

Decorated officers all, Delegatus Consuls are frequently drawn from the Terminator elite typical within most Legions, trusted to pursue their assigned duty with the same fervour they display fighting under their Primarch's gaze.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Cataphractii Delegatus	6	5	5	4	5	4	5	4	9	8	8	8	2+	4+
Tartaros Delegatus	7	5	5	4	5	4	5	4	9	8	8	8	2+	5+

WARGEAR

- Combi-bolter
- Power weapon

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Delegatus

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Consul-Delegatus

Tartaros Delegatus

- Bulky (2)
- Implacable Advance
- Consul-Delegatus

TYPE

- **Cataphractii Delegatus:** Infantry (Command, Heavy)
- **Tartaros Delegatus:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.
- This Model may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.
- This Model may have its combi-bolter and power weapon exchanged for one pair of lightning claws for +5 Points.



MORTIFICATOR

UNIT COMPOSITION: 1 MORTIFICATOR

100 Points

A specialised subset of Techmarines, Mortificators are ultimately responsible for the Legion's honoured dead – those entombed within cyborganic sarcophagi which slumber in the Legion's sepulchres – and show a fanatical devotion to their charges, in some cases going so far as to contravene the tenets of the Martian Cult adopted by the Legion's Forge Lords. A Mortificator's primary duties include the protection of the Legion's complement of Dreadnoughts during slumber or when roused for war and when necessary, extends to the controlling of those Dreadnoughts too long asleep or too choleric to be wholly lucid.

	M	WS	BS	S	T	W	I	A	LD	CL	WL	IN	SAV	INV
Mortificator	7	5	5	4	4	3	5	3	8	8	7	9	2+	5+

WARGEAR

- Bolt pistol
- Corpasant stave
- Servo-arm
- Frag grenades
- Krak grenades

SPECIAL RULES

- Battlesmith (2)

TYPE

- Infantry (Specialist)

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.

WARGEAR

Corpasant Stave

Melee Weapon
Corpasant stave

IM **AM** **SM** **AP** **D**
1 A +1 3 1

Special Rules
Shock (Pinning, Stunned, Suppressed)

Traits
-

DREADNOUGHT TALON [AUXILIARY DETACHMENT]

When a Mortificator or Mortificator in Terminator Armour Unit is selected to fill a Command Force Organisation Slot, then the Player may choose to add one Dreadnought Talon Auxiliary Detachment to the Army instead of the options available in the Crusade Force Organisation Chart.



- War-Engine Slots in this Detachment may only be used to select Contemptor Dreadnought Units.



MORTIFICATOR IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII MORTIFICATOR

120 Points

- This Model may be replaced with 1 Tartaros Mortificator for Free.

Where a Mortificator is pressed into battle as overseer for the Dreadnoughts they steward, the augmented resilience of Terminator plate is often near-vital, for Dreadnoughts are constructs purpose-built for the most intense combat. Those who choose such panoply tend to be the more bellicose among their peers, striding into the thick of fighting at the side of their towering charges rather than hanging back as a supporting element.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Mortificator	6	5	5	4	5	4	5	3	8	8	7	9	2+	4+
Tartaros Mortificator	7	5	5	4	5	4	5	3	8	8	7	9	2+	5+

WARGEAR

- Combi-bolter
- Corposant stave
- Servo-arm

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Mortificator

- Battlesmith (2)
- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Mortificator

- Battlesmith (2)
- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Mortificator:** Infantry (Specialist, Heavy)
- Tartaros Mortificator:** Infantry (Specialist)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.



WARMONGER

UNIT COMPOSITION: 1 WARMONGER

130 Points

In seemingly every Legion, there is a cadre of centurions who compete for the honour of leading the spear-tip of any assault. These hardened commanders are much respected for their willingness to heroically throw themselves and their soldiers into the toughest resistance, and are entrusted to prosecute shock assaults which crush a foe in a single action, breaking its lines and leaving its defences in disarray. To these warriors, the informal honorific 'Warmonger' is attributed, and any who are marked as such are destined for greatness, rapidly rising in stature and rank, should they survive.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Warmonger	7	5	5	4	4	3	5	4	9	8	8	8	2+	5+

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades
- Ætheric juncture splicer

SPECIAL RULES

- None

TYPE

- Infantry (Command)

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model may have its bolter and/or bolt pistol exchanged for one item from the Legion Officer Wargear list.
- This Model may have its bolter exchanged for one item from the Legion Combi-weapons list or one of the following:
 - Astartes shotgun..... +2 Points
 - Volkite charger..... +2 Points
- This Model may have its bolter and bolt pistol exchanged for one pair of lightning claws for +20 Points.
- This Model may have melta bombs selected for it for +5 Points.
- This Model with a bolter may have one of the following selected for it:
 - Bayonet +1 Point
 - Chain bayonet..... +2 Points

WARGEAR

Ætheric Juncture Splicer

These portable relics of the Age of Strife allow for a small body of warriors to teleport without access to a full teleportarium or the specialised targeting gear and protective fields normally required for such a hazardous gambit. However, they are renowned for their tendency to malfunction if even the slightest error is made during their calibration. As such, only the most foolhardy or vainglorious commanders will sanction their use in combat.

A Unit which includes a Model with an ætheric juncture splicer can Deep Strike, but risks becoming Suppressed.

A Model with an ætheric juncture splicer has the Deep Strike Special Rule. While such a Model has joined a Unit in Reserves which only contains Models with the [Legiones Astartes] Trait, the Infantry Type and which do not have a version of the Bulky (X) Special Rule where the value of X is greater than 2, all Models in that Unit also gain the Deep Strike Special Rule.

Additionally, when a Unit which contains any Models with an ætheric juncture splicer suffers one or more Unsaved Wounds as a result of the Interceptor Advanced Reaction, that Unit immediately gains the Suppressed Tactical Status.





WARMONGER IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII WARMONGER

150 Points

- This Model may be replaced with 1 Tartaros Warmonger for Free.

Befitting warriors distinguished as much by their belligerence as their warrior-skill, many so-called 'Warmongers' were found among the Legions' Terminator divisions, well-practiced at leading brutal hammerblow assaults and entrusting their energy-shielded ceramite to carry them through the thickest of fighting.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Warmonger	6	5	5	4	5	4	5	4	9	8	8	8	2+	4+
Tartaros Warmonger	7	5	5	4	5	4	5	4	9	8	8	8	2+	5+

WARGEAR

- Combi-bolter
- Power weapon
- Ætheric juncture splicer

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

Cataphractii Warmonger

- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Warmonger

- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Warmonger:** Infantry (Command, Heavy)
- Tartaros Warmonger:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.
- This Model may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.
- This Model may have its combi-bolter and power weapon exchanged for one pair of lightning claws for +5 Points.



PATHFINDER

UNIT COMPOSITION: 1 PATHFINDER

60 Points

Within the ranks of the Legions at the time of the outbreak of the Horus Heresy there were few remaining Scout cohorts, with most companies equipped with scout armour long since reassigned to recon detachments. Those few that remain are often veterans of over a century of war in the most hostile terrain known to humanity, and the last Pathfinders are the unchallenged experts on combat within such dangerous ground.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Pathfinder	7	5	5	4	4	3	5	4	9	8	8	8	4+	5+

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Smokescreen

OPTIONS

- This Model may have its bolter and/or bolt pistol exchanged for one item from the Legion Officer Wargear list.
- This Model may have its bolter exchanged for one item from the Legion Combi-weapons list or one of the following:
 - Astartes shotgun.....+2 Points
 - Volkite charger.....+2 Points
 - Nemesis bolter.....+5 Points

SPECIAL RULES

- Infiltrate (9)
- Move Through Cover

TYPE

- Infantry (Command, Light, Skirmish)

- This Model may have its bolter and bolt pistol exchanged for one pair of lightning claws for +20 Points.
- This Model may have melta bombs selected for it for +5 Points.
- This Model with a bolter may have one of the following selected for it:
 - Bayonet+1 Point
 - Chain bayonet.....+2 Points



ARMISTOS

UNIT COMPOSITION: 1 ARMISTOS

70 Points

Few individuals are capable of the unending operation of maintaining, categorising, requisitioning and dispensing the vast arsenals of an entire Space Marine Legion. Beyond this, many such officers of the Legions work to improve the weaponry at their disposal, running simulations and field tests of augmented weaponry. The skills required of an Armistos are much sought after by the Legion's Master of Arsenal, particularly in those Legionaries of level temperament who are not apt to charge into the fray but are capable of supporting and supplying their battle brothers without desire for aggrandisement.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Armistos	7	4	5	4	4	3	5	3	9	8	8	8	2+	5+

WARGEAR

- Bolt pistol
- Frag grenades
- Krak grenades
- Augury scanner

SPECIAL RULES

- Implacable Advance

TYPE

- Infantry (Command)

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model must have one item from the Legion Heavy Weapons list selected for it.
- This Model may have one item from the Legion Sergeant Melee Weapons list selected for it.



PRAETORIAN COMMAND SQUAD ON SCIMITAR JETBIKES

UNIT COMPOSITION: 1 SCIMITAR CHOSEN CHAMPION, 2 SCIMITAR CHOSEN

170 Points

- May include up to 7 additional Scimitar Chosen at +45 Points per Model.

Some Legions prize speed above all else, and their warriors are apt to ride to war on sleek Scimitar jetbikes. For many command squads, such mounts are often not an operational requirement, but rather a preference of the commander they accompany to battle. Far from being a disadvantage, instead such squads use these opportunities to hone their skills. Able to rapidly transition from a hovering position, providing supporting fire with their heavy weapons, to a high-speed charge into the heart of an enemy force, the Scimitar jetbike provides unparalleled flexibility in the prosecution of their duty.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Scimitar Chosen	16	5	4	4	4	3	4	3	8	8	7	7	2+	-
Scimitar Chosen Champion	16	5	4	4	4	3	4	4	8	8	7	7	2+	-

WARGEAR

- Bolt pistol
- Chainsword
- Heavy bolter
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- Any Model in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- Any Model in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list or one combat shield for +4 Points per Model.
- The Scimitar Chosen Champion may have its bolt pistol exchanged for one disintegrator pistol for +5 Points.

SPECIAL RULES

- Bulky (3)
- Deep Strike

TYPE

- **Scimitar Chosen Champion:** Cavalry (Champion, AntigraV)
- **Scimitar Chosen:** Cavalry (AntigraV)

- Any Model in this Unit may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +5 Points per Model
 - Plasma cannon..... +10 Points per Model
 - Multi-melta+15 Points per Model
- One Scimitar Chosen in this Unit may have one Legion standard selected for it for +20 Points.



OUTRIDER PRAETORIAN COMMAND SQUAD

UNIT COMPOSITION: 1 OUTRIDER CHOSEN CHAMPION, 2 OUTRIDER CHOSEN

150 Points

- May include up to 7 additional Outrider Chosen at +40 Points per Model.

Most often designated to serve in the direct company of a similarly equipped Legion Praetor, Praetorian Command Squads can be assigned to specialist outrider roles. These veterans are masters of mounted combat doctrines and utilise powerful Spatha pattern bikes to range ahead of the body of the battleforce to meet the enemy, or to flank their position and exploit their weaknesses in hit-and-run attacks.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Chosen	14	5	4	4	4	3	4	3	8	8	7	6	2+	-
Outrider Chosen Champion 14		5	4	4	4	3	4	4	8	8	7	6	2+	-

WARGEAR

- Twin bolter
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- Any Model in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- Any Model in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list or one combat shield for +4 Points per Model.
- The Outrider Chosen Champion in this Unit may have its bolt pistol exchanged for one disintegrator pistol for +5 Points.

SPECIAL RULES

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

TYPE

- **Outrider Chosen Champion:** Cavalry (Champion)
- **Outrider Chosen:** Cavalry

- Any Model in this Unit may have its twin bolter exchanged for one twin plasma gun for +15 Points per Model.
- One Outrider Chosen in this Unit may have one Legion standard selected for it for +20 Points.



VETERAN BREACHER SQUAD

UNIT COMPOSITION: 1 VETERAN BREACHER SERGEANT, 4 BREACHER VETERANS

115 Points

- May include up to 5 additional Breacher Veterans at +20 Points per Model.

Rarer among most Legions than their Tactical and Assault counterparts, Veteran Breachers typically operated in a heavy assault capacity, serving offensively as linebreakers and defensively as an elite reserve. These capabilities saw them most frequently deployed in so-called 'Zone Mortalis' environments, their wargear affording them the resilience to endure such hellish warzones while their skill at arms – earned through decades at the forefront of the Great Crusade – saw them cut swathes through even the hardest foes.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Breacher Veteran	7	5	4	4	4	2	4	2	8	8	7	7	3+	5+
Veteran Breacher Sergeant	7	5	4	4	4	2	4	2	8	8	7	7	3+	5+

WARGEAR

- Bolter
- Bolt pistol
- Boarding shield
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Shield

OPTIONS

- Any Model in this Unit may have its bolter exchanged for one of the following:
 - Chainsword Free
 - Chainaxe Free
 - Volkite charger +2 Points per Model
 - Charnabal sabre +5 Points per Model
 - Power weapon +10 Points per Model
 - Power fist +15 Points per Model
 - Lightning claw +10 Points per Model
- The Veteran Breacher Sergeant in this Unit may have its bolt pistol exchanged for one disintegrator pistol for +5 Points.

SPECIAL RULES

- Vanguard (3)

TYPE

- **Veteran Breacher Sergeant:** Infantry (Sergeant, Heavy)
- **Breacher Veteran:** Infantry (Heavy)

- For every five Models in this Unit, up to two Breacher Veterans in this Unit may each have their bolter exchanged for one of the following:
 - Flamer +5 Points per Model
 - Graviton gun +10 Points per Model
 - Lascutter +10 Points per Model
 - Meltagun +15 Points per Model
- The Veteran Breacher Sergeant in this Unit may have melta bombs selected for it for +10 Points.
- One Breacher Veteran in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Breacher Veterans in this Unit may each have one item from the Legion Equipment list selected for them.



VETERAN HEAVY SUPPORT SQUAD

UNIT COMPOSITION: 1 VETERAN SUPPORT SERGEANT, 4 SUPPORT VETERANS

115 Points

- May include up to 5 additional Support Veterans at +20 Points per Model.

The least common of the various veteran units commonly fielded as part of the Legiones Astartes, Support Veterans are long range infantry tasked with holding ground and the destruction of key enemy assets. Granted access to the rarest and most destructive weapons held within their Legion's armoury, these warriors can be equipped to face a wide variety of threats, making best use of their battle-honed skills to seize victory.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Support Veteran	7	4	4	4	4	2	4	2	8	8	7	7	3+	-
Veteran Support Sergeant	7	4	4	4	4	2	4	2	8	8	7	7	3+	-

WARGEAR

- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

- Implacable Advance
- Support Unit (1)

TYPE

- **Veteran Support Sergeant:** Infantry (Sergeant)
- **Support Veteran:** Infantry

OPTIONS

- Every Model in this Unit must have one of the following selected for it:
 - One item from the Legion Heavy Weapons list.
 - One item from the Legion Special Weapons list.
 - One heavy disintegrator.....+15 Points per Model
 - One disintegrator blaster..... +10 Points per Model
- The Veteran Support Sergeant in this Unit may have one item from the Legion Sergeant Melee Weapons list selected for it.
- One Support Veteran in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Support Veterans in this Unit may each have one item from the Legion Equipment list selected for them.



TARTAROS TERMINATOR SIEGE SQUAD

**UNIT COMPOSITION: 1 TARTAROS TERMINATOR SERGEANT,
4 TARTAROS TERMINATORS**

150 Points

- May include up to 5 additional Tartaros Terminators at +30 Points per Model.

While the majority of Tartaros Terminator units favoured lighter melee weapons, augmenting that more mobile pattern of Tactical Dreadnought Armour, others were equipped to engage heavier targets such as enemy vehicles and heavy walkers. Such units often utilised power fists and chainfists as well as thunder hammers to combat these heavily armoured and more resilient foes. In other situations these weapons were invaluable in Zone Mortalis environments, making a mockery of even the thickest bulkhead, allowing these Legionaries to continue their advance unhindered.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Tartaros Terminator	7	4	4	4	5	2	4	2	8	8	7	7	2+	5+
Tartaros Terminator Sergeant	7	4	4	4	5	2	4	3	8	8	7	7	2+	5+

WARGEAR

- Combi-bolter
- Power weapon

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Vanguard (3)

TYPE

- **Tartaros Terminator Sergeant:** Infantry (Sergeant)
- **Tartaros Terminator:** Infantry

OPTIONS

- Any Model in this Unit may have its combi-bolter exchanged for one volkite charger for Free, or for one item from the Legion Combi-weapons list.
- The Terminator Sergeant in this Unit may have its power weapon exchanged for one item from the Legion Terminator Melee Weapons list.
- Any Model in this Unit may have its power weapon exchanged for one chainfist for +10 Points per Model.
- Any Model in this Unit may have its combi-bolter exchanged for one of the following:
 - Heavy flamer+5 Points per Model
 - Reaper autocannon.....+15 Points per Model
 - Plasma blaster+10 Points per Model
- The Tartaros Terminator Sergeant in this Unit may have one grenade harness selected for it for +5 Points.



INDOMITUS TERMINATOR SQUAD

**UNIT COMPOSITION: 1 INDOMITUS TERMINATOR SERGEANT,
4 INDOMITUS TERMINATORS**

180 Points

- May include up to 5 additional Indomitus Terminators at +35 Points per Model.

As the cost of the galactic civil war mounted, it became necessary to develop expedient solutions to plug gaps that had formed in Legionary arsenals due to losses, or simply to increase the number of serviceable troops in any region in order to overwhelm the highly capable enemy forces that operated within them. Indomitus pattern Terminator armour was the result of such a compromise, offering neither the outright protection of the Cataphractii suits nor the technological advances of the Tartaros pattern armour, but instead promising plentiful supply and less reliance on costly and increasingly sparse resources.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Indomitus Terminator	6	4	4	4	5	2	4	2	8	8	7	7	2+	5+
Indomitus Terminator Sergeant	6	4	4	4	5	2	4	3	8	8	7	7	2+	5+

WARGEAR

- Combi-bolter
- Power fist

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Vanguard (3)

TYPE

- **Indomitus Terminator Sergeant:** Infantry (Sergeant, Heavy)
- **Indomitus Terminator:** Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have its combi-bolter exchanged for one Proteus pattern storm shield for +10 Points per Model, or for one item from the Legion Combi-weapons list.
- Any Model in this Unit may have its combi-bolter and power fist exchanged for one pair of lightning claws for +10 Points per Model.
- The Indomitus Terminator Sergeant in this Unit may have its power fist exchanged for one power weapon for Free.
- Any Model in this Unit may have its power fist exchanged for one of the following:
 - Chainfist Free
 - Thunder hammer Free
- For every five Models in this Unit, one Indomitus Terminator in this Unit may have its combi-bolter exchanged for one of the following:
 - Heavy flamer +5 Points per Model
 - Proteus assault cannon +15 Points per Model

WARGEAR

Proteus Assault Cannon

Based on the design of the Iliastus pattern weapon, these prototypes cycled at a reduced rate of fire in order to control the malfunctions that other patterns were prone to.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Proteus assault cannon	24	3	6	4	1	Heavy (FP), Breaching (6+)	Auto

Proteus Pattern Storm Shield

Smaller and more reliable than early prototypes, the Proteus storm shield provides significant protection from heavy weapons fire and can be manufactured and maintained more easily.

A Model with a Proteus pattern storm shield gains a 4+ Invulnerable Save. In addition it gains the Shield Trait.





MORTALIS DESTROYER SQUAD

UNIT COMPOSITION: 1 MORTALIS DESTROYER SERGEANT, 4 MORTALIS DESTROYERS 85 Points

- May include up to 5 additional Mortalis Destroyers at +15 Points per Model.

In the close confines of sundered fortress-citadels, the contested decks of void warships or the labyrinthine industrial complexes of hive cities, Mortalis Destroyers deploy weapons born of the nightmarish horrors of Old Night to not only kill their adversaries but also contaminate the battlefield with a radioactive fallout that ensures a hideous, drawn-out death for any further foes that approach the area. Eschewing the bulky jump packs of other Destroyer formations, the Mortalis Destroyer squads are set loose when no surrender can be expected from an enemy and no escape allowed.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mortalis Destroyer	7	4	4	4	4	1	4	2	7	8	7	7	3+	-
Mortalis Destroyer Sergeant	7	4	4	4	4	1	4	3	8	8	7	7	3+	-

WARGEAR

- Two bolt pistols
- Chainsword
- Rad grenades
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- The Mortalis Destroyer Sergeant in this Unit may have its chainsword exchanged for one heavy chainsword for +5 Points or for one item from the Legion Sergeant Melee Weapons list.
- Any Model in this Unit may have its two bolt pistols exchanged for one of the following:
 - Two volkite serpentas..... +5 Points per Model
 - Two hand flamers..... +5 Points per Model
- One Mortalis Destroyer in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Mortalis Destroyers in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

- Firestorm
- Vanguard (2)
- Bitter Duty

TYPE

- **Mortalis Destroyer Sergeant:** Infantry (Sergeant)
- **Mortalis Destroyer:** Infantry

- The Mortalis Destroyer Sergeant in this Unit may have melta bombs selected for it for +10 Points.
- The Mortalis Destroyer Sergeant in this Unit may have phosphex bombs selected for it for +10 Points.
- For every five Models in this Unit, one Mortalis Destroyer in this Unit may have one of its bolt pistols exchanged for one of the following:
 - Destroyer missile launcher with rad missiles.....+15 Points per Model
 - Graviton gun +10 Points per Model
 - Disintegrator rifle..... +10 Points per Model
 - Plasma pistol +5 Points per Model

WARGEAR

Destroyer Missile Launcher

Adapted from the launchers employed more widely throughout the Legions, these feature reinforced housings and radiation shielding to protect the user from the more specialised and deadly payloads they contain.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Destroyer missile launcher							
- Rad missile	24	2	4	3	1	Poisoned (2+), Phage (T)	Assault, Rad





DESTROYER ASSAULT SQUAD

UNIT COMPOSITION: 1 ASSAULT DESTROYER SERGEANT, 4 ASSAULT DESTROYERS

100 Points

- May include up to 5 additional Assault Destroyers at +18 Points per Model.

The origins of the Destroyer squads lie in the Unification Wars of Terra, but perhaps surprisingly not with the forces of the Emperor but his enemies. Considered dishonourable by some Legions who make little use of them or eschew them altogether, the Destroyers are equipped with and expert in the use of otherwise proscribed weaponry. Alongside certain factions of the Mechanicum, only Destroyer cadres have license to use such forbidden devices. Rad weapons and the crawling burning horror of phosphex are among their dark arsenal – weapons which irrevocably taint the ground on which they are used.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Assault Destroyer	12	4	4	4	4	1	4	2	7	8	7	7	3+	-
Assault Destroyer Sergeant	12	4	4	4	4	1	4	3	8	8	7	7	3+	-

WARGEAR

- Two bolt pistols
- Chainsword
- Rad grenades
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

- Bulky (2)
- Firestorm
- Deep Strike
- Vanguard (2)
- Bitter Duty

TYPE

- **Assault Destroyer Sergeant:** Infantry (Sergeant, Antigrav)
- **Assault Destroyer:** Infantry (Antigrav)

OPTIONS

- The Assault Destroyer Sergeant in this Unit may have its chainsword exchanged for one heavy chainsword for +5 Points or for one item from the Legion Sergeant Melee Weapons list.
- Any Model in this Unit may have its two bolt pistols exchanged for one of the following:
 - Two volkite serpentas..... +5 Points per Model
 - Two hand flamers..... +5 Points per Model
- For every five Models in this Unit, one Assault Destroyer in this Unit may have its chainsword exchanged for one of the following:
 - Charnabal sabre +5 Points per Model
 - Power weapon..... +10 Points per Model
- The Assault Destroyer Sergeant in this Unit may have melta bombs selected for it for +10 Points.
- The Assault Destroyer Sergeant in this Unit may have phosphex bombs selected for it for +10 Points.
- For every five Models in this Unit, one Mortalis Destroyer in this Unit may have one of its bolt pistols exchanged for one of the following:
 - Destroyer missile launcher with rad missiles +15 Points per Model
 - Plasma pistol +5 Points per Model

WARGEAR

Destroyer Missile Launcher

Adapted from the launchers employed more widely throughout the Legions, these feature reinforced housings and radiation shielding to protect the user from the more specialised and deadly payloads they contain.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Destroyer missile launcher							
- Rad missile	24	2	4	3	1	Poisoned (2+), Phage (T)	Assault, Rad



CASTRA FERRUM DREADNOUGHT

UNIT COMPOSITION: 1 CASTRA FERRUM DREADNOUGHT

115 Points

The less advanced chassis of the Castra Ferrum pattern Dreadnought isn't as compatible with the wide array of armaments that could be freely fitted and supported by the more powerful Contemptor chassis, but the materiel cost of the Horus Heresy caused many of these patterns of Dreadnought to be pushed into the thick of the fighting. Adaptations such as the 'Mortis-pattern' configuration mount paired heavy weapons, such as autocannon or heavy bolter batteries, allowing Castra Ferrum Dreadnoughts to unleash hails of firepower at both ground-based and airborne targets.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Castra Ferrum Dreadnought	6	4	4	6	6	5	3	3	12	10	7	5	2+	5+

WARGEAR

- None

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Smokescreen

OPTIONS

This Model must have one of the following options selected for it:

- Two options from the following list:
 - Gravis power fist and one combi-bolter..... +5 Points each
 - Gravis chainfist and one combi-bolter..... +5 Points each
 - Gravis bolt cannon..... Free
 - Gravis autocannon..... +10 Points each
 - Gravis plasma cannon +10 Points each
 - Gravis missile launcher +10 Points each
 - Flamestorm cannon.....+15 Points each
 - Multi-melta+15 Points each
 - Twin lascannon+15 Points each
- Paired Gravis power fists and two combi-bolters.....+5 Points
- Paired Gravis chainfists and two combi-bolters.....+5 Points

SPECIAL RULES

- Bulky (5)
- Implacable Advance

TYPE

- Walker (Heavy)

This Model may also have any of the following options selected for it:

- Each of this Model's combi-bolters may be exchanged for one of the following:
 - Heavy flamer +5 Points each
 - Meltagun.....+15 Points each

This Model may also have one of the following options selected for it:

- Havoc launcher.....+5 Points
- Searchlights.....+5 Points

WARGEAR

Gravis Missile Launcher

Similar in operation to the cyclone missile systems found mounted on Javelin speeders, the Gravis missile launcher allows its bearer to unleash a variety of missiles in rapid succession without loss of accuracy.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Gravis missile launcher							
- Frag	48	1	4	6	1	Heavy (RS), Blast (5")	Missile
- Krak	48	2	8	3	1	Heavy (D)	Missile





LAND RAIDER ACHILLES

UNIT COMPOSITION: 1 LAND RAIDER ACHILLES

280 Points

The Land Raider Achilles shares much of its STC with the Phobos pattern of Land Raider carrier, with the obvious exception that it surrenders much of its transport capacity to mount a quad launcher, a weapon most commonly employed as a mobile artillery piece. The glacis of the Land Raider Achilles also features layer upon layer of ancient electromagnetic incantations, and ferromantic computational algorithms are etched into each part of its structure at a microscopic level. The resultant armour plating provides greater resilience against damage that would threaten to incapacitate this mighty war machine.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Land Raider Achilles	10	4	14	14	14	10	6

WARGEAR

- Two Sponson Mounted twin multi-melta
- Hull (Front) Mounted quad launcher

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Smokescreen

OPTIONS

- This Model may have its two Sponson Mounted twin multi-meltas exchanged for two Sponson Mounted twin volkite culverin for Free.
- This Model may have one item from the Legion Pintle Weapons list selected for it.

SPECIAL RULES

- Auto-repair (5+)

TYPE

- Vehicle (Transport)

- This Model may have one of each of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points

ACCESS POINTS

This Model has Access Points on both Side Facings.



CAESTUS ASSAULT RAM

UNIT COMPOSITION: 1 CAESTUS ASSAULT RAM

290 Points

The Caestus pattern assault ram is a densely constructed block of armour designed to effect a boarding action on enemy spacecraft, utilising its forward-firing magna-melta, followed by its reinforced superstructure to smash through enemy hull armour, before depositing its payload of Legiones Astartes directly into the enemy craft. The revelations brought on by the discoveries of Arkhan Land enabled the augmentation of the venerable design, allowing it to be used in high velocity direct orbital drops, as well as to operate as a heavy battle skimmer in support of ground operations in extremis.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Caestus Assault Ram	18	4	14	13	11	7	16

WARGEAR

- Centreline Mounted magna-melta cannon
- Two Centreline Mounted cyclone missile launchers

TRAITS

- [Allegiance]
- [Legiones Astartes]

SPECIAL RULES

- Assault Vehicle

TYPE

- Vehicle (Transport, Flyer)

ACCESS POINTS

If this Model does not have a base, it is considered to have Access Points on all Facings.



ATTACK BIKE SQUADRON

UNIT COMPOSITION: 1 ATTACK BIKE

45 Points

- May include up to 4 additional Attack Bikes at +45 Points per Model.

Attack bikes are larger, often two-man bikes whose expanded chassis can accommodate a single heavy weapon, making for a formidably armed and swift if somewhat fragile gun platform. Attack bikes often accompany Outrider units to provide fire support and are also deployed in squadrons as a high-speed strike force to ravage larger, slower enemy units and destroy isolated armoured vehicles with concentrated weapons fire.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Attack Bike	14	4	4	4	4	3	4	2	7	7	7	7	3+	-

WARGEAR

- Twin bolter
- Heavy bolter
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Bulky (3)
- Firestorm
- Firing Protocols (2)
- Implacable Advance

TYPE

- Cavalry

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- Any Model in this Unit may have its heavy bolter exchanged for one multi-melta for +20 Points per Model.



SCOUT SQUAD

UNIT COMPOSITION: 1 SCOUT SERGEANT, 4 SCOUTS

70 Points

- May include up to 5 additional Scouts at +12 Points per Model.

Scouts are equipped with lighter recon armour, which affords them far greater mobility than a full suit of power armour and allows them to operate far ahead of the main Space Marine advance. These bold warriors are often some of the most experienced warriors in a Legion's line companies and specialise in disrupting enemy advances, and marking enemy positions. In battle, these agile warriors take to the high ground to ply their skills as snipers, or race ahead of the main advance to perform daring assaults on objectives, holding them until slower troops can relieve them.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Scout	7	4	4	4	4	1	4	1	7	7	7	7	4+	-
Scout Sergeant	7	4	4	4	4	1	4	2	8	7	7	7	4+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- [Legiones Astartes]
- Smokescreen

OPTIONS

- The Scout Sergeant in this Unit may have its bolter exchanged for one item from the Legion Combi-weapons list or for one of the following:
 - Power weapon..... +10 Points
 - Power fist +15 Points
- The Scout Sergeant in this Unit may have melta bombs selected for it for +10 Points.
- The Scout Sergeant in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.

SPECIAL RULES

- Infiltrate (9)
- Move Through Cover
- Support Unit (2)

TYPE

- **Scout Sergeant:** Infantry (Sergeant, Light, Skirmish)
- **Scout:** Infantry (Light, Skirmish)

- Any Model in this Unit may have its bolter exchanged for one of the following:
 - Nemesis bolter +5 Points per Model
 - Chainsword Free
 - Astartes shotgun Free
- Any Model in this Unit with a bolter may have one of the following selected for it:
 - Bayonet +1 Point per Model
 - Chain bayonet +2 Points per Model





LEGION BASILISK
UNIT COMPOSITION: 1 LEGION BASILISK

140 Points

Most Legionary commanders demonstrated a clear preference for the new breed of faster, more easily maintained artillery tanks that were able to keep pace with the mobile and dynamic battlefield doctrines employed during the Great Crusade. Despite this, many Legions maintained reserve formations of older patterns of mobile artillery platforms, such as Basilisks, that would be called forward from the rear echelons to take part in protracted sieges. Their comparative lack of mobility was deemed less of a disadvantage and their immense guns able to steadily bombard fixed enemy positions from range in these situations.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Legion Basilisk	10	4	12	12	10	4	-

WARGEAR

- Centreline Mounted earthshaker cannon
- Hull (Front) Mounted heavy bolter

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- [Legiones Astartes]

TYPE

- Vehicle

WARGEAR

Earthshaker Cannon

Intended to engage targets at extreme ranges, the huge explosive payload of the earthshaker cannon results in a destructive capacity that few other long-range artillery weapons can match.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Earthshaker cannon	240	1	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (6+), Pinning (1)	-



LEGION MEDUSA

UNIT COMPOSITION: 1 LEGION MEDUSA

150 Points

The Legion Medusa shares many common components with the Basilisk, but in place of the long-ranged earthshaker cannon is fitted with a massive calibre siege mortar. In doing so, the Medusa sacrifices range for outright destructive power in a trade-off that is only exacerbated by being mounted on a relatively lightly armoured and slow moving platform. Despite this, these venerable tanks were called upon to provide close fire support on the front lines of the myriad battles of the Horus Heresy, their crews knowing only too well the vulnerabilities of the vehicles they operated.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Legion Medusa	10	4	12	12	10	4	-

WARGEAR

- Centreline Mounted Medusa mortar
- Hull (Front) Mounted heavy bolter

SPECIAL RULES

- None

TYPE

- Vehicle

TRAITS

- [Allegiance]
- [Legiones Astartes]

WARGEAR

Medusa Mortar

Shorter-ranged than many of the other artillery pieces available to the Legions, the Medusa mortar is nonetheless capable of raining heavy explosive shells down on enemy positions, shattering even the most resilient entrenchments or fortifications.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Medusa mortar	36	1	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (5+), Pinning (2)	-





THUNDERHAWK TRANSPORTER

UNIT COMPOSITION: 1 THUNDERHAWK TRANSPORTER

500 Points

The Thunderhawk Transporter is a support variant of the standard Thunderhawk Gunship that has recently entered into service with the Space Marine Legions. It may be used to quickly deploy or redeploy armoured vehicles and deliver supplies to heavily contested war zones where less well armed and armoured craft would prove extremely vulnerable. Rapidly becoming a relied upon workhorse of the Legions, a Thunderhawk Transporter can carry two Rhino-sized vehicles or a single Land Raider-sized vehicle. It can also be used to carry an under-slung supply pod and other useful equipment such as a winch system for recovering drop pods after a battle deployment.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Thunderhawk Transporter	14	4	13	13	13	16	20

WARGEAR

- Four Turret Mounted twin heavy bolters

SPECIAL RULES

- Auxiliary Vehicle Bays

TRAITS

- [Allegiance]
- [Legiones Astartes]

TYPE

- Vehicle (Transport, Super-heavy, Flyer)

ACCESS POINTS

If this Model does not have a base, it is considered to have Access Points on all Facings.

SPECIAL RULES

Auxiliary Transport Bays

Thunderhawk Transporters are equipped with flexible armatures, able to carry a variety of Legiones Astartes vehicles swiftly to the battlefield, as well as assist in their recovery and the retrieval of other heavy equipment.

A Thunderhawk Transporter can transport some Vehicle Models as well as Infantry.

In addition to any other Models Embarked on a Model with this Special Rule, it may also have one of the following Embarked on it:

- Up to two Rhino Models.
- One Land Raider Carrier or Land Raider Explorator Model.



DARK ANGELS CATAPHRACTII TERMINATOR DEATHWING COMPANIONS

UNIT COMPOSITION: 1 CATAPHRACTII OATHBEARER,
4 CATAPHRACTII COMPANIONS

240 Points

The finest warriors and longest-serving veterans among the Deathwing form the ranks of the Companions, each such detachment sworn by the most stringent oaths to ensure the survival of those officers placed under their charge. Most famous among the Companions are those that have taken a death-blow meant for their charge and survived. Such warriors are granted the right to wear bone-white armour in recognition of their selfless devotion to the Legion. On occasion, they take to the field of battle in sturdy Cataphractii Terminator armour, its more resilient plate better able to help shield their charge.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Companion	6	5	4	4	5	2	4	3	8	8	8	8	2+	4+
Cataphractii Oathbearer	6	5	4	4	5	2	4	3	9	8	8	8	2+	4+

WARGEAR

- Combi-bolter
- Calibanite warblade

TRAITS

- [Allegiance]
- Dark Angels

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Eternal Warrior (1)
- Companions (see *Liber Astartes*, page 134)

TYPE

- **Cataphractii Oathbearer:** Infantry (Sergeant, Heavy)
- **Cataphractii Companion:** Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have its combi-bolter exchanged for one item from the Legion Combi-weapons list.
- Any Model in this Unit may have its combi-bolter and Calibanite warblade exchanged for one pair of lightning claws for +5 Points per Model.
- Any Model in this Unit may have its Calibanite warblade exchanged for one of the following:
 - Terranic greatsword..... +10 Points per Model
 - Power fist +5 Points per Model
 - Thunder hammer..... +10 Points per Model
- The Cataphractii Oathbearer in this Unit may have one grenade harness selected for it for +5 Points.



DARK ANGELS TARTAROS TERMINATOR DEATHWING COMPANIONS

UNIT COMPOSITION: 1 TARTAROS OATHBEARER, 4 TARTAROS COMPANIONS

240 Points

The finest warriors and longest-serving veterans among the Deathwing form the ranks of the Companions, each such detachment sworn by the most stringent oaths to ensure the survival of those officers placed under their charge. Most famous among the Companions are those that have taken a death-blow meant for their charge and survived. Such warriors are granted the right to wear bone-white armour in recognition of their selfless devotion to the Legion. Tartaros pattern Terminator plate is particularly favoured by those lords of the 1st Legion who prefer a fluid, lightning-fast approach to warfare.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Tartaros Companion	7	5	4	4	5	2	4	3	8	8	8	8	2+	5+
Tartaros Oathbearer	7	5	4	4	5	2	4	3	9	8	8	8	2+	5+

WARGEAR

- Combi-bolter
- Calibanite warblade

TRAITS

- [Allegiance]
- Dark Angels

OPTIONS

- Any Model in this Unit may have its combi-bolter exchanged for one item from the Legion Combi-weapons list.
- Any Model in this Unit may have its combi-bolter and Calibanite warblade exchanged for one pair of lightning claws for +5 Points per Model.

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Eternal Warrior (1)
- Companions (see *Liber Astartes*, page 134)

TYPE

- **Tartaros Oathbearer:** Infantry (Sergeant)
- **Tartaros Companion:** Infantry

- Any Model in this Unit may have its Calibanite warblade exchanged for one of the following:
 - Terranic greatsword..... +5 Points per Model
 - Power fist..... +10 Points per Model
 - Thunder hammer..... +10 Points per Model
- The Tartaros Oathbearer in this Unit may have one grenade harness selected for it for +5 Points.



DARK ANGELS INNER CIRCLE KNIGHTS CENOBIUM – ORDER OF THE BROKEN CLAWS

UNIT COMPOSITION: 1 ORDER PRECEPTOR, 4 ORDER CENOBITES

285 Points

- May include up to 5 additional Order Cenobites at +55 Points per Model.

Of the Orders of the 1st Legion's Inner Circle, that of the Broken Claws had the fewest adherents, but not through insignificance. They were responsible for compiling the accounts of the battles waged against the dread Rangda and, in the wake of the xenos strain's destruction, these knights were charged with guarding the spoils of those victories. As the events of the Horus Heresy transpired, the duties of the Order of the Broken Claws were extended, with small groups guarding stasis vaults containing relics acquired from vanquished foes of the 1st Legion, preventing them from falling into the hands of those who opposed the Imperium.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Order Cenobite	6	5	4	4	5	2	4	3	8	8	7	7	2+	4+
Order Preceptor	6	6	4	4	5	2	4	3	9	8	7	7	2+	4+

WARGEAR

- Terranic greatsword
- Plasma caster (see *Liber Astartes*, page 137)
- Grenade harness (Order Preceptor only)

TRAITS

- [Allegiance]
- Dark Angels

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Order of the Broken Claws

TYPE

- **Order Preceptor:** Infantry (Sergeant, Heavy)
- **Order Cenobite:** Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have its Terranic greatsword exchanged for one thunder hammer for +10 Points per Model.

SPECIAL RULES

Order of the Broken Claws

Of all the 1st Legion's warriors, the Order of the Broken Claws were the most adept at combating the monstrous bio-forms of the Rangda, inured to their indescribable horror. While these knights had dwindled in number by the outbreak of the Horus Heresy, their hard-won experience in battling the inhuman would prove invaluable.

This Special Rule provides bonuses when Models with it are Locked in Combat with larger enemies.

Whilst a Model with this Special Rule is part of a Unit that is Locked in Combat with an enemy Unit that includes one or more Models with the Walker Type, Automata Type or Malefic Sub-Type:

- That Model with this Special Rule has its Toughness Characteristic modified by +1.
- When making a Characteristic Check that uses the Leadership, Cool, Willpower or Intelligence Characteristics of that Model with this Special Rule, the Controlling Player may ignore negative modifiers to that Characteristic.





0-1 DARK ANGELS EXCINDIO BATTLE-AUTOMATA

UNIT COMPOSITION: 1 EXCINDIO

180 Points

Not many outside of the Ironwing's most senior forge-wrights know anything of the Excindio class automata, towering metal behemoths cast in an inhuman mould and unleashed upon only the most intransigent of foes. A maelstrom of churning claws and gouts of arcane flame and radiation blasts, few formations can stand in the face of one of these monstrosities once it is set loose on the battlefield, for an Excindio does not understand mercy or restraint, and unlike the coldly logical automata of the Mechanicum, it takes a vicious delight in the carnage it wreaks on the foe.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Excindio	7	5	5	7	7	8	4	4	10	10	10	10	3+	5+

WARGEAR

- Two combi-bolters
- Excindio claws

TRAITS

- [Allegiance]

SPECIAL RULES

- Bulky (6)
- Explodes (5+)
- Firing Protocols (3)
- Eternal Warrior (1)
- Hatred (Infantry, Cavalry, Walker, Automata)
- Vengeful Rage

TYPE

- Artificia (Champion)

OPTIONS

- This Model may have its two combi-bolters exchanged for one of the following options:
 - Two graviton guns+20 Points
 - Two plasma guns.....+20 Points
 - Two irad cleansers.....+30 Points
- This Model may have one of the following selected for it:
 - Athanax phosphex canister launcher.....+15 Points
 - Tyrhenius nerve induction shredder+15 Points
 - Magaron atomantic pulse cannon.....+30 Points
 - Cytheron graviton flux projector.....+20 Points
- This Model may have up to two hunter-killer missiles selected for it for +5 Points each.

THE ARTIFICIA TYPE

Artificia

These creatures appear outwardly similar to the automata of the Mechanicum, but under their metal skin are nothing alike. Artificia are not crude metal servants, but a living mind forged of steel and conditioned to hate all other life.

The following Rules apply to all Models with the Artificia Type:

- Models with the Artificia Type cannot gain any Cybertheurgic Statuses, but can gain Tactical Statuses or other kinds of Status effects.
- When targeting a Unit that includes any Models with the Artificia Type, the effects of the Poisoned (X) Special Rule only trigger on a Wound Test with a result of a '6' before modifiers are applied, regardless of the value of X for that variant of the Special Rule.

SPECIAL RULES

Vengeful Rage

Though each Excindio is usually kept technologically shackled, in battle it is necessary to relax these restrictions to allow its full power to be unleashed. If sufficiently damaged however, even the stringent failsafes imposed upon them by their controllers can be overridden by their complex adaptive systems. The resultant fury is as dangerous to their allies as it is to their enemy until it can be brought back under control.

Whilst a Model with this Special Rule has a Current Wounds Characteristic of 4 or less, then in each of the Controlling Player's Shooting Phases it must have a Shooting Attack made for it targeting the nearest Unit that has a Line of Sight to the Model, regardless of whether that Unit is an enemy or friendly Unit. Such a Shooting Attack must use all Weapons that are within range of at least one Model in the Target Unit.

WARGEAR

Excindio Weapons

Utilising an array of esoteric weaponry, Excindio automata lay waste to any who invoke their rage.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Athanax phosphex canister launcher	24	1	6	4	1	Blast (3"), Barrage (2), Pinning (3), Poisoned (2+), Phage (T)	Rad
Tyrhenius nerve induction shredder	18	10	1	-	1	Poisoned (2+), Panic (1)	Assault
Magaron atomantic pulse cannon	24	3	8	2	1	Armourbane, Shock (Suppressed)	Assault
Cytheron graviton flux projector	Template	1	7	4	2	Template, Breaching (5+), Shock (Pinned), Pinning (3)	Assault, Graviton
Irad cleanser	Template	1	2	5	1	Template, Phage (T), Poisoned (2+), Panic (1)	Rad
Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Excindio claws	1	A	+1	3	2	Breaching (5+), Reaping Blow (2)	Power

USING THIS UNIT

This Unit may be included in Detachments from the Legiones Astartes Army List, where the Primary Detachment has the Dark Angels Faction. This Unit may not be selected as part of an Allied Detachment.

NEW WARGEAR OPTIONS

Any Model with the Command Sub-Type selected as part of the Primary Detachment of an Army that includes an Excindio Battle-automata may have an artificia kill-switch selected for it for +10 Points per Model.

Artificia Kill-switch

Ironwing commanders ensure that should control over their charge be lost that it can be dealt with, permanently.

The Controlling Player of a Model with an artificia kill-switch may choose to activate it in the Effects Sub-Phase of any End Phase. When activated, that Player may select one friendly Model that has the Artificia Type that is within 12" of the Model with the artificia kill-switch. The selected Model with the Artificia Type suffers D6+2 Unsaved Wounds. If this would cause that Model to be Removed as a Casualty, then if that Model has any version of the Explodes (X) Special Rule, that Special Rule is automatically activated. If a Model is Destroyed and Removed from Play due to the activation of an artificia kill-switch, then no Player may score any Victory Points for that Model being removed from play.





DARK ANGELS FIREWING ENIGMATUS CABAL

UNIT COMPOSITION: 3 FIREWING ENIGMATII

90 Points

The Firewing exists to prosecute a swift and silent style of war, to smother the enemy's ability to resist, steal their will to fight with precision strikes, and gain the acquisition of key intelligence for use by other forces. The Enigmatii are the foremost practitioners of this style of war, operating in small elite units to eliminate the enemy's leaders, disrupt their lines of advance and throw their plans into disarray. Armed and equipped with the finest weapons and equipment available, they are a deadly threat to those deemed dangerous enough by the Lion to warrant their attention.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Firewing Enigmatii	12	5	4	4	4	2	4	3	8	8	7	7	3+	-

WARGEAR

- Calibanite charge-blade
- Needle pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Dark Angels
- Smokescreen

OPTIONS

- One Model in this Unit may have one Enigmatus missile launcher selected for it for +15 Points.

SPECIAL RULES

- Outflank
- Bulky (2)
- Deep Strike
- Vanguard (2)
- Marked For Death (1)

TYPE

- Infantry (Champion, Antigrav)

WARGEAR

Calibanite Charge-blade

A relic weapon taken from the forgotten battlefields of the wars of Unity and later adapted for use by Dark Angels Calibanite initiates, a charge-blade consists of an adamantium blade woven with charge conduits and linked to a high-capacity charge cell. During combat, the charge cell can be activated to supercharge the blade's power field and heat the blade to temperatures capable of melting conventional armour.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Calibanite charge-blade							
- Uncharged	+2	A	S	4	1	-	Sword of the Order
- Charged	-1	A	+1	3	1	Breaching (6+)	Sword of the Order

Needle Pistol

Needle weapons fire a rapid burst of metal slivers, each carved from the ammunition block within the weapon's housing and coated with a cocktail of potent nerve agents before firing.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Needle pistol	12	2	2	-	1	Poisoned (3+), Pistol, Pinning (1)	Assault, Needle

Enigmatus Missile Launcher

Derived from the patterns of assault missile launchers as used by various other specialist clades within the Legions, the Enigmatus missile launcher has particular modifications to better serve the role of its primary users, including specific changes to the ammunition feeds in order to accommodate projectiles with esoteric payloads.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Enigmatus missile launcher							
- Frag missile	24	1	3	6	1	Blast (3")	Assault
- Krak missile	24	1	6	4	2	-	Assault
- Stasis missile	24	1	4	-	2	Blast (3"), Stun (3)	Assault, Stasis

SPECIAL RULES

Marked for Death (X)

Certain clades of warrior take to the battlefield with a specific target selected for destruction. These actions may be motivated by a desire for vengeance, to settle a score or simply a result of the express commands of their superiors in the interest of a wider strategy.

The Controlling Player of any Units with this Special Rule may select an enemy Unit to score extra Victory Points from.

At the end of the Declare Mission Reserves Step the Controlling Player of any Units with this Special Rule may select one Unit from the Opposing Player's Army, this Unit is the 'Marked' Unit. Once per Battle, the Controlling Player scores additional Victory Points equal to the value of X if a Friendly Unit with the Marked for Death (X) Special Rule scores Victory Points as a result of the Vanguard (X) Special Rule when the enemy Unit that fulfils the conditions of the Vanguard (X) Special Rule is the Marked Unit.



EMPEROR'S CHILDREN PALATINE BLADE AQUILAE SQUAD

**UNIT COMPOSITION: 1 PALATINE PREFECTOR WITH JUMP PACK,
4 PALATINE WARRIORS WITH JUMP PACKS**

195 Points

- May include up to 5 additional Palatine Warriors with Jump Packs at +33 Points per Model.

Based on their proclivity towards seeking out and directly assaulting those they deemed to be the finest warriors amongst any enemy arrayed against them, some formations of Palatine Blades would eschew the use of mechanised battlefield deployment in favour of the jump pack. This selection of wargear was most often used in situations where it would allow them to traverse the roughest of terrain or even bypass lesser enemies in order to challenge their desired opponents.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Palatine Warrior with Jump Pack	12	5	4	4	4	2	4	3	8	8	7	7	2+	-
Palatine Prefector with Jump Pack	12	5	4	4	4	2	4	3	8	8	7	7	2+	-

WARGEAR

- Palatine blade (see *Liber Hereticus*, page 138)
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Emperor's Children

OPTIONS

- Any Model in this Unit may have its Palatine blade exchanged for one of the following:
 - Power weapon..... Free
 - Phoenix rapier..... Free
 - Phoenix power spear Free
- The Palatine Prefector in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.

SPECIAL RULES

- Vanguard (3)
- Bulky (2)
- Deep Strike

TYPE

- **Palatine Prefector with Jump Pack:** Infantry (Champion, Sergeant, Antigrav)
- **Palatine Warrior with Jump Pack:** Infantry (Antigrav)

- If all Models in this Unit have the Traitor Trait, all Models in the Unit may have one of the following selected for them. Every Model in this Unit must have the same item selected for it:
 - Sonic shriekers.....+5 Points per Model
 - Sonic lance.....+5 Points per Model



RYLANDOR THE UNYIELDING

UNIT COMPOSITION: 1 RYLANDOR

180 Points

One of the first generation of the Emperor's Children, Rylandor had the singular honour of fighting beside the Emperor, with the battle honours of Roma and Thule etched into his armour. His history was the history of his Legion, and he had been the first to carry the Palatine standard into battle alongside his newfound Primarch. When he fell, grievously wounded in battle against the Aeldari, his salvation was internment in a Dreadnought of his Legion. Rylandor became his Legion's Ancient of Rites, presiding over the Emperor's Children's Ceremonials of Induction as well as lending his might to the line of battle for many decades until the treachery of the Warmaster tore his Legion apart from within. When the atrocity on Istvan III came, Rylandor's unshakable loyalty to the Emperor marked him for death in his Primarch's eyes and he was assigned to the first wave assault, but instead survived the first murderous blow of betrayal. Once the fighting began in earnest, Rylandor soon became a priority target for the Traitors, his power dooming scores of his former battle brothers to their deaths wherever he fought, while his mere presence became a rallying cry for those loyal Emperor's Children battling out to the bitter end. Reported destroyed several times, Rylandor, increasingly damaged, somehow endured for much of the fighting on Istvan III, but his final fate remains unknown.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Rylandor	8	4	4	7	7	6	4	4	12	12	7	5	2+	5+

WARGEAR

- Kheres assault cannon
- Gravis power fist and one heavy flamer

TRAITS

- Loyalist
- Emperor's Children
- Smokescreen

SPECIAL RULES

- Bulky (6)
- Explodes (5+)
- Implacable Advance
- Vengeful Hate

TYPE

- Walker (Unique)

SPECIAL RULES

Vengeful Hate

For his loyalty to the Emperor, the IIIrd Legion singled out Rylandor for destruction, but he refused to die at Istvan. Instead, his hatred was distilled and his gene-sire came to embody the betrayal he had suffered.

Rylandor can fight in a Challenge when Fulgrim is the Challenger.

If a Model with this Special Rule is Locked in Combat with an enemy Unit that contains Fulgrim or Fulgrim Transfigured, the Model with this Special Rule is considered to be eligible to take part in a Challenge. In such a Challenge, if Fulgrim or Fulgrim Transfigured is the Challenger, Rylandor must be the Challenged.



0-1 EMPEROR'S CHILDREN SUN KILLER SQUAD

UNIT COMPOSITION: 1 NOVAETOR, 4 SUN KILLERS

65 Points

- May include up to 15 additional Sun Killers at +10 Points per Model.

The informal cognomen of 'Sun Killers' was given to a number of elite heavy support squads of the IIIrd Legion. Armed exclusively with energy weapons, these would seek out the largest enemy constructs or bioforms so they alone could enact their destruction. In the rare instances that Fulgrim's warriors were required to make a strategic withdrawal, it fell to the Sun Killers to provide covering fire, compelled not by oath or duty but out of boastful pride. Records of Sun Killers failing in their assignments are all but unknown, and it has long been suspected that they are stricken from the Legion's databanks by order of Fulgrim himself.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Sun Killer	7	4	4	4	4	1	4	1	8	8	7	7	3+	-
Novaetor	7	4	4	4	4	1	4	1	9	9	7	7	3+	-

WARGEAR

- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Emperor's Children

SPECIAL RULES

- Heedless
- Designated Quarry

TYPE

- **Novaetor:** Infantry (Sergeant)
- **Sun Killer:** Infantry

OPTIONS

- Every Model in the Unit must have one of the following options selected for it. Every Model in this Unit must have the same item selected for it:
 - Volkite culverin.....+15 Points
 - Plasma cannon.....+25 Points
 - Multi-melta+25 Points
 - Lascannon+25 Points
- The Novaetor in this Unit may have one item from the Legion Sergeant Melee Weapons list selected for it.
- One Sun Killer in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Sun Killers in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Designated Quarry

Sun Killer squads would never take to the battlefield without defining targets and regardless of the outcome of the battle, they would consider it a failure if these specific enemies were not brought down. On rare occasions, multiple squads of Sun Killers would operate in the same sector, competing amongst themselves to hunt out and eliminate the largest foe.

Models with this Special Rule can have their Ballistic Skill improved once per Battle against a specific target.

Once per Battle, before making a Shooting Attack in the Controlling Player's Shooting Phase, the Controlling Player of a Unit with this Special Rule that did not Move in the previous Movement Phase may select an enemy Unit with the Vehicle Type as that Unit's Designated Quarry. When the Unit with this Special Rule makes a Shooting Attack that targets an enemy Unit that is selected as their Designated Quarry, the Ballistic Skill Characteristic of all Models with this Special Rule in the Unit making the Shooting Attack is modified by +1 for the duration of the current Phase.



IRON WARRIORS WARSMITH IN ARTIFICER ARMOUR

UNIT COMPOSITION: 1 WARSMITH IN ARTIFICER ARMOUR

140 Points

Some Warsmiths preferred the mobility afforded by lighter armour to their Terminator-plate clad brethren. No less skilled for their less intimidating wargear, such warriors were equally able to assess a fortification and lay it low.

USING THIS UNIT: This Unit counts as a Warsmith Unit for the purposes of selecting the The Hammer of Olympia Apex Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Warsmith in Artificer Armour	7	6	5	4	4	4	5	5	10	9	9	10	2+	4+

WARGEAR

- Bolter
- Bolt pistol
- Servo-arm
- Cortex controller
- Cognis-signum
- Frag grenades
- Krak grenades

SPECIAL RULES

- Battlesmith (2)

TYPE

- Infantry (Command)

TRAITS

- [Allegiance]
- Iron Warriors
- Master of the Legion

OPTIONS

- This Model may have its bolter and/or bolt pistol exchanged for one paragon blade for +15 Points, one archaeotech pistol for +15 Points or one item from the Legion Officer Wargear list.
- This Model may have its bolter exchanged for one item from the Legion Combi-weapons list or one of the following:
 - Astartes shotgun..... +2 Points
 - Volkite charger..... +2 Points
- This Model may have its bolter and bolt pistol exchanged for one pair of lightning claws for +20 Points.
- This Model may have melta bombs selected for it for +5 Points.
- This Model with a bolter may have one of the following selected for it:
 - Bayonet +1 Point
 - Chain bayonet..... +2 Points
- This Model may have a cyber-familiar selected for it for +10 Points.



NÂRIK DREYGUR

The Gravewalker, The Revenant's Pawn

UNIT COMPOSITION: 1 NÂRIK DREYGUR

115 Points

Once a respected commander, Dreygur led his company for ninety years before being felled on the killing fields of Isstvan V. Dreygur's defeat cost him the favour of Perturabo, who discarded the broken commander. Having lost his Primarch's favour and with his shattered body rebuilt with augmetic implants, he was inducted into the technological mysteries of the Apolakron. Dreygur, now known as the Gravewalker, rejoined the war as a Consul Praevian. Shunned by his Primarch and brethren, he quickly came to favour the company of his automaton charges, who showed him more loyalty than those he called 'brothers'.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Nârik Dreygur	7	5	5	4	4	3	5	4	9	8	8	9	2+	5+

WARGEAR

- Graviton gauntlet
- Bolt pistol
- Frag grenades
- Krak grenades
- Cortex controller

SPECIAL RULES

- Battlesmith (1)
- Feel No Pain (5+)
- Master of Automata (see *Liber Hereticus*, page 37)

TYPE

- Infantry (Unique, Command, Heavy)

TRAITS

- Loyalist
- Iron Warriors

WARGEAR

Graviton Gauntlet

Incorporated into Dreygur's battle plate is a huge powered gauntlet with brutal iron talons in the place of digits. The entire glove crackles with a disruptive energy field at its bearer's will.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Graviton gauntlet	-3	A	+3	2	2	Shock (Pinned)	Graviton, Power



0-1 IRON WARRIORS DOMINATOR COHORT

UNIT COMPOSITION: 5 DOMINATORS

255 Points

- May include up to 5 additional Dominators at +45 Points per Model.

Once proudly honoured as peerless among their brethren and granted the role of retinue to their gene-sire, those of the Tyranthikos, or Dominators, were relieved of their most prized duty following the events of the Battle of Phall. Perturabo's unveiling of his 'Iron Circle' automata displaced the former bodyguard of the Primarch and sent the veteran warriors back into the front lines of the Warmaster's campaign towards Terra. With their battle-honed experience replaced by the calculated logic engines of the Iron Circle and their honour besmirched, the Dominators became increasingly resentful.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Dominator	6	5	4	4	5	2	4	3	9	8	7	7	2+	4+

WARGEAR

- Combi-bolter
- Thunder hammer

TRAITS

- [Allegiance]
- Iron Warriors

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Expendable (1)
- Hatred (Automata)
- Those Once Honoured

TYPE

- Infantry (Heavy)

OPTIONS

- For every five Models in the Unit, one Dominator may have its combi-bolter exchanged for one of the following:
 - Heavy flamer+10 Points per Model
 - Multi-melta+15 Points per Model
 - Reaper autocannon.....+15 Points per Model
- Any Model in this Unit may have its thunder hammer exchanged for one chainfist for +5 Points per Model.
- Any Model in this Unit may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.

SPECIAL RULES

Those Once Honoured

The Dominator Cohorts exist in purgatory, stripped of the honours once bestowed upon them by their Primarch and forced to serve in the forefront of the most gruelling assaults. Once they had been the bodyguard of Perturabo himself, and high in the esteem of both Primarch and Legion, but their failure at the Battle of Phall would see them reduced to the miserable state in which they existed during the Horus Heresy. The Iron Circle automata that had replaced them as Perturabo's bodyguard were an ever-present reminder of their failures during the opening salvos of the Horus Heresy and became the focus of a malignant disdain.

A Unit that includes any Models with this Special Rule can never be joined by a Perturabo Model.





IRON WARRIORS IRON HAVOCS

UNIT COMPOSITION: 1 IRON HAVOC SERGEANT, 4 IRON HAVOCS

135 Points

- May include up to 5 additional Iron Havocs at +25 Points per Model.

Amongst most of the Legiones Astartes, it is the principal role of heavy support squads to saturate an area or target enemy armour with heavy ordnance, obliterating an enemy through sheer weight of fire. The Iron Havocs of the IVth Legion, however, are an elite formation who have elevated these tactics almost to an art. These warriors are amongst the finest marksmen of the Iron Warriors, placing both shell and explosive blast with exacting precision as they advance alongside the Legion's assault cadres. Iron Havocs are often attached to the leading elements of any assault, where their pinpoint accuracy allows them to scour clean fortifications and strongpoints of enemy infantry with murderous efficiency, clearing a path for the Iron Warriors infantry to sweep aside any survivors.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Iron Havoc	7	4	4	4	4	1	4	1	7	7	7	7	3+	-
Iron Havoc Sergeant	7	4	4	4	4	1	4	1	8	7	7	7	3+	-

WARGEAR

- Shrapnel cannon
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Iron Warriors

OPTIONS

- The Iron Havoc Sergeant in this Unit may have one item from the Legion Sergeant Melee Weapons list selected for it.
- One Iron Havoc in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Iron Havocs in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

- Support Unit (1)
- Ferrum Ocularis

TYPE

- **Iron Havoc Sergeant:** Infantry (Sergeant)
- **Iron Havoc:** Infantry

- Every Model in this Unit may have its shrapnel cannon replaced with one of the following options. Every Model in this Unit must have the same option selected for it.
 - Autocannon..... +10 Points per Model
 - Missile launcher+5 Points per Model
 - Lascannon +15 Points per Model

WARGEAR

Shrapnel Cannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Shrapnel cannon	36	3	5	5	1	Pinning (0), Shred (6+)	Bolt

SPECIAL RULES

Ferrum Ocularis

In addition to the integrated systems afforded by their power armour, Iron Havoc squads utilise additional, specialised targeting arrays that overlay data feeds, atmospheric influences and predictive target movements based on previous battlefield data to allow them to select targets with exacting precision.

Wounds caused by a Model with this Special Rule may ignore Cover Saves.

Cover Saves may not be taken against unsaved wounds caused by a Shooting Attack made by a Model with this Special Rule, if the Model with this Special Rule was part of a Unit that remained Stationary in its Controlling Player's previous Movement Phase.





THE TORMENTOR

UNIT COMPOSITION: 1 THE TORMENTOR

700 Points

The Tormentor is a converted Shadowsword super-heavy tank, maintained by the Iron Warriors Legion even following the transition away from such vehicles within the Legions. Utilised as a mobile command vehicle, equally resilient and deadly, the vehicle's superstructure and engine had been radically overhauled to accommodate Perturabo's scale and that of his Iron Circle bodyguards. No more effective a killing machine existed in the Iron Warriors' vehicle pool.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
The Tormentor	10	4	14	13	12	16	14

WARGEAR

- Centreline Mounted volcano cannon
- Hull (Front) Mounted twin heavy bolter

TRAITS

- Traitor
- Iron Warriors
- Smokescreen

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters.....+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Legion Pintle Weapons list selected for it.

SPECIAL RULES

- Lair of the Iron Tyrant
- Macro-auspex
- Void Shields (1)

TYPE

- Vehicle (Unique, Transport, Super-heavy)

- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

ACCESS POINTS

This Model has Access Points on the Rear Facing.

WARGEAR

Volcano cannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Volcano cannon	120	1	13	2	12	Blast (3"), Macro-auspex	Las

SPECIAL RULES

Macro-auspex

Specialised auspexes designed to efficiently target larger war engines at great distances are often fitted to the largest titan weapons. These devices allow the long range duels of such gargantuan engines to be conducted at distances too great for most targeting units, but are less use when targeting smaller, closer enemies.

When not attacking Titans, Knights or Super-heavies, a Weapon with this Special Rule must make Snap Shots.

If the target of a Shooting Attack is not a Unit entirely composed of Models with the Titan, Knight or Superheavy Sub-Type or other Models with a Base Wounds Characteristic of 10 or more, then all attacks made for a Weapon with this Special Rule must be made as Snap Shots.

Lair of the Iron Tyrant

Perturabo was known to utilise The Tormentor as a mobile command centre, his automata bodyguard slotting into specially modified transport compartments within its hull while he directed his forces.

Only Perturabo or Domitar-ferrum Models may Embark on a Model with this Special Rule.



WHITE SCARS STORMSEER WITH JUMP PACK

UNIT COMPOSITION: 1 STORMSEER WITH JUMP PACK

115 Points

Where the khans of the White Scars deploy assault troops to the field, they are accompanied by similarly equipped Stormseers, each able to keep pace with the rapid attack patterns commonly employed, and join in the heart of battle.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Stormseer with Jump Pack	12	5	5	4	4	3	5	4	8	7	10	8	2+	5+

WARGEAR

- Force staff
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Bulky (2)
- Deep Strike

TYPE

- Infantry (Command, Antigrav)

TRAITS

- [Allegiance]
- White Scars
- Psyker

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.
- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Stormcalling+20 Points
 - Divination.....+20 Points
 - Thaumaturgy Free
 - Telepathy+20 Points



WHITE SCARS MOUNTED STORMSEER

UNIT COMPOSITION: 1 OUTRIDER STORMSEER

125 Points

- This Model may be replaced with 1 Stormseer on Scimitar Jetbike for Free.

The Stormseers of the Vth Legion share their brethren's proclivity towards speed and manoeuvrability and use the capabilities offered by various mechanical mounts to outflank and reposition themselves so that they may strike the enemy with their full force.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Stormseer	14	5	5	4	4	4	5	4	8	7	10	7	2+	5+
Stormseer on Scimitar Jetbike	16	5	5	4	4	4	5	4	8	7	10	8	2+	5+

WARGEAR

- Twin bolter (Outrider Stormseer only)
- Heavy bolter (Stormseer on Scimitar Jetbike only)
- Force staff
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- White Scars
- Psyker

SPECIAL RULES

Outrider Stormseer

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Stormseer on Scimitar Jetbike

- Bulky (3)
- Deep Strike

TYPE

- Outrider Stormseer:** Cavalry (Command)
- Stormseer on Scimitar Jetbike:** Cavalry (Command, Antigra)

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.
- This Outrider Stormseer may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Stormseer on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin.....+10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points
- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Stormcalling.....+20 Points
 - Divination.....+20 Points
 - Thaumaturgy Free
 - Telepathy+20 Points



WHITE SCARS STORMSEER IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII STORMSEER

115 Points

- This Model may be replaced with 1 Tartaros Stormseer for Free.

Although ill-disposed to the highly manoeuvrable warfare that is preferred by the White Scars, there are many instances where the heavier armour and increased protection of Terminator plate is preferable and indeed the only viable option for the Legion's Stormseers.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Stormseer	6	5	5	4	5	4	5	4	8	7	10	8	2+	4+
Tartaros Stormseer	7	5	5	4	5	4	5	4	8	7	10	8	2+	5+

WARGEAR

- Combi-bolter
- Force staff

TRAITS

- [Allegiance]
- White Scars
- Psyker

SPECIAL RULES

Cataphractii Stormseer

- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Stormseer

- Bulky (2)
- Implacable Advance

TYPE

- Cataphractii Stormseer:** Infantry (Command, Heavy)
- Tartaros Stormseer:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free, or for one item from the Legion Combi-weapons list.
- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Stormcalling +10 Points
 - Divination.....+20 Points
 - Thaumaturgy Free
 - Telepathy +10 Points



WHITE SCARS FALCON'S CLAWS

UNIT COMPOSITION: 1 FALCON'S CLAW CHAMPION, 4 FALCON'S CLAWS

110 Points

- May include up to 5 additional Falcon's Claws at +18 Points per Model.

Ranging far ahead of the main White Scars advance, the Falcon's Claws serve as long-range scouts, assassins and harriers. Before battle is joined, they will attempt to mark key points of assault, destroy supply routes and eliminate key commanders – after the battle, they pursue and slaughter the retreating foe. Often taken from the recruits that have chosen the Noble Pursuit of the hunt, and in particular those who showed an exceptional aptitude for tracking and hunting, the Falcon's Claws excel at reading the battlefield and determining from where the enemy is likely to launch their attack, or in which direction they are likely to be mounting their defence.

The Falcon's Claws are highly skilled not only as scouts, but as ambushers capable of laying deadly traps for the foe. Able to predict the foe's movements with remarkable accuracy using a planet's topography, they are able to feed back to the Legion's commanders as to the enemy's plan of attack, and as such coordinate the laying of ambushes to decapitate the enemy formation before it gains momentum. Through harrying an enemy's advance from their back line, the Falcon's Claws effectively herd the foe into a battlefield more advantageous to other White Scars forces, ensuring victory against those who would see the noble followers of the Khan laid low.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Falcon's Claw	7	4	4	4	4	1	4	2	7	7	7	8	4+	-
Falcon's Claw Champion	7	4	4	4	4	1	4	3	8	7	7	8	4+	-

WARGEAR

- Pair of lightning claws
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- White Scars
- Smokescreen

SPECIAL RULES

- Outflank
- Precision (6+)

TYPE

- **Falcon's Claw Champion:** Infantry (Sergeant, Light)
- **Falcon's Claw:** Infantry (Light)

OPTIONS

- Any Model in this Unit may have its pair of lightning claws exchanged for one power weapon and one bolt pistol for Free.
- The Falcon's Claw Champion in this Unit may have its pair of lightning claws exchanged for one of the following:
 - One lightning claw and one thunder hammer +15 Points
 - One lightning claw and one power fist..... +15 Points
 - One lightning claw and one hand flamer..... +5 Points
 - One lightning claw and one plasma pistol..... +10 Points
 - One lightning claw and one volkite serpenta..... Free
- The Falcons's Claw Champion in this Unit may have melta bombs selected for it for +10 Points.
- The Falcon's Claw Champion in this Unit may have one cyber-hawk (see *Liber Astartes*, page 145) selected for it for +10 Points.





WHITE SCARS DARK SONS OF DEATH

UNIT COMPOSITION: 1 DEATH'S CHAMPION, 4 DARK SONS

125 Points

- May include up to 10 additional Dark Sons at +20 Points per Model.

In the instances where their enemy had fallen so far from humanity's light, the hope of Imperial Compliance was lost, or an abhorrent xeno-strain stood before them that could not be permitted to exist, the White Scars would call upon the Karaoghlanlar to bring about the unmaking of their foes. The Dark Sons of Death, a moniker used by those not of Chogorian descent, were deployed as a final irrevocable measure. The Karaoghlanlar not only sought to bring about the demise of their enemy physically, but also through ancient Chogorian rites, spiritually.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Dark Son	12	4	4	4	4	1	4	1	8	8	7	7	3+	-
Death's Champion	12	5	4	4	4	1	4	2	9	8	7	7	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rad grenades

TRAITS

- [Allegiance]
- White Scars

OPTIONS

- Any Model in this Unit may have its chainsword exchanged for one of the following:
 - Charnabal sabre +5 Points per Model
 - Power glaive +15 Points per Model
- For every five Models in this Unit, one Model in this Unit may have its bolt pistol exchanged for one of the following:
 - Plasma pistol +5 Points per Model
 - Hand flamer +5 Points per Model
- For every five Models in this Unit, one Model in this Unit may have one of the following selected for it:
 - Flamer +5 Points per Model
 - Plasma gun +10 Points per Model
 - Meltagun +15 Points per Model

SPECIAL RULES

- Bulky (2)
- Deep Strike
- Impact (A)
- Invocation of the Razing Tempest

TYPE

- **Death's Champion:** Infantry (Sergeant, Antigrav)
- **Dark Son:** Infantry (Antigrav)

- The Death's Champion in this Unit may have its chainsword exchanged for one of the following:
 - Power weapon +10 Points
 - Power fist +15 Points
 - Lightning claw +10 Points
- The Death's Champion in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- The Death's Champion in this Unit may have its bolt pistol and chainsword exchanged for one pair of lightning claws for +10 Points.
- The Death's Champion in this Unit may have melta bombs selected for it for +10 Points.

SPECIAL RULES

Invocation of the Razing Tempest

The Karaoghlanlar were often accompanied to battle by a Stormseer, who would ritually mark their armour before battle, ensuring their spirits were not tainted by the deeds they were required to carry out. Such attunement also enabled the Stormseers to reach out with their minds, more easily providing aid to the Dark Sons of Death, even in the tumult of battle.

A Unit that includes any Models with this Special Rule can be more easily selected as the target of the Call of the Wind Psychic Power.

A Unit that includes any Models with this Special Rule may be selected as the target of the Call of the Wind Psychic Power from the Stormcalling Discipline while it has at least one Model within 24" of the Focus instead of 12". In addition, a Unit that includes any Models with this Special Rule may be selected as the Target of that Psychic Power even if no Models in that Unit have Line of Sight to the Focus.





SPACE WOLVES CASTER OF RUNES WITH JUMP PACK

UNIT COMPOSITION: 1 CASTER OF RUNES WITH JUMP PACK

140 Points

Advisors and sages to the commanders of the VIth Legion, the Casters of Runes take to the field of battle in whatever configuration the warriors of Fenris demand, in many cases donning jump packs alongside more aggressive Space Wolves leaders to help curb any foolhardy impulses such figures might entertain. This panoply also grants these warrior-mystics significant manoeuvrability in the invocation of their psychic powers, allowing them to descend from the skies at the heart of warp-conjured blizzards.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Caster of Runes with Jump Pack	12	5	5	4	4	3	5	4	8	7	10	8	2+	5+

WARGEAR

- Force staff
- Frost axe
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Bulky (2)
- Deep Strike

TYPE

- Infantry (Command, Antigrav)

TRAITS

- [Allegiance]
- Space Wolves
- Psyker

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistol list.
- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Runecasting.....+15 Points per Model
 - Biomancy+20 Points per Model
 - Divination.....+20 Points per Model
 - Telekinesis+20 Points per Model





SPACE WOLVES MOUNTED CASTER OF RUNES

UNIT COMPOSITION: 1 OUTRIDER CASTER OF RUNES

150 Points

- This Model may be replaced with 1 Caster of Runes on Scimitar Jetbike for Free.

While the Casters of Runes are valued as sages and moderating influences among their Legion, this does not mean they have any less ardour for battle than their kin, and many will ride to war alongside the Space Wolves' fast attack elements mounted on bikes and jetbikes, rapidly closing with the foe to deliver ruin both mundane and sorcerous in nature.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Caster of Runes	14	5	5	4	4	4	5	4	8	8	10	7	2+	5+
Caster of Runes on Scimitar Jetbike	16	5	5	4	4	4	5	4	8	8	10	8	2+	5+

WARGEAR

- Twin bolter (Outrider Caster of Runes only)
- Heavy bolter (Caster of Runes on Scimitar Jetbike only)
- Force staff
- Frost axe
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Space Wolves
- Psyker

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistol list.
- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Runecasting.....+15 Points per Model
 - Biomancy.....+20 Points per Model
 - Divination.....+20 Points per Model
 - Telekinesis.....+20 Points per Model

SPECIAL RULES

Outrider Caster of Runes

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank

Caster of Runes on Scimitar Jetbike

- Bulky (3)
- Deep Strike

TYPE

- Outrider Caster of Runes:** Cavalry (Command)
- Caster of Runes on Scimitar Jetbike:** Cavalry (Command, Antigra)

- This Outrider Caster of Runes may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Caster of Runes on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin.....+10 Points
 - Plasma cannon.....+15 Points
 - Multi-melta.....+20 Points





SPACE WOLVES CASTER OF RUNES IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII CASTER OF RUNES

130 Points

- This Model may be replaced with 1 Tartaros Caster of Runes for Free.

The Varagyr elite and other Terminator retinues of the VIth Legion are often seen accompanied by the Space Wolves Casters of Runes, for such figures are highly valued as advisors by the Legion's Wolf Lords and even Leman Russ himself. Upon the field of battle, these psykers stride into the fray encased in the same hulking armour as their compatriots, inured to bolt and blade as they pour forth the power of the Warp.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii														
Caster of Runes	6	5	5	4	5	2	5	4	8	7	10	8	2+	4+
Tartaros Caster of Runes	7	5	5	4	5	2	5	4	8	7	10	8	2+	5+

WARGEAR

- Force staff
- Frost axe

TRAITS

- [Allegiance]
- Space Wolves
- Psyker

SPECIAL RULES

Cataphractii Caster of Runes

- Bulky (2)
- Implacable Advance
- Slow and Purposeful

Tartaros Caster of Runes

- Bulky (2)
- Implacable Advance

TYPE

- **Cataphractii Caster of Runes:** Infantry (Command, Heavy)
- **Tartaros Caster of Runes:** Infantry (Command)

OPTIONS

- This Model may have up to two of the following Psychic Disciplines selected for it:
 - Runecasting.....+15 Points per Model
 - Biomancy+20 Points per Model
 - Divination.....+20 Points per Model
 - Telekinesis+20 Points per Model



SPACE WOLVES SPEAKER OF THE DEAD

UNIT COMPOSITION: 1 SPEAKER OF THE DEAD

100 Points

- This Model may be replaced with 1 Speaker of the Dead with Jump Pack for +20 Points.

Servants and leaders both of the Cult of Morkai – the Fenrisian wolf-aspect of death – the Speakers of the Dead are the instillers of fear, masters of discipline and keepers of the Legion's culture and histories. These blood-soaked priests of Fenris enact strange rites, wear esoteric masks and carry curious tokens. Each Speaker of the Dead makes a baleful oath before battle, and its chanted memetics can take root within the minds of the Legion, providing deadly results.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Speaker of the Dead	7	5	4	4	4	3	5	4	9	10	8	8	2+	5+
Speaker of the Dead with Jump Pack	12	5	4	4	4	3	5	4	9	10	8	8	2+	5+

WARGEAR

- Bolt pistol
- Crozius Arcanum
- Nartheicum
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Space Wolves

SPECIAL RULES

Speaker of the Dead

- Medic (5+)

Speaker of the Dead with Jump Pack

- Medic (5+)
- Bulky (2)
- Deep Strike

TYPE

- Speaker of the Dead:** Infantry (Command)
- Speaker of the Dead with Jump Pack:** Infantry (Command, Antigra)

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistol list.
- This Model may have melta bombs selected for it for +5 Points.





SPACE WOLVES MOUNTED SPEAKER OF THE DEAD

UNIT COMPOSITION: 1 OUTRIDER SPEAKER OF THE DEAD

130 Points

- This Model may be replaced with 1 Speaker of the Dead on Scimitar Jetbike for Free.

When accompanying fast-moving forces, some Speakers of the Dead choose to requisition a combat bike or Scimitar jetbike, enabling them to continue their watch over their brethren as well as provide inspiration in the thickest fighting.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Speaker of the Dead	14	5	4	4	4	4	5	4	9	10	8	7	2+	5+
Speaker of the Dead on Scimitar Jetbike	16	5	4	4	4	4	5	4	9	10	8	8	2+	5+

WARGEAR

- Twin bolter (Outrider Speaker of the Dead only)
- Heavy bolter (Speaker of the Dead on Scimitar Jetbike only)
- Bolt pistol
- Crozius Arcanum
- Narthecium
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Space Wolves

SPECIAL RULES

Outrider Speaker of the Dead

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Medic (5+)

Speaker of the Dead on Scimitar Jetbike

- Medic (5+)
- Bulky (3)
- Deep Strike

TYPE

- **Outrider Speaker of the Dead:** Cavalry (Command)
- **Speaker of the Dead on Scimitar Jetbike:** Cavalry (Command, Antigrav)

OPTIONS

- This Outrider Speaker of the Dead may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Model may have melta bombs selected for it for +5 Points.
- This Speaker of the Dead on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin.....+10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points



SPACE WOLVES SPEAKER OF THE DEAD IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII SPEAKER OF THE DEAD

120 Points

- This Model may be replaced with 1 Tartaros Speaker of the Dead for Free.

Bestriding the battlefield in ornate Terminator plate replete with esoteric tokens and bearing snarling masks, Speakers of the Dead are able to traverse even the most dangerous environments, ensuring the traditions of the VIth Legion are maintained.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii														
Speaker of the Dead	6	5	4	4	5	4	5	4	9	10	8	8	2+	4+
Tartaros														
Speaker of the Dead	7	5	4	4	5	4	5	4	9	10	8	8	2+	5+

WARGEAR

- Combi-bolter
- Crozius Arcanum
- Narthecium

TRAITS

- [Allegiance]
- Space Wolves

SPECIAL RULES

Cataphractii Speaker of the Dead

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Medic (5+)

Tartaros Speaker of the Dead

- Bulky (2)
- Implacable Advance
- Medic (5+)

TYPE

- **Cataphractii Speaker of the Dead:** Infantry (Command, Heavy)
- **Tartaros Speaker of the Dead:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.



SPACE WOLVES JORLUND HUNTER PACK

UNIT COMPOSITION: 1 HUNT-MASTER, 4 HUNTERS

95 Points

- May include up to 5 additional Hunters at +17 Points per Model.

Many believed the individualistic Space Wolves to be incapable of discipline and cohesion, but this couldn't be further from the truth. Their tactics required supreme coordination, and each warrior's thirst for glory was secondary to the needs of the pack. Speed and ferocity played equal parts to cunning and determination. These traits were all embodied in the Jorlund Hunter Packs. Swift and agile, they would sweep into the enemy's lines, driving their foes before them with roaring torrents of fire. Those that were not consumed in flame were cut down by the howling Hunter Packs as they moved on to the next foe.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Hunter	7	4	4	4	4	1	4	2	7	8	7	7	3+	-
Hunt-master	7	4	4	4	4	1	4	3	8	8	7	7	3+	-

WARGEAR

- Hand flamer
- Chainsword
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Space Wolves

OPTIONS

- The Hunt-master may have its hand flamer exchanged for one plasma pistol for +5 Points.
- The Hunt-master may have its chainsword exchanged for one of the following:
 - Frost sword..... +15 Points
 - Frost axe..... +15 Points
 - Frost claw..... +20 Points
- For every five Models in this Unit, one Hunter in this Unit may have its hand flamer exchanged for one of the following:
 - Flamer +5 Points per Model
 - Volkite serpenta +5 Points per Model

SPECIAL RULES

- Firestorm
- Move Through Cover
- Vanguard (3)
- Scouring Tempest

TYPE

- **Hunt-master:** Infantry (Sergeant)
- **Hunter:** Infantry

- One Hunter in this Unit may have one vexilla selected for it for +10 Points.
- The Hunt-master in this Unit may have melta bombs selected for it for +10 Points.

SPECIAL RULES

Scouring Tempest

Guided by unshakeable faith in the scrying of battle-seers, Jorlund Hunter Packs accompany VIth Legion vanguard forces and range ahead of the line of battle to incinerate their enemies with cleansing flame.

When a Unit that contains any Models with this Special Rule is selected to make a Shooting Attack, if five or more Models make attacks with hand flamers, those hand flamers gain the Panic (1) Special Rule until that Shooting Attack has been resolved.





SPACE WOLVES FENRISIAN WOLF PACK

UNIT COMPOSITION: 1 FENRISIAN WOLF

10 Points

- May include up to 4 additional Fenrisian Wolves at +9 Points per Model.

Much of the native fauna of Fenris consists of large and savage predatory creatures. Since Leman Russ came to command of his Legion, others have sought to emulate the Wolf King and his kin, Freki and Geri, by raising bestial companions of their own. To form a bond with such creatures is considered a sign of favour among the sons of Fenris, and those who manage such a feat often rise to high rank. On the battlefield, they form a bloodthirsty but loyal pack around their master. Many who thought to challenge a son of Fenris have instead ended their days caught in the shredding jaws of one of these terrifying creatures.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Fenrisian Wolf	8	3	0	4	4	1	4	2	5	5	4	2	6+	-

WARGEAR

- Wolf teeth and claws

SPECIAL RULES

- Heedless

TRAITS

- [Allegiance]
- Space Wolves

TYPE

- Infantry (Light)

WARGEAR

Wolf Teeth and Claws

Fenrisian wolves attack with swipes of their razor-sharp claws before clamping their powerful jaws upon the foe, shredding armour and flesh.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Wolf teeth and claws	1	A	S	5	1	-	-



0-1 IMPERIAL FISTS HUSCARL TERMINATOR RETINUE

**UNIT COMPOSITION: 1 HUSCARL TERMINATOR SERGEANT,
4 HUSCARL TERMINATORS**

275 Points

- May include up to 5 additional Huscarl Terminators at +50 Points per Model.

One of a number of Huscarl formations that provide close protection to eminent members of the Imperial Fists, including Rogal Dorn himself, Huscarl Terminators utilise the most resilient equipment available, taking to the field clad in Cataphractii Terminator plate and bearing vast storm shields. Trusting in this almost inviolate wargear, these Huscarls form a nigh impenetrable wall between their charge and the foe, laying their lives on the line to ensure their safety and striking down any who seek to threaten those under their protection.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Huscarl Terminator	6	5	4	4	5	2	4	3	8	8	7	7	2+	4+
Huscarl Terminator Sergeant	6	5	4	4	5	2	4	3	9	8	7	7	2+	4+

WARGEAR

- Power weapon
- Vigil pattern storm shield

TRAITS

- [Allegiance]
- Imperial Fists
- Shield

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Eternal Warrior (1)
- Deep Strike

TYPE

- **Huscarl Terminator Sergeant:** Infantry (Sergeant, Heavy)
- **Huscarl Terminator:** Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have its power weapon exchanged for one Solarite power gauntlet for +10 Points per Model.
- The Huscarl-master may have one grenade harness selected for it for +5 Points.



ÆTOS DIOS

UNIT COMPOSITION: 1 ÆTOS DIOS

700 Points

Following several attempts on Rogal Dorn's life following the outbreak of the Horus Heresy, the Magos Telluria constructed for him a heavily customised personal gunship to convey him in battle and to shield him as he conducted missions in respect of the defences of Terra.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Ætos Dios	18	4	13	13	13	18	32

WARGEAR

- Centreline Mounted turbo-laser destructor
- Two Turret Mounted twin heavy bolters
- Two Sponson Mounted twin heavy bolters
- Two Hull (Front) Mounted lascannon
- Six Centreline Mounted hellstrike missiles

TRAITS

- Loyalist
- Imperial Fists
- Smokescreen

ACCESS POINTS

If this Model does not have a base, it is considered to have Access Points on all Facings.

SPECIAL RULES

- Thunderhawk Transport Bay (see *Liber Astartes*, page 118)
- Void Shields (1)
- Ætos Praetoria

TYPE

- Vehicle (Unique, Transport, Super-heavy, Flyer)

SPECIAL RULES

Ætos Praetoria

The Ætos Dios may only be included in an Army that also includes Rogal Dorn. If the Ætos Dios is included in an army in this way, Rogal Dorn must begin the battle Embarked upon it.



NIGHT LORDS ATRAMENTAR FLAY-CLADE

UNIT COMPOSITION: 1 ATRAMENTAR TRUCIDOR, 4 ATRAMENTAR

170 Points

- May include up to 15 additional Atramentar at +35 Points per Model.

As members of the Night Lords 1st Company, the Atramentar Flay-clades were armed with the finest weapons the Legion possessed and had a talent for murderous opportunism. Waiting patiently for their moment to strike and often utilising their own Legion brothers as distraction, they would sweep into the foe, cutting them down with savage blows. Such a force was only able to be commanded by those capable of matching their irascibility and spite, channelling these normally fractious warriors into a finely honed strike force, capable of laying low any that dared to stand before them.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Atramentar	7	4	4	4	5	2	4	2	8	8	7	7	2+	5+
Atramentar Trucidor	7	4	4	4	5	2	4	3	8	8	7	7	2+	5+

WARGEAR

- Combi-bolter
- Power weapon

TRAITS

- [Allegiance]
- Night Lords

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Impact (1)
- Vanguard (3)
- Sworn Loyalty
- Cloaked in Murder
- Deep Strike

TYPE

- **Atramentar Trucidor:** Infantry (Sergeant)
- **Atramentar:** Infantry

OPTIONS

- For every five Models in this Unit, one Atramentar may have its combi-bolter exchanged for one of the following:
 - Heavy flamer +10 Points per Model
 - Reaper autocannon +15 Points per Model
 - Plasma blaster +15 Points per Model
- Any Model in this Unit may have its combi-bolter exchanged for one volkite charger for Free, or one item from the Legion Combi-weapons list.
- Any Model in this Unit may have its power weapon exchanged for one of the following:
 - Nostraman chainglaive Free
 - Power fist +5 Points per Model
 - Lightning claw +5 Points per Model
 - Chainfist +10 Points per Model
 - Thunder hammer +10 Points per Model
- Any Model in this Unit may have its power weapon and combi-bolter exchanged for one pair of lightning claws for +15 Points per Model.
- The Atramentar Trucidor in this Unit may have its power weapon exchanged for one Headsman's axe for +10 Points.



SPECIAL RULES

Cloaked in Murder

For the warriors of the Atramentar, no deed is beneath them and any pretence of honourable combat has long since been abandoned. Seeking only to end their enemy in the most painful and undignified manner, they use deception and trickery to make spiteful and underhanded attacks, never facing their opponent in an honest engagement, even stooping to pushing their own brethren before a killing blow in order to make a counter themselves.

When the Controlling Player declares an enemy Unit that is already Locked in Combat as the Target of a Charge made by a Unit made up entirely of Models with this Special Rule, Models with this Special Rule modify their Set-up Move Distance by +1", to a maximum of 6" until that Charge Move is resolved.

Sworn Loyalty

The Atramentar had sworn their loyalty not to their Legion or Primarch, but to Sevatar alone. In battle they followed his commands without question, remorse or hesitation. This was a rare example of fidelity among a Legion famed for its treachery and lack of honour.

When included in an Army in which a Sevatar Unit has been selected as part of the Primary Detachment and is on the Battlefield, when the Controlling Player of a Night Lords Atramentar Flay-clade Unit makes a Leadership Check for that Unit, they may always use Sevatar's Base Leadership Characteristic instead.





BLOOD ANGELS SANGUINARY GUARD

UNIT COMPOSITION: 5 SANGUINARY GUARD

205 Points

- May include up to 5 additional Sanguinary Guard at +40 Points per Model.

Known also as the Ikisat, or the Burning Ones, the Sanguinary Guard were tasked with the safety of Sanguinius' person. Each Seraph, as an individual Sanguinary Guard was known amongst the Legion, was chosen for their unwavering devotion, sworn to follow their sire into the thick of battle no matter the danger and ensure he lived on, no matter the cost. On rare occasions, they were also assigned as guards for other commanders as a sign of the Great Angel's favour, or served as his heralds, ensuring his edicts were carried out where Sanguinius was indisposed.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Sanguinary Guard	12	5	4	4	4	2	4	3	8	8	7	7	2+	-

WARGEAR

- Perdition weapon
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Bulky (2)
- Deep Strike

TYPE

- Infantry (Antigrav)

TRAITS

- [Allegiance]
- Blood Angels

OPTIONS

- Any Model in this Unit may have its bolt pistol exchanged for one combat shield for +2 Points per Model.
- Any Model in this Unit may have its bolt pistol exchanged for one inferno pistol for +10 Points per Model or for one item from the Legion Pistols list.
- Every Model in this Unit may have melta bombs selected for them for +25 Points.
- For every five Models in this Unit, one Model in this Unit may have its perdition weapon exchanged for one paragon blade for +15 Points per Model.
- One Model in this Unit may have its perdition weapon and bolt pistol exchanged for one Legion standard and one power weapon for +15 Points.





0-1 BLOOD ANGELS OFANIM COURT

UNIT COMPOSITION: 3 OFANIM

130 Points

- May include up to 2 additional Ofanim at +40 Points per Model.

Of the Orders of the First Sphere, those of the Ofanim were among the most secretive. Their faces obscured behind featureless black masks, their identities were hidden even from their fellow Legionaries. Behind this veil of anonymity they watched for signs of dissent or treachery and were given ultimate dispensation to safeguard the honour and pride of the Legion as they deemed fit. In the wake of Horus' rebellion the Ofanim were called upon to take to the field of battle with growing frequency, not least because of their macabre familiarity with dispensing death upon those of their kin.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ofanim	7	5	4	4	4	2	4	3	9	8	8	7	2+	-

WARGEAR

- Blade of judgement
- Bolt pistol
- Combat shield
- Frag grenades
- Krak grenades

SPECIAL RULES

- Shadows of Judgement

TYPE

- Infantry (Champion)

TRAITS

- Loyalist
- Blood Angels

SPECIAL RULES

Shadows of Judgement

While the members of the Ofanim were expert bladesmen, it was in single combat where their true skill came to the fore.

While a Model with this Special Rule is engaged in a Challenge, it has the Duellist's Edge (1) and Feel No Pain (5+) Special Rules.

WARGEAR

Blade of Judgement

It is said that each of these blades was assembled from blanks forged by an anonymous maker, for their intended purpose was too despicable for any artisan to assume credit. The true number of these arms is uncertain, but there are known to exist greatswords, axes and glaives, each united in the sole purpose of executing those of Space Marine physiology.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Blade of judgement	1	A	+2	3	1	Breaching (5+), Critical Hit (6+)	Power





0-1 BLOOD ANGELS OFANIM COURT WITH JUMP PACKS

UNIT COMPOSITION: 3 OFANIM WITH JUMP PACKS

160 Points

- May include up to 2 additional Ofanim with Jump Packs at +50 Points per Model.

Accordingly with the tactical preferences of the Blood Angels Legion, the Warriors of the Ofanim often soared to battle equipped with Warhawk jump packs. Maintaining their constant vigil from on high and acting outside of the standard command structure, the expert bladesmen of the Burning Eyes were swift to bring their judgement to those found wanting, whether foe or ally. Many a champion of the Traitor cause met their end thinking themselves secure before the Ofanim Court descended, blades levelled in silent challenge.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ofanim with Jump Pack	12	5	4	4	4	2	4	3	9	8	8	7	2+	-

WARGEAR

- Blade of judgement
- Bolt pistol
- Combat shield
- Frag grenades
- Krak grenades

SPECIAL RULES

- Bulky (2)
- Deep Strike
- Shadows of Judgement

TYPE

- Infantry (Champion, Antigrav)

TRAITS

- Loyalist
- Blood Angels

SPECIAL RULES

Shadows of Judgement

While the members of the Ofanim were expert bladesmen, it was in single combat where their true skill came to the fore.

While a Model with this Special Rule is engaged in a Challenge, it has the Duellist's Edge (1) and Feel No Pain (5+) Special Rules.

WARGEAR

Blade of Judgement

It is said that each of these blades was assembled from blanks forged by an anonymous maker, for their intended purpose was too despicable for any artisan to assume credit. The true number of these arms is uncertain, but there are known to exist greatswords, axes and glaives, each united in the sole purpose of executing those of Space Marine physiology.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Blade of judgement	1	A	+2	3	1	Breaching (5+), Critical Hit (6+)	Power





IRON HANDS IRON FATHER IN ARTIFICER ARMOUR

UNIT COMPOSITION: 1 IRON FATHER IN ARTIFICER ARMOUR

150 Points

While many Iron Fathers favour the additional protection of Terminator plate, others prefer the flexibility and mobility afforded by lighter armour. Though it lacks the same level of resilience, each suit is lovingly crafted to the individual specifications of the wearer, affording perfect synchronicity between man and machine.

USING THIS UNIT: This Unit counts as an Iron Father Unit for the purposes of selecting the Medusan Vanguard Apex Detachment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Iron Father in Artificer Armour	7	6	5	4	4	4	5	5	10	9	9	10	2+	4+

WARGEAR

- Bolter
- Bolt pistol
- Servo-arm
- Cortex controller
- Frag grenades
- Krak grenades

SPECIAL RULES

- Battlesmith (2)
- Feel No Pain (5+)
- Lord of Automata (see *Liber Astartes*, page 235)

TYPE

- Infantry (Command)

TRAITS

- [Allegiance]
- Iron Hands
- Master of the Legion

OPTIONS

- This Model may have its bolter and/or bolt pistol exchanged for one item from the Legion Officer Wargear list or one of the following:
 - Paragon blade..... +15 Points
 - Archaeotech pistol +15 Points
 - Artificer power axe..... +15 Points
- This Model may have its bolter exchanged for one item from the Legion Combi-weapons list or one of the following:
 - Astartes shotgun.....+2 Points
 - Volkite charger.....+2 Points
- This Model may have its bolter and bolt pistol exchanged for one pair of lightning claws for +20 Points.
- This Model may have melta bombs selected for it for +5 Points.
- This Model with a bolter may have one of the following selected for it:
 - Bayonet+1 Point
 - Chain bayonet.....+2 Points
- This Model may have a cyber-familiar selected for it for +10 Points.





IRON HANDS MORLOCK TERMINATOR SQUAD

UNIT COMPOSITION: 1 AUGMENTOR, 2 MORLOCKS

165 Points

- May include up to 2 additional Morlocks at +50 Points per Model.

Elite warriors of the Avernii clan, the Morlocks were utilised as an honour guard by Ferrus Manus as formality required, as well as standing guard over the Anvilarium, their Primarch's sanctum aboard the Fist of Iron. Accompanying Ferrus Manus to Istvan as part of his vanguard assault, the majority fell in battle alongside their Primarch at the hands of the Emperor's Children. A few survivors who escaped or were assigned elsewhere still persisted, swearing furious oaths to avenge their fallen genesire, and taking the battle to the hated Traitors wherever they could find them.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Morlock	6	5	4	4	5	2	4	3	9	8	8	7	2+	4+
Augmentor	6	5	4	4	5	2	4	3	10	9	8	7	2+	4+

WARGEAR

- Combi-bolter
- Power weapon

TRAITS

- Loyalist
- Iron Hands

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Eternal Warrior (1)
- Fate of the Gorgon

TYPE

- **Augmentor:** Infantry (Sergeant, Heavy)
- **Morlock:** Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have its power weapon exchanged for one of the following:
 - Artificer power axe Free
 - Lightning claw +5 Points per Model
 - Power fist +10 Points per Model
 - Chainfist +10 Points per Model
- Any Model in this Unit may have its combi-bolter exchanged for one of the following:
 - Volkite charger Free
 - Graviton gun +10 Points per Model
- The Augmentor in this Unit may have its combi-bolter exchanged for one of the following:
 - Volkite culverin +10 Points
 - Graviton shredder +15 Points
- Up to two Morlocks in this Unit may have one item each from the Legion Equipment list selected for them.
- One Morlock in this Unit may have one Legion standard selected for it for +20 Points.

SPECIAL RULES

Fate of the Gorgon

While the death of Ferrus Manus evoked a cold fury in the hearts of all Iron Hands, those of his Avernian retinue felt it all the more keenly, seeking out members of the IIIrd Legion to exact their vengeance upon.

When part of an Army that does not include Ferrus Manus, a Model with this Special Rule has the Hatred (Emperor's Children) Special Rule.





WORLD EATERS RED HAND DESTROYER MORTALIS SQUAD

UNIT COMPOSITION: 1 BLOOD BONDED, 4 RAVAGERS

85 Points

- May include up to 10 additional Ravagers at +15 Points per Model.

Amongst the XIIth Legion, those who proudly bore the mark of the blood hand – or as it was known by some, the ‘butcher’s mark’ – upon their armour would be drawn together, known amongst their brethren as Red Hand squads. As the Horus Heresy unfolded, these squads would consistently take their place in the vanguard, roaring cries of bloodlust as they sought to prove themselves ever worthy of bearing this gory embellishment. Those who faced them in battle knew that to cross blades with one such marked was to invite a bloody and brutal death.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ravager	7	4	4	4	4	1	4	2	7	8	7	7	3+	-
Blood Bonded	7	4	4	4	4	1	4	3	8	8	7	7	3+	-

WARGEAR

- Two bolt pistols
- Chainsword
- Rad grenades
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- World Eaters

OPTIONS

- Any Model in this Unit may have its chainsword exchanged for one Caedere weapon for +10 Points per Model.
- For every five Models in this Unit, one Ravager may have one bolt pistol exchanged for one of the following options:
 - Destroyer missile launcher with rad missiles.....+15 Points per Model
 - Thunder hammer.....+15 points Per Model

SPECIAL RULES

- Firestorm
- Bearers of the Blood Hand
- Bitter Duty

TYPE

- **Blood Bonded:** Infantry (Sergeant)
- **Ravager:** Infantry

- The Blood Bonded in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- The Blood Bonded in this Unit may have any of the following items selected for them:
 - Phosphex bombs +10 Points
 - Melta bombs..... +10 Points

SPECIAL RULES

Bearers of the Blood Hand

Those that bore the mark of the blood hand strove to embody the fury and bloodlust that earned them the honour up until the moment they would be slain on the field of battle, surrounded by the torn and ruptured bodies of their enemies.

When resolving a Combat in the Resolution Sub-Phase of the Assault Phase, the Controlling Player scores 1 Combat Resolution Point for each Unit that includes any Models with this Special Rule.

WARGEAR

Destroyer Missile Launcher

Adapted from the launchers employed more widely throughout the Legions, these feature reinforced housings and radiation shielding to protect the user from the more specialised and deadly payloads they contain.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Destroyer missile launcher							
- Rad missile	24	2	4	3	1	Poisoned (2+), Phage (T)	Assault, Rad





WORLD EATERS RED HAND DESTROYER ASSAULT SQUAD

UNIT COMPOSITION: 1 BLOOD BONDED WITH JUMP PACK, 4 RAVAGERS WITH JUMP PACKS

110 Points

- May include up to 10 additional Ravagers with Jump Packs at +20 Points per Model.

Many Red Hand squads sought to requisition jump packs to aid them in closing with their foe as swiftly as possible. Crashing down from above, they often crushed opponents beneath their ceramite sabatons. Attacking with an insatiable fury, their hacking blades slick with blood and gun barrels glowing white-hot, they roved the fields of battle seeking ever more lives to bring to an end, leaving the ground slick with blood. Pausing only to clear the motors of their chainblades of gory residue, they would wordlessly trigger their jump packs again and soar away in search of fresh victims to slake their wrath upon.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Ravager with Jump Pack	12	4	4	4	4	1	4	2	7	8	7	7	3+	-
Blood Bonded with Jump Pack	12	4	4	4	4	1	4	3	8	8	7	7	3+	-

WARGEAR

- Two bolt pistols
- Chainsword
- Rad grenades
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- World Eaters

SPECIAL RULES

- Bulky (2)
- Deep Strike
- Firestorm
- Bearers of the Blood Hand
- Bitter Duty

TYPE

- **Blood Bonded with Jump Pack:** Infantry (Sergeant, Antigrav)
- **Ravager with Jump Pack:** Infantry (Antigrav)

OPTIONS

- Any Model in this Unit may have its chainsword exchanged for one Caedere weapon for +10 Points per Model.
- For every five Models in this Unit, one Ravager with Jump Pack may have one bolt pistol exchanged for one of the following options:
 - Destroyer missile launcher with rad missiles.....+15 Points per Model
 - Thunder hammer.....+15 Points per Model
- The Blood Bonded with Jump Pack in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- The Blood Bonded with Jump Pack in this Unit may have any of the following items selected for them:
 - Phosphex bombs +10 Points
 - Melta bombs..... +10 Points

SPECIAL RULES

Bearers of the Blood Hand

Those that bore the mark of the blood hand strove to embody the fury and bloodlust that earned them the honour up until the moment they would be slain on the field of battle, surrounded by the torn and ruptured bodies of their enemies.

When resolving a Combat in the Resolution Sub-Phase of the Assault Phase, the Controlling Player scores 1 Combat Resolution Point for each Unit that includes any Models with this Special Rule.

WARGEAR

Destroyer Missile Launcher

Adapted from the launchers employed more widely throughout the Legions, these feature reinforced housings and radiation shielding to protect the user from the more specialised and deadly payloads they contain.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Destroyer missile launcher							
- Rad missile	24	2	4	3	1	Poisoned (2+), Phage (T)	Assault, Rad





ULTRAMARINES LOCUTARUS STORM SQUAD

UNIT COMPOSITION: 1 LOCUTARUS STRIKE LEADER, 4 LOCUTARUS

200 Points

- May include up to 5 additional Locutus at +38 Points per Model.

Where the assault units of many other Legions are known for their savagery, the Locutus are universally of a disciplined and exacting mien. Their training elevates bladesmanship to an art, but instead of focusing on the individual skill of each warrior, instead the Locutus train as a unit in synchronicity, ensuring every strike is perfectly timed and coordinated. During pitched battles, Locutus Storm squads are often held as reserves, their commanders waiting until the perfect moment to commit them to the battle, and in one single charge tip the outcome in favour of the Ultramarines.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Locutus	12	5	4	4	4	2	4	2	8	8	7	7	2+	-
Locutus Strike Leader	12	5	4	4	4	2	4	3	8	8	7	7	2+	-

WARGEAR

- Bolt pistol
- Argean power sword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Bulky (2)
- Deep Strike
- Precision (6+)
- The Blade of Wisdom

TRAITS

- [Allegiance]
- Ultramarines

TYPE

- **Locutus Strike Leader:** Infantry (Champion, Antigra)
- **Locutus:** Infantry (Antigra)

OPTIONS

- The Locutus Strike Leader may have its Argean power sword exchanged for one item from the Legion Sergeant Melee Weapons list.
- For every five Models in this Unit, one Locutus in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- The Locutus Strike Leader may have its bolt pistol exchanged for one item from the Legion Pistols list.
- The Locutus Strike Leader may have one combat shield selected for it for +5 Points.
- The Locutus Strike Leader may have melta bombs selected for it for +10 Points.

SPECIAL RULES

The Blade of Wisdom

The Blade of Wisdom is an advanced assault strategy first devised during the Great Crusade. The Locutus launch a perfectly timed charge against enemies pinned in place by the highly accurate fire of interlocking Ultramarines units and swiftly devastate their foes in a flurry of expertly placed sword blows.

Models with this Special Rule gain a bonus when Locked in Combat with Units which have Tactical Statuses.

When Locked in Combat with any Units which contain at least one Model which has any Tactical Statuses, Models in that Combat with this Special Rule gain an additional modifier of +1 to their Attacks Characteristic until the end of the Phase.

WARGEAR

Argean Power Sword

Crafted by the master artisans of Heliopolis on Macragge, the Argean power sword that each Locutus bears is an artificer-wrought weapon which serves as a mark of courage and honour as much as a lethal tool of war.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Argean power sword	1	A	S	3	1	Breaching (5+)	Power





ULTRAMARINES FULMENTARUS TERMINATOR SQUAD

UNIT COMPOSITION: 1 FULMENTARUS SERGEANT, 4 FULMENTARUS TERMINATORS

290 Points

- May include up to 5 additional Fulmentarus Terminators at +55 Points per Model.

The warriors of the Fulmentarus are equipped with Cataphractii pattern Terminator armour, enhanced to carry an array of targeting systems that make it possible for each to combine their fire in a highly coordinated fashion. When combined with the Fulmentarus missile array, these sensors make the Fulmentarus a fearsome heavy assault unit and one that, were it not for the outbreak of the Horus Heresy, might one day have entered service across the Legiones Astartes.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Fulmentarus Terminator	6	4	4	4	5	2	4	2	8	8	7	7	2+	4+
Fulmentarus Sergeant	6	4	4	4	5	2	4	3	8	8	7	7	2+	4+

WARGEAR

- Combi-bolter
- Fulmentarus missile array
- Peritarch targeter

TRAITS

- [Allegiance]
- Ultramarines

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Firing Protocols (2)
- Support Unit (1)

TYPE

- **Fulmentarus Sergeant:** Infantry (Sergeant, Heavy)
- **Fulmentarus Terminator:** Infantry (Heavy)

OPTIONS

- Any Model in this Unit may have its peritarch targeter exchanged for one of the following:
 - Power weapon..... Free
 - Power fist +5 Points per Model
 - Chainfist +10 Points per Model
- The Fulmentarus Sergeant in this Unit may have its peritarch targeter exchanged for one thunder hammer for +10 Points.

WARGEAR

Peritarch Targeter

The petriarch targeter is a sophisticated tracking system which compiles scanning arcs from multiple augur units carried across a squad to form an overlay of detailed trajectory projections, providing inescapable targeting locks.

When a Unit that contains any Models with a peritarch targeter is selected to make a Shooting Attack, if that Unit remained Stationary in the Controlling Player's preceding Movement Phase, Shrouded Damage Mitigation Rolls cannot be made against attacks made as part of that Shooting Attack. In addition, the Controlling Player can make an Intelligence Check for that Unit. If successful, until that Shooting Attack is fully resolved the Base Ballistic Skill Characteristic of Models in that Unit with a peritarch targeter is modified by +1.

Fulmentarus Missile Array

Designed from the study and refinement of the cyclone missile launcher first utilised by the Tyrant Siege Terminators, the Fulmentarus missile array utilises long-range splinter missiles to subdue enemies whose armour or innate toughness make them proof against lesser weapons, or advanced hellfire plasma missiles that explode inside their target.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Fulmentarus missile array							
- Splinter missiles	36	4	4	5	1	Suppressive (1)	Missile
- Hellfire plasma missiles	36	2	7	4	1	Breaching (5+)	Missile, Plasma





ULTRAMARINES NEMESIS DESTROYER SQUAD

UNIT COMPOSITION: 1 NEMESIS DESTROYER SERGEANT, 9 NEMESIS DESTROYERS

165 Points

- May include up to 10 additional Nemesis Destroyers at +15 Points per Model.

The Destroyer squads of the Ultramarines Nemesis Chapter were instrumental in the Legion's resistance against the Word Bearers' assault upon Calth. Unlike many Destroyer cadres, it was common for the Nemesis Chapter to retain a high proportion of bolters as a primary armament, augmenting their tactical flexibility with the addition of specialised ammunition loads utilising chemical incendiaries or acidic compounds designed to sow such destruction that fear would break the spirit of those that survived.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Nemesis Destroyer	7	4	4	4	4	1	4	1	8	7	7	7	3+	-
Nemesis Destroyer Sergeant	7	4	4	4	4	1	4	2	8	8	7	7	3+	-

WARGEAR

- Mortifier bolter
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rad grenades

SPECIAL RULES

- None

TYPE

- **Nemesis Destroyer Sergeant:** Infantry (Sergeant)
- **Nemesis Destroyer:** Infantry

TRAITS

- [Allegiance]
- Ultramarines

OPTIONS

- The Nemesis Destroyer Sergeant may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- Up to two Nemesis Destroyers in this Unit may have one item each from the Legion Equipment list selected for them.
- The Nemesis Destroyer Sergeant in this Unit may have melta bombs selected for it for +10 Points.
- The Nemesis Destroyer Sergeant in this Unit may have phosphex bombs selected for it for +10 Points.
- For every 5 Models in this Unit, one Nemesis Destroyer in this Unit may have its mortifier bolter exchanged for one of the following:
 - Volkite charger..... +5 Points per Model
 - Flamer +5 Points per Model
 - Plasma gun +10 Points per Model
 - Meltagun.....+15 Points per Model
 - Graviton gun+15 Points per Model
 - Lascutter+15 Points per Model
 - Heavy bolter +10 Points per Model
 - Destroyer missile launcher with rad missiles.....+15 Points per Model

WARGEAR

Mortifier Bolter

Superficially identical to other Legion bolt weapons, the ammunition feeds of these bolters have been modified to allow the firing of specialised payloads, albeit with reduced velocity.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Mortifier bolter	18	2	4	5	1	Panic (1)	Bolt

Destroyer Missile Launcher

Adapted from the launchers employed more widely throughout the Legions, these feature reinforced housings and radiation shielding to protect the user from the more specialised and deadly payloads they contain.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Destroyer Missile Launcher							
- Rad missile	24	2	4	3	1	Poisoned (2+), Phage (T)	Assault, Rad





HONOURED TELEMCHRUS

UNIT COMPOSITION: 1 HONOURED TELEMCHRUS

170 Points

Telemechrus had only served his Legion for ten years when he was interred within a Contemptor Dreadnought. At the moment of the Word Bearers' betrayal at Calth he was in suspended animation, housed within the cargo bay of a transport ship as part of the muster. When that ship was destroyed, the transport casket carrying his deactivated chassis fell through orbit and smashed into the surface. Instead of being destroyed on impact, Telemechrus was awoken by emergency vox transmissions, emerging from his shattered container miraculously undamaged before joining the battles to resist the treacherous Word Bearers assault.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Honoured Telemechrus	8	4	4	7	7	6	4	4	12	10	7	5	2+	5+

WARGEAR

- Kheres assault cannon
- Gravis power fist
- Combi-bolter

TRAITS

- Loyalist
- Ultramarines
- Smokescreen

SPECIAL RULES

- Bulky (6)
- Explodes (5+)
- Implacable Advance
- Hatred (Word Bearers)

TYPE

- Walker (Unique)



DEATH GUARD MORTUS POISONER SQUAD

UNIT COMPOSITION: 1 POISON-MASTER, 4 MORTUS POISONERS

70 Points

- May include up to 10 additional Mortus Poisoners at +12 Points per Model.

Within the Death Guard Legion there existed a cadre of Destroyers equipped with weapons even the Destroyers of other Legions would balk at. Often used as an act of censure or punishment, to be assigned to a Mortus Poisoner Squad was a death sentence, the weapons they carried to war ensuring its members suffered a withering unavoidable demise. There were, however, those within this benighted brotherhood who embraced the role enthusiastically, seeking to close with their foes and dispense toxic death upon them with disturbingly little heed for their own longevity.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Mortus Poisoner	7	4	4	4	4	1	4	2	7	7	7	7	3+	-
Poison-master	7	4	4	4	4	1	4	2	8	8	7	7	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Rad grenades
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Death Guard

OPTIONS

- Any Model in this Unit may have one chainsword selected for it for +2 Points per Model.
- Any Model in this Unit with a bolter may have one of the following selected for it:
 - Bayonet +1 Point per Model
 - Chain bayonet..... +2 Points per Model
- Any Model in this Unit may have its bolter exchanged for one flamer for Free or one alchem flamer for +2 Points per Model.
- For every five Models in this Unit, one Mortus Poisoner may have its bolter exchanged for one heavy alchem flamer (see *Liber Hereticus*, page 209) for +10 Points per Model.

SPECIAL RULES

- Bitter Duty

TYPE

- **Poison-master:** Infantry (Sergeant)
- **Mortus Poisoner:** Infantry

- One Mortus Poisoner in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Mortus Poisoners in this Unit may each have one item from the Legion Equipment list selected for them.
- The Poison-master in this Unit may have one of the following selected for it:
 - Power weapon..... +10 Points
 - Power scythe +15 Points
- The Poison-master may have phosphex bombs selected for it for +10 Points.
- The Poison-master may have melta bombs selected for it for +10 Points.





0-1 THOUSAND SONS NUMEROLOGIST CABAL

UNIT COMPOSITION: 1 NUMEROLOGIST, 4 LIFE WARDS

130 Points

- May include up to 5 additional Life Wards at +15 Points per Model.

In the XVth Legion, responsibility for the maintenance of wargear, void ships and war machines lay with the Order of Ruin. High-ranking members of the Order were commonly referred to as Numerologists and, in addition to performing the role of Techmarines, they were also known for possessing considerable tactical acumen. Records note that XVth Legion battlegroups containing Numerologists could react to changes in tactical plans with fluid synchronicity, even when separated by hundreds of kilometres, a phenomena no doubt linked to the practise of powers that would eventually damn the Thousand Sons.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Life Ward	7	4	4	4	4	1	4	2	7	7	7	7	3+	-
Numerologist	7	5	5	4	4	2	5	2	8	7	7	7	2+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Servo-arm (Numerologist only)

TRAITS

- [Allegiance]
- Thousand Sons
- Psyker
- Diviner (Numerologist only)
- Telepath (Numerologist only)

OPTIONS

- The Numerologist in this Unit may have its chainsword exchanged for one of the following:
 - Power axe.....+5 Points
 - Achea pattern force sword..... +10 Points
 - Thunder hammer.....+15 Points
- The Numerologist in this Unit may have its bolt pistol exchanged for one bolter for Free, for one item from the Legion Combi-weapons list or for one of the following:
 - Volkite charger.....+5 Points
 - Plasma pistol.....+5 Points
 - Flamer.....+5 Points
 - Plasma gun.....+10 Points
 - Meltagun.....+15 Points
 - Graviton gun.....+15 Points
 - Æther-fire blaster.....+15 Points

SPECIAL RULES

Numerologist

- Numerologist Order
- Battlesmith (2)

Life Ward

- Life Wards

TYPE

- **Numerologist:** Infantry (Sergeant)
- **Life Ward:** Infantry

- The Numerologist in this Unit may have one cyber-familiar selected for it for +10 Points.
- One Life Ward may have its chainsword exchanged for one of the following:
 - Power weapon..... +10 Points
 - Power fist.....+15 Points
- For every five Models in this Unit, one Life Ward in this Unit may have its bolt pistol exchanged for one of the following:
 - Volkite caliver..... +5 Points per Model
 - Rotor cannon..... +5 Points per Model
- One Life Ward in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Life Wards in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Numerologist Order

The Numerologists of the Thousand Sons were members of the Order of Ruin who served a similar role to Techmarines in other Legions. Additionally, they were noted for their tactical acumen, working to devise strategy and influencing the flow of battle. Much of their success can be attributed to the psychic abilities of the Numerologists who employed both divination and telepathic abilities to predict enemy movements and relay such changes to their allies.

A Model with this Special Rule has the following Psychic Powers but a Unit that contains a Model with this Special Rule cannot have a Prosperine Arcana selected for it as normal. In addition, it has the Telepath and Diviner Traits:

- Foresight's Blessing (Divination Discipline)
- Mind-burst (Telepathy Discipline)

Life Wards

Commonly deployed with rear elements of the XVth Legion during the Great Crusade, Numerologists saw frequent service on the front line during the Horus Heresy. To minimise risk, they went to battle with a cadre of specialised Life Wards to protect them while they attended their duties.

While a Numerologist Model is part of a Unit that contains any Models with this Special Rule, Wounds caused as part of a Shooting Attack made by a Weapon or Model with the Precision (X) Special Rule cannot be allocated to that Numerologist Model.



THOUSAND SONS AMMITARA OCCULT INTERCESSION CABAL

UNIT COMPOSITION: 1 AMMITARA FATE, 4 INTERCESSORS

145 Points

- May include up to 5 additional Intercessors at +27 Points per Model.

The very existence of the sect known as the Ammitara Occult was in some cases doubted, such was the group's secrecy and shadowed reputation beyond the confines of its Legion. Even within the ranks of the Thousand Sons, it was spoken of obliquely, if acknowledged at all, as evidence collected from the wreckage of Prospero was later to attest. What the Ammitara was in fact, was the striking fangs of the Order of the Blind, perhaps the most hidden and obscure division of the Thousand Sons, dedicated to misdirection, reconnaissance and some claimed even espionage beyond the Legion, with the Intercession Cabals of the Ammitara specialising in another dark art of war – that of assassination.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Intercessor	7	4	5	4	4	2	4	2	8	8	7	8	4+	-
Ammitara Fate	7	4	5	4	4	2	4	2	8	8	7	8	4+	-

WARGEAR

- Bolt pistol
- Nemesis bolter
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Thousand Sons
- Psyker
- Corvidae
- Smokescreen

OPTIONS

- The Ammitara Fate in this Unit may have melta bombs selected for it for +10 Points.
- The Ammitara Fate in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Intercessor in this Unit may have one nuncio-vox selected for it for +10 Points.

SPECIAL RULES

- Infiltrate (9)
- Move Through Cover
- Support Unit (2)

TYPE

- **Ammitara Fate:** Infantry (Sergeant, Light, Skirmish)
- **Intercessor:** Infantry (Light, Skirmish)

- For every five Models in this Unit, up to two Intercessors in this Unit may each have their Nemesis bolter exchanged for one of the following:
 - Meltagun.....+15 Points per Model
 - Plasma gun +10 Points per Model
 - Æther-fire blaster+15 Points per Model



SONS OF HORUS DARK EMISSARY IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII DARK EMISSARY

120 Points

- This Model may be replaced with 1 Tartaros Dark Emissary for Free.

Many Dark Emissaries knew that to spread the word of the Warmaster would mean entering some of the most hazardous warzones in the Imperium. Such warriors took additional care to ensure their task was completed, often favouring the additional protection afforded by Terminator plate, ensuring that no battlefield or servant of Horus was beyond their reach.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii														
Dark Emissary	6	5	5	4	5	5	5	4	10	10	9	8	2+	4+
Tartaros Dark Emissary	7	5	5	4	5	5	5	4	10	10	9	8	2+	5+

WARGEAR

- Combi-bolter
- Staff of Dark Authority

TRAITS

- Traitor
- Sons of Horus

SPECIAL RULES

Cataphractii Dark Emissary

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Eyes of the Warmaster (see *Liber Hereticus*, page 260)

Tartaros Dark Emissary

- Bulky (2)
- Implacable Advance
- Eyes of the Warmaster (see *Liber Hereticus*, page 260)

TYPE

- Cataphractii Dark Emissary:** Infantry (Unique, Command, Heavy)
- Tartaros Dark Emissary:** Infantry (Unique, Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.



SONS OF HORUS CHIEFTAIN SQUAD

UNIT COMPOSITION: 5 CHIEFTAINS

155 Points

- May include up to 5 additional Chieftains at +25 Points per Model.

In the tribal gang cultures of the Cthonian underhives, the title of Chieftain was given to those among the gang lord's most loyal coterie of warriors, each entrusted with command of one of the gang's warbands. Following in the tradition of their home world, the Sons of Horus carried the title into their Legion hierarchy, bestowing the honour upon junior officers. In rare cases, groups of these Chieftains would be called together to fight at the side of their overlord, asked to temporarily give up the duties of command for the honour of safeguarding a hero of the Legion and bearing his banner onto the battlefield.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Chieftain	7	5	4	4	4	2	4	3	8	8	7	7	2+	5+

WARGEAR

- Banestrike bolter
- Bolt pistol
- Chainsword
- Boarding shield
- Frag grenades
- Krak grenades

SPECIAL RULES

- Honour Above All

TYPE

- Infantry (Heavy)

TRAITS

- [Allegiance]
- Sons of Horus
- Shield

OPTIONS

- Any Model in this Unit may have its chainsword exchanged for one of the following:
 - Chainaxe Free
 - Power weapon +10 Points per Model
 - Power fist +15 Points per Model

- One Model in this Unit may have its banestrike bolter exchanged for one Legion standard for +20 Points.

SPECIAL RULES

Honour Above All

The Chieftains of the Sons of Horus had earned their rank through loyalty, honour and sheer bloody-handed violence, their dedication and quality measured against countless foes and never found wanting. It was their duty to ensure that when their lord sought to prove their supremacy in single combat that none interfered, cutting down any who would seek to dishonourably strike a blow against their charge.

When any Model that has joined a Unit that includes any Models with this Special Rule takes part in a Challenge, all Models in that Unit with this Special Rule gain a bonus of +1 to all Wound Tests made during the following Fight Sub-Phase of that Assault Phase.





SONS OF HORUS REAVER AGGRESSOR SQUAD

**UNIT COMPOSITION: 1 REAVER CHIEFTAIN WITH JUMP PACK,
4 REAVERS WITH JUMP PACKS**

165 Points

- May include up to 15 additional Reavers with Jump Packs at +27 Points per Model.

An evolution of the Despoiler and Assault squads found in the order of battle of the Luna Wolves, the jump pack-equipped Reaver Aggressor squads in many ways epitomised the Sons of Horus' way of warfare. Heavily influenced by the hit-and-run tactics of the seething and incessant gang warfare of Cthonia, Reaver Aggressor units specialised in lightning swift assaults which maimed and disabled a foe, eliminating leaders, mercilessly cutting down any who were weak or isolated, and sowing panic and disorder in any who remained. Of these, the Catulan Reavers were the most infamous during the early battles of the Horus Heresy, and were active at both Istvan III and V, but there were many more.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Reaver with Jump Pack	12	5	4	4	4	2	4	3	8	8	7	7	3+	-
Reaver Chieftain with Jump Pack	12	5	4	4	4	2	4	3	9	8	7	7	3+	-

WARGEAR

- Chainaxe
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Sons of Horus

OPTIONS

- Any Model in this Unit may have its chainaxe exchanged for one chainsword for Free, or for one item from the Legion Sergeant Melee Weapons list.
- Any Model in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- For every five Models in this Unit, one Reaver with Jump Pack in this Unit may have its chainaxe exchanged for one item from the Legion Special Weapons list.

SPECIAL RULES

- Precision (6+)
- Vanguard (3)
- Bulky (2)
- Deep Strike

TYPE

- **Reaver Chieftain:** Infantry (Sergeant, Antigrav)
- **Reaver:** Infantry (Antigrav)

- One Reaver with Jump Pack in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Reavers with Jump Packs in this Unit may each have one item from the Legion Equipment list selected for them.
- Any Model in this Unit may have its bolt pistol and chainaxe exchanged for one pair of lightning claws for +10 Points per Model.
- The Reaver Chieftain may have melta bombs selected for it for +10 Points.



WORD BEARERS DIABOLIST

UNIT COMPOSITION: 1 DIABOLIST

105 Points

- This Model may be replaced with 1 Diabolist with Jump Pack for +30 Points.

When the Word Bearers turned from the Imperial Truth and began to explore the powers of the Warp, unfettered by sanity or reason, they took the first step on a dark path. By the outbreak of the Horus Heresy, many among their number had gained a power that allowed them to unleash the full terror of the Warp upon their foes.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Diabolist	7	5	5	4	4	3	5	4	7	8	10	8	2+	5+
Diabolist with Jump Pack	12	5	5	4	4	3	5	4	7	8	10	8	2+	5+

WARGEAR

- Force weapon
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- Traitor
- Word Bearers
- Psyker
- Diabolist

SPECIAL RULES

Diabolist

- Diabolism Discipline
- Damned

Diabolist with Jump Pack

- Bulky (2)
- Deep Strike
- Diabolism Discipline
- Damned

TYPE

- Diabolist:** Infantry (Command)
- Diabolist with Jump Pack:** Infantry (Command, Antigrav)

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.

SPECIAL RULES

Damned

Some cultists are so devoted to the Ruinous Powers that they consider even the most nightmarishly warp-corrupted of their ilk to be blessed paragons who they must shepherd along the righteous path.

A Model with this Special Rule can join Units that have the Malefic Sub-Type.

A Model with this Special Rule can join Units with the Malefic Sub-Type as if it had that Sub-Type and while part of such a Unit, is treated as having that Sub-Type.



DIABOLISM DISCIPLINE

At the beginning of the Horus Heresy, the Word Bearers were as children exulting in a new plaything, wielding the power of the Warp with abandon and little understanding of the true cost it would demand of them.

A Model with the Diabolsim Discipline gains the following benefits:

- The Fear (1) Special Rule.
- The Hellfire Psychic Weapon.
- The Dark Channeling Psychic Power.
- The 'Diabolist' Trait.

Hellfire (Psychic Weapon)

The Diabolist has no restraint in unleashing the Warp's raw power upon the foe; manifesting cascades of hellfire which melt armour and spread through the ranks of the enemy almost with a mind of their own.

R	FP	RS	AP	D	Special Rules	Traits
12	D3	7	4	1	Breaching (6+), Deflagrate, Force (D)	Psychic

Dark Channeling (Psychic Power, Blessing)

Reaching into the Warp's roiling depths, the Diabolist bestows malefic blessings onto the Legionaries of the XVIIth, buoying them with dark energy while rendering them ever more monstrous in the eyes of their foes.

Trigger: The Active Player may choose to Manifest the Dark Channeling Psychic Power at the start of the Fight Sub-Phase of their Assault Phase.

Focus: The Focus of the Power must be a Model with the Diabolist Trait under the Active Player's control.

Target: The Target Unit must be a Unit under the control of the Reactive Player with at least one Model within 12" of the Focus and with Line of Sight to the Focus, and which is entirely composed of Models with the Word Bearers Trait.

Duration: If Successfully Manifested, the effects of this Psychic Power last until the end the Assault Phase.

Process

1. Once the Focus and Target Unit have been decided, make a Manifestation Check.
2. If the Manifestation Check is successful, all Models in the Target Unit gain the Aflame (1) and Feel No Pain (6+) Special Rules.
3. If the Manifestation Check fails then there is no further effect.





WORD BEARERS DIABOLIST IN TERMINATOR ARMOUR

UNIT COMPOSITION: 1 CATAPHRACTII DIABOLIST

135 Points

- This Model may be replaced with 1 Tartaros Diabolist for Free.

Many Diabolist Consuls among the XVIIth Legion would take to the field clad in Terminator plate, allowing them to bestow their sorcerous boons at the forefront of battle with near impunity. Indeed, several were gifted such armour by Word Bearers commanders keen to enlist their dark blessings, while some instead bore their hulking panoply as a hallmark of Kor Phaeron's Terminator companies, among which many such figures had learned their fell arts.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cataphractii Diabolist	6	5	5	4	5	4	5	4	7	8	10	8	2+	4+
Tartaros Diabolist	7	5	5	4	5	4	5	4	7	8	10	8	2+	5+

WARGEAR

- Combi-bolter
- Force weapon

TRAITS

- Traitor
- Word Bearers
- Psyker
- Diabolist

SPECIAL RULES

Cataphractii Diabolist

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Diabolism Discipline
- Damned

Tartaros Diabolist

- Bulky (2)
- Implacable Advance
- Diabolism Discipline
- Damned

TYPE

- Cataphractii Diabolist:** Infantry (Command, Heavy)
- Tartaros Diabolist:** Infantry (Command)

OPTIONS

- This Model may have its combi-bolter exchanged for one volkite charger for Free or for one item from the Legion Combi-weapons list.





WORD BEARERS MOUNTED DIABOLIST

UNIT COMPOSITION: 1 OUTRIDER DIABOLIST

145 Points

- This Model may be replaced with 1 Diabolist on Scimitar Jetbike for +10 Points.

Accompanying the many configurations inhabited by the Word Bearers' individual chapters, Diabolists regularly took to the field astride Spatha bikes and Scimitar jetbikes, often at the side of roving cavalry or – latterly – the loping forms of warp-beasts.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Outrider Diabolist	14	5	5	4	4	4	5	4	7	8	10	7	2+	5+
Diabolist on Scimitar Jetbike	16	5	5	4	4	4	5	4	7	8	10	8	2+	5+

WARGEAR

- Twin bolter (Outrider Diabolist only)
- Heavy bolter (Diabolist on Scimitar Jetbike only)
- Bolt pistol
- Force weapon
- Frag grenades
- Krak grenades

TRAITS

- Traitor
- Word Bearers
- Psyker
- Diabolist

SPECIAL RULES

Outrider Diabolist

- Bulky (2)
- Firestorm
- Implacable Advance
- Outflank
- Diabolism Discipline
- Damned

Diabolist on Scimitar Jetbike

- Bulky (3)
- Deep Strike
- Diabolism Discipline
- Damned

TYPE

- Outrider Diabolist:** Cavalry (Command)
- Diabolist on Scimitar Jetbike:** Cavalry (Command, Antigrav)

OPTIONS

- This Model may have its bolt pistol exchanged for one item from the Legion Pistols list.
- This Outrider Diabolist may have its twin bolter exchanged for one twin plasma gun for +15 Points.
- This Diabolist on Scimitar Jetbike may have its heavy bolter exchanged for one of the following:
 - Volkite culverin..... +10 Points
 - Plasma cannon..... +15 Points
 - Multi-melta +20 Points





WORD BEARERS PROCURATORS

UNIT COMPOSITION: 5 PROCURANTS

100 Points

- May include up to 10 additional Procurants at +15 Points per Model.
- For every 5 Models in this Unit, 1 Procurant may be replaced with 1 Procurator for +20 Points per Model.

Although the Order of the Procurators, or the Vor Nergeth as they were known within their Legion, took to war adorned with the helix symbol of the Apothecarion it would transpire that their efforts would not be concentrated on the preservation of Legionaries, but instead on seeking to desecrate the bodies of the fallen, harvesting their organs even as they suffered the last agonising throes of life. Such gross defilement served to fuel dark rituals of summoning and reanimation, bringing forth the denizens of the Warp, and imbuing themselves and their apprentices with the stolen life force of their victims.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Procurant	7	4	4	4	4	1	4	2	7	7	7	7	3+	-
Procurator	7	4	4	4	4	1	4	2	8	7	7	7	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Narthecium (Procurator only)

TRAITS

- Traitor
- Word Bearers

OPTIONS

- Any Procurator in this Unit may have its chainsword exchanged for one of the following options:
 - Heavy chainsword..... +5 Points per Model
 - Power weapon..... +10 Points per Model

SPECIAL RULES

- Support Unit (1)
- Bitter Duty
- Flesh Harvester (Procurator only)
- Medic (4+) (Procurator only)

TYPE

- **Procurator:** Infantry (Sergeant)
- **Procurant:** Infantry

- For every five Models in this Unit, one Procurant in this Unit may:
 - Have its chainsword exchanged for one power fist for +15 Points per Model.
 - Have its bolt pistol exchanged for one hand flamer for +10 Points per Model.
 - Have its bolt pistol exchanged for one plasma pistol for +15 Points per Model.
 - Have its bolt pistol exchanged for a warpfire pistol for +15 Points per Model.

SPECIAL RULES

Flesh Harvester

Procurators scoured the battlefield for organic components, taken from the dead, to aid in profane ritual. Organs won in single combat held particular power, drawing the attention of the most powerful and aggressive warp creatures.

A Model with this Special Rule can gain Flesh Harvest Points. A Model with this Special Rule gains 1 Flesh Harvest point each time a Unit that includes that Model is selected to Consolidate, if any enemy Models in that Combat had the Infantry or Cavalry Type. If a Model with the Paragon Type was Removed as a Casualty during that Combat, the Model with this Special Rule gains 2 Flesh Harvest Points instead.

If a Model with any Flesh Harvest Points is Removed as a Casualty, any Flesh Harvest Points that Model has are lost. During the Decide Victor Step, at the end of the Battle, the Controlling Player of any Models with the Flesh Harvester Special Rule scores a number of Victory Points equal to the number of Flesh Harvest Points that any one of those Models, selected by the Controlling Player, currently has.





WORD BEARERS PROCURATORS WITH JUMP PACKS

UNIT COMPOSITION: 5 PROCURANTS WITH JUMP PACK

130 Points

- For every 5 Models in this Unit, 1 Procurant with Jump Pack may be replaced with 1 Procurator with Jump Pack for +20 Points per Model
- May include up to 10 additional Procurants with Jump Packs at +20 Points per Model.

Although the Order of the Procurators, or the Vor Nergeth as they were known within their Legion, took to war adorned with the helix symbol of the Apothecarion it would transpire that their efforts would not be concentrated on the preservation of Legionaries, but instead on seeking to desecrate the bodies of the fallen, harvesting their organs even as they suffered the last agonising throes of life. Such gross defilement served to fuel dark rituals of summoning and reanimation, bringing forth the denizens of the Warp, and imbuing themselves and their apprentices with the stolen life force of their victims.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Procurant with Jump Pack	12	4	4	4	4	1	4	2	7	7	7	7	3+	-
Procurator with Jump Pack	12	4	4	4	4	1	4	2	8	7	7	7	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Narthecium (Procurator with Jump Pack only)

TRAITS

- Traitor
- Word Bearers

SPECIAL RULES

- Bulky (2)
- Support Unit (1)
- Bitter Duty
- Deep Strike
- Flesh Harvester (Procurator with Jump Pack only)
- Medic (4+) (Procurator with Jump Pack only)

TYPE

- **Procurator with Jump Pack:** Infantry (Sergeant, AntigraV)
- **Procurant with Jump Pack:** Infantry (AntigraV)

OPTIONS

- Any Procurator with Jump Pack in this Unit may have its chainsword exchanged for one of the following options:
 - Heavy chainsword..... +5 Points per Model
 - Power weapon..... +10 Points per Model
- For every five Models in this Unit, one Procurant with Jump Pack in this Unit may:
 - Have its chainsword exchanged for one power fist for +15 Points per Model.
 - Have its bolt pistol exchanged for one hand flamer for +10 Points per Model.
 - Have its bolt pistol exchanged for one plasma pistol for +15 Points per Model.
 - Have its bolt pistol exchanged for one warpfire pistol for +15 Points per Model.

SPECIAL RULES

Flesh Harvester

Procurators scoured the battlefield for organic components, taken from the dead, to aid in profane ritual. Organs won in single combat held particular power, drawing the attention of the most powerful and aggressive warp creatures.

A Model with this Special Rule can gain Flesh Harvest Points. A Model with this Special Rule gains 1 Flesh Harvest point each time a Unit that includes that Model is selected to Consolidate, if any enemy Models in that Combat had the Infantry or Cavalry Type. If a Model with the Paragon Type was Removed as a Casualty during that Combat, the Model with this Special Rule gains 2 Flesh Harvest Points instead.

If a Model with any Flesh Harvest Points is Removed as a Casualty, any Flesh Harvest Points that Model has are lost. During the Decide Victor Step, at the end of the Battle, the Controlling Player of any Models with the Flesh Harvester Special Rule scores a number of Victory Points equal to the number of Flesh Harvest Points that any one of those Models, selected by the Controlling Player, currently has.





CASSIAN DRACOS REBORN

UNIT COMPOSITION: 1 CASSIAN DRACOS

220 Points

Once the lord of the XVIIIth Legion in the days before Vulkan's return, Cassian was consigned to the eternal half-life of a Dreadnought after suffering mortal wounds in the final battle of the old Salamanders Legion. The shell in which he was entombed was forged at the hand of Vulkan himself, akin to no other pattern of dreadnought and impervious to all but the most deadly of attacks, and even capable of limited self-repair. At the Dropsite Massacre, Dracos rampaged through the Traitor lines, reliving his first death as the XVIIIth Legion once again faced oblivion. Leaving a trail of dead behind him, Dracos was only stopped by an orbital lance strike that glassed an entire battlefield. Horus and his generals left Iststvan certain that the old warlord's life had been ended along with his Primarch and Legion, and for a year Dracos lay entombed in the vitrified dust of the Urgall Depression. Rescued by warriors of his own Legion, come seeking news of Vulkan, Cassian Dracos would be reborn once more, torn from the dark heart of Iststvan V and returned to the battlefield. He was no longer as he once was, now fey and unpredictable of temperament and burdened with a fearsome rage and need for vengeance. By means of his brute strength and a newfound power over the simple animus of combat-automata, he would prove a dire thorn in the side of Horus' ambitions.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Cassian Dracos	6	5	5	7	7	8	3	4	12	12	6	8	2+	5+

WARGEAR

- Two Gravis power fists
- Two forge-crafted heavy flamers

TRAITS

- Loyalist
- Salamanders
- Smokescreen
- Cybertheurgist

SPECIAL RULES

- Bulky (6)
- Explodes (5+)
- Implacable Advance
- Battlesmith (1)
- Drakenscale Armour
- Whispers of Iststvan

TYPE

- Walker (Unique)

SPECIAL RULES

Drakenscale Armour

Vulkan forged the plates for Cassian Dracos' armour personally, imbuing it with a strength far greater than the armour used on more mundane Dreadnoughts. Its intricate surface was capable of resisting heat and radiation far better than other armour.

Wounds with the Flame, Plasma, Melta or Volkite Trait allocated to a Model with this Special Rule have their Damage Characteristic set to 1.

Whispers of Iststvan

Entombed beneath Iststvan V's surface for near a full year, Cassian Dracos was tormented by solitude and the knowledge of his own failures. When he emerged he was changed, and wielded a new power over the animus of machines and the weak-willed.

Cassian Dracos Reborn has the Cybertheurgist Trait and may use the Scrap-code Infection Cybertheurgic Rite only (see *Liber Mechanicum*, page 65). When this Cybertheurgic Rite is invoked for Cassian Dracos, Cassian Dracos is counted as having the Heterodox Trait even though he does not have the Traitor Trait.





SALAMANDERS ADHERENTS SQUAD

UNIT COMPOSITION: 1 ADVOCATE, 4 ADHERENTS

85 Points

- May include up to 5 additional Adherents at +15 Points per Model.

After the Dropsite Massacre, many Salamanders would turn to the Promethean Cult as a source of renewed conviction, including the resurrectionist sect which emerged on Nocturne and the infamous Disciples of the Flame. Known by many names, the most vehement among these 'Adherents' formed ad hoc units of fanatical warriors, seemingly with their commanding officers' blessing. Such cadres brought their fervour to bear across innumerable battlefields, putting Traitor forces to the torch wherever they could be found, though this restless pursuit of vengeance rendered them an unpredictable ally.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Adherent	7	4	4	4	4	1	4	2	8	7	7	7	3+	-
Advocate	7	4	4	4	4	1	4	2	8	8	7	7	3+	-

WARGEAR

- Combi-flamer
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (2)
- Creed of Flame

TYPE

- **Advocate:** Infantry (Sergeant)
- **Adherent:** Infantry

TRAITS

- [Allegiance]
- Salamanders

OPTIONS

- The Advocate in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- For every five models in this Unit, one Adherent in this Unit may have its combi-flamer exchanged for one forge-crafted heavy flamer for +10 Points per Model.
- The Advocate in this Unit may have melta bombs selected for it for +10 Points.
- One Adherent in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Adherents in this Unit may have one item each from the Legion Equipment list selected for them.

SPECIAL RULES

Creed of Flame

The ritual significance of cleansing flame was central to the many sub-sects of the Promethean Cult which would emerge in the aftermath of the Dropsite Massacre, deployed with fearsome results upon the battlefields of the Horus Heresy.

Models with this Special Rule can make Volley Attacks with Weapons with the Flame Trait.

Any weapon with the Flame Trait that a Model with this Special Rule has also gains the Assault Trait, and ignores the effects of the Limited (X) Special Rule when making Volley Attacks.





SALAMANDERS SANCTIFIER SQUAD

UNIT COMPOSITION: 1 CONSECRATOR, 4 SANCTIFIERS

90 Points

- May include up to 5 additional Sanctifiers at +16 Points per Model.

One of several subdivisions that would come to largely replace the Destroyer Companies of the old XVIIIth Legion, so-called 'Sanctifier' squads were temporary units composed of veteran Legionaries, outfitted with a variety of weapons which permitted a tactical flexibility beyond that of standard squad configurations. Employed where Vulkan would not conscience the deployment of his Legion's remaining Destroyers – the ill-omened 'Scoria' xenocide cadre – Sanctifiers were specialised in pacification and containment operations, called upon to seek out and eliminate their foes amongst labyrinthine hives or cavernous starships.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Sanctifier	7	5	4	4	4	2	4	2	8	8	7	7	3+	-
Consecrator	7	5	4	4	4	2	4	2	8	8	7	7	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Firestorm
- Vanguard (3)

TYPE

- **Consecrator:** Infantry (Sergeant)
- **Sanctifier:** Infantry

TRAITS

- [Allegiance]
- Salamanders

OPTIONS

- Any Model in this Unit may have its bolter and bolt pistol exchanged for one of the following:
 - Two bolt pistols Free
 - Two volkite serpentas..... +5 Points per Model
 - Two hand flamers..... +10 Points per Model
- For every five Models in this Unit, one Sanctifier in this Unit may have its bolter exchanged for one obsidite rotor cannon for +10 Points.
- For every five models in this Unit, one Sanctifier in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- The Consecrator in this Unit may have its bolter and bolt pistol exchanged for two forge-crafted hand flamers for +15 Points.
- The Consecrator in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- One Sanctifier in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Sanctifiers in this Unit may have one item each from the Legion Equipment list selected for them.
- Every Model in the Unit may have melta bombs selected for them for +25 Points.

WARGEAR

Obsidite Rotor Cannon

Artificer-wrought variants of the rotary weapons wielded across the Legions, the Obsidite pattern rotor cannon was set apart by its capability to employ heavy obsidite rounds for short bursts, their hyper-hardened mineral tips derived from the pyroclastic flows of Nocturne's oldest volcanoes, though the density of such materials placed heavy strain upon the weapons' motors and loading mechanisms.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Obsidite rotor cannon							
- Slug rounds	24	3	3	-	1	Heavy (FP), Suppressive (1)	Auto
- Obsidite rounds	18	2	3	5	1	Heavy (FP), Overload (1), Breaching (6+), Critical Hit (6+)	Auto





0-1 RAVEN GUARD DELIVERERS SQUAD

UNIT COMPOSITION: 1 DELIVERER CHIEFTAIN, 4 DELIVERERS

215 Points

- May include up to 10 additional Deliverers at +40 Points per Model.

Few warriors of the XIXth Legion favoured the usage of Terminator armour, and its regular deployment was generally employed by Terran veterans who had long served in the shadow of the Luna Wolves. Many of these had fought alongside the infamous Justaerin, and mastered the tactics of close quarters shock assault. The Legionaries of the Raven Guard and Luna Wolves came to know these warriors as 'Deliverers', both for the carnage they wrought upon the enemy and for their tendency to be deployed when other XIXth Legion assaults were foundering, turning the tide with a merciless onslaught of bolt and blade.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Deliverer	6	5	4	4	5	2	4	3	9	8	7	7	2+	4+
Deliverer Chieftain	6	5	4	4	5	2	4	3	9	8	7	7	2+	4+

WARGEAR

- Combi-bolter
- Power weapon

TRAITS

- [Allegiance]
- Raven Guard

SPECIAL RULES

- Bulky (2)
- Implacable Advance
- Slow and Purposeful
- Vanguard (3)
- Deep Strike
- Corax's Shame

TYPE

- **Deliverer Chieftain:** Infantry (Sergeant, Heavy)
- **Deliverer:** Infantry (Heavy)

OPTIONS

- For every five Models in this Unit, one Model in this Unit may have its combi-bolter exchanged for one of the following:
 - Heavy flamer +10 Points per Model
 - Multi-melta +15 Points per Model
 - Reaper autocannon +15 Points per Model
- Any Model in this Unit may have its power weapon exchanged for one of the following:
 - Power fist +10 Points per Model
 - Chainfist +10 Points per Model
- Any Model in this Unit may have its combi-bolter exchanged for one item from the Legion Combi-weapons list.
- Any Model in this Unit may have its combi-bolter and power weapon exchanged for one pair of Raven's Talons for +10 Points per Model.

SPECIAL RULES

Corax's Shame

As a symbol of the cruel and brutal legacy that Corax inherited when he took control of the Raven Guard, the Deliverers have long been exiled from any position of honour in their own Legion.

Models with this Special Rule suffer restrictions when in an Army with Corvus Corax.

A Unit that includes any Models with this Special Rule cannot be joined by a Corvus Corax Model. Additionally, Reserves Rolls made for a Unit that includes any Models with this Special Rule are modified by -1 during any Reserves Sub-Phase in which a friendly Corvus Corax Model was also in Reserves at the start of that Sub-Phase.





AUTILON SKORR

Consul-Delegatus of the Alpha Legion

UNIT COMPOSITION: 1 AUTILON SKORR

135 Points

Autilon Skorr was frequently dispatched to demand Compliance of newly discovered worlds in the name of the Imperium. Those worlds that refused invariably fell to disorder within weeks, and eventually capitulated. After the outbreak of the Horus Heresy, Skorr performed the same role, until the debacle at Epsilon-Stranivar IX, where the disparate forces of a dozen shattered Loyalist battle groups threw back his forces. Skorr's record was marred and he quickly fell from the graces of both the Warmaster and his Primarch. Desperate for a return to glory, he seized upon the Mezoan campaign as a chance for his redemption.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Autilon Skorr	7	5	5	4	4	3	5	4	9	8	8	8	2+	5+

WARGEAR

- Rime-shard
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Consul-Delegatus

TYPE

- Infantry (Unique, Command)

TRAITS

- Traitor
- Alpha Legion
- Master of the Legion

WARGEAR

Rime-shard

Skorr's personal weapon, known as Rime-shard, takes the form of a long-hafted axe with a semitranslucent recurved blade. Although incorporating common components from known Forge Worlds, it is speculated that the weapon is an unsanctioned fusion of Imperial STC patterns and forbidden xenos technology.

Ranged Weapon

Rime-shard

IM

AM

SM

AP

D

Special Rules

1

A

+2

2

1

-

Traits

Power

SPECIAL RULES

Consul-Delegatus

The demands of the Great Crusade occasionally required that junior officers within the Legions be granted extraordinary levels of authority to fulfil their goals. Usually given jurisdiction over larger forces, or even forces that would normally fall under the control of the upper echelons of command or even the Primarchs themselves, such warriors demonstrated their worth time and again.

An Army may not include more than one Model with this Special Rule. If a Model with this Special Rule is selected to fill a Command Slot in any Detachment in the Crusade Force Organisation Chart, then the Controlling Player may select one Apex Detachment instead of the Auxiliary Detachment usually granted by filling a Command Slot. Additionally, a Model with this Special Rule counts as being a High Command Choice for the purposes of any version of the Slay the Warlord (X) Secondary Objective.





ALPHA LEGION EFFRIT DISRUPTION CADRE

UNIT COMPOSITION: 1 PRINCIPAL, 4 DISRUPTORS

145 Points

- May include up to 5 additional Disruptors at +25 Points per Model.

Although under the unofficial title of the Effrit Stealth Squad, the reality of the organisation and role of this elite echelon of the XXth Legion is far more complex and defies simple conventions. Such squadrons of highly capable individuals, selected for their innate abilities in stealth, subterfuge and reconnaissance, are tasked with undertaking perilous battlefield missions ranging from close observation of enemy commanders to disruptive strikes on vulnerable war machines. In this role they are frequently embedded behind enemy lines for months with little more equipment than can be carried by individual Legionaries.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Disruptor	7	4	5	4	4	2	4	2	8	8	7	8	3+	-
Principal	7	4	5	4	4	2	4	2	9	8	7	8	3+	-

WARGEAR

- Banestrike shotgun (see *Liber Hereticus*, page 299)
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Alpha Legion
- Smokescreen

OPTIONS

- The Principal in this Unit may have one item from the Legion Sergeant Melee Weapons list selected for it.
- Any Model in this Unit may have its banestrike shotgun exchanged for one Nemesis bolter for +10 Points per Model.

SPECIAL RULES

- Infiltrate (8)
- Hydra's Wail

TYPE

- **Principal:** Infantry (Sergeant, Skirmish)
- **Disruptor:** Infantry (Skirmish)

SPECIAL RULES

Hydra's Wail

Projected from disruption arrays issued to elite forward infiltration teams, the Hydra's Wail is a set of targeted waves and disruptive signals across a multitude of frequencies. Using systems reckoned to be derived from proscribed Abominable Intelligences dating back to the Dark Age of Technology, these broadcasts can overwhelm enemy comms, scanning and coordination networks, which, unless specifically mitigated, renders swathes of standard Legion equipment useless.

When making Cool or Intelligence Checks for a Unit with at least one Model within 12" of at least one enemy Model with this Special Rule, the Controlling Player must roll an additional Dice and discard the lower roll.





NATHANIEL GARRO

Knight-Errant, Former Captain of the Death Guard 7th Battle Company, Hand of the Sigillite

UNIT COMPOSITION: 1 NATHANIEL GARRO

160 Points

Though Nathaniel Garro served Mortarion with dedication during the Great Crusade, his unstinting loyalty to the Emperor was well known and so, alongside many of his brothers, he was marked to be eliminated at Istvan III. Escaping this trap on the frigate Eisenstein, it was Garro's warning to the Imperium that forced the Warmaster to abandon his shock invasion of the Throneworld and instead undertake a grinding advance. Having renounced his oaths to his Primarch, Garro bent the knee to the Sigillite, swearing to undertake whatever mission was called for, no matter how perilous, in the ultimate defence of humanity.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Nathaniel Garro	7	6	5	4	4	4	5	5	10	9	10	8	2+	4+

WARGEAR

- Libertas
- Paragon bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Eternal Warrior (1)

TYPE

- Infantry (Specialist, Unique)

TRAITS

- Loyalist
- Knights-Errant

THE KNIGHTS-ERRANT TRAIT

The Knights-Errant Trait is considered to be a Faction Trait in the same manner as the [Legiones Astartes] Trait and the other Traits that can be selected to replace it.

Designer's Note: This is not an exception to the Rule that all Units in a given Detachment must have the same Faction Trait and Units that include Models with the Knights-Errant Faction Trait may still only be included in a Detachment with other Units with the same Trait.

WARGEAR

Libertas

It is said that this masterfully wrought broadsword was constructed from remnants of a far older device, a weapon so ancient it predates the fall of Mankind and the coming of Old Night. Whatever the truth, Garro wielded it against countless xenos foes throughout his service in the Great Crusade and, tragically, must now use it to spill the blood of his erstwhile brother Legiones Astartes.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Libertas	1	A	+1	2	1	Critical Hit (6+), Duellist's Edge (2)	Power

Paragon Bolter

The Knights-Errant have been outfitted with the finest crafted arms and armour that the Sigillite's armourers can procure.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Paragon bolter	24	2	5	4	1	Shred (6+)	Bolt





TYLOS RUBIO

Knight-Errant, Former Codicier of the Ultramarines
UNIT COMPOSITION: 1 TYLOS RUBIO

130 Points

Tylos Rubio was the first to be recruited into the Knights-Errant by Nathaniel Garro, who travelled to reach Calth at the very moment of the Word Bearers' betrayal of the Calth Conjunction. When he was forced by circumstance in those battles to use his psychic powers, which he had foresworn in accordance with the Edict of Nikaea, Rubio's battle-brothers turned their backs upon him and he agreed to join Garro and return to Terra with him. Donning a psychic hood and taking up his force sword once more, the ability to counter the powers of the Warp would prove as valuable to the Sigillite's cause as a thousand boltguns.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Tylos Rubio	7	5	5	4	4	3	5	4	10	8	10	8	2+	5+

WARGEAR

- Polaris
- Paragon bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Eternal Warrior (1)
- Echoes of Fate

TYPE

- Infantry (Specialist, Unique)

TRAITS

- Loyalist
- Psyker
- Knights-Errant
- Telepath
- Diviner

THE KNIGHTS-ERRANT TRAIT

The Knights-Errant Trait is considered to be a Faction Trait in the same manner as the [Legiones Astartes] Trait and the other Traits that can be selected to replace it.

Designer's Note: *This is not an exception to the Rule that all Units in a given Detachment must have the same Faction Trait and Units that include Models with the Knights-Errant Faction Trait may still only be included in a Detachment with other Units with the same Trait.*

SPECIAL RULES

Echoes of Fate

Rubio listens for the ever-present ghost voices that warn of approaching betrayal, knowing that to ignore them as he did at Calth would be to invite a tragedy still greater than befell that world.

A Model with this Special Rule has the Telepathy and Divination Psychic Disciplines.

WARGEAR

Polaris

Part of Rubio's panoply in his former role as Codicier of the XIIIth Legion, Polaris is a finely wrought force blade that shares much of its styling with the short, robust swords that were preferred by many of the Ultramarines.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Polaris	1	A	+1	3	1	Breaching (6+), Force (D)	Force

Paragon Bolter

The Knights-Errant have been outfitted with the finest crafted arms and armour that the Sigillite's armourers can procure.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Paragon bolter	24	2	5	4	1	Shred (6+)	Bolt

LEGACIES OF THE AGE OF DARKNESS

Solar Auxilia

VERSION 1.0

FOREWORD

This document supplements the Army Lists found in the *Liber Auxilia* Army Book for Warhammer: The Horus Heresy – Age of Darkness 3rd Edition, allowing Players to include the Expanded Units contained within in their Battles.

Within are a selection of Units that can be included in a Detachment that uses the Solar Auxilia Army List. Some Units may have a set [Allegiance] Trait meaning they can only be included in an Army that has that Allegiance.

This document is not a stand-alone product. In order to make full use of the Rules provided, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* is required, in addition to *Liber Auxilia*.

Additionally, certain Rules may reference other publications for the use of that Rule only – in such cases it will be specifically noted as part of that Rule which additional books are required.

‘CORE’ AND ‘EXPANDED’ ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core Units and Expanded Units. All of the Units in this document are ‘Expanded’ Units.

Both types of Unit may be freely used in any Horus Heresy Battle, and this category does not affect their availability as part of an Army or Detachment or the Rules for their use during a Battle.

As new Units and Models are released, their Army List Profiles will clearly state if those Units are Core or Expanded Units, and future publications may shift the category of a given Unit, with any such changes clearly noted in the Unit’s Army List Profile.





SURGEON-PRIMUS AEVOS JOVAN

UNIT COMPOSITION: 1 AEVOS JOVAN AND 1 AUTO-GURNEY

50 Points

- May include up to 2 Medicae Orderlies at +10 Points per Model.

Once a skilled physician of the nobility of Agathon, by the time of the Horus Heresy Aevos Jovan had been condemned to execution for years of secret research into medical techniques forbidden by Imperial Law. In the aftermath of Ireton MaSade's military coup, Jovan was offered amnesty by the Lord Marshal in payment for service in the ranks of his Solar Auxilia forces. Watched closely by medicae staff who were as in awe of his abilities as they were suspicious of his motives, Jovan embraced the blood and carnage of the battlefield as a new theatre for his unmatched skill in repairing rent flesh and ravaged organs.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Medicae Orderly	6	3	3	3	3	1	3	1	6	6	6	7	4+	-
Auto-gurney	6	1	-	3	4	1	1	-	1	1	1	1	4+	-
Aevos Jovan	6	2	2	3	3	2	3	1	8	8	8	8	4+	5+

WARGEAR

- Phase lancet (Aevos Jovan only)
- Needle pistol (Medical Orderlies only)
- Frag grenades
- Krak grenades

SPECIAL RULES

- Medic (4+) (Aevos Jovan only)
- Surgical Suite (Auto-gurney only)
- Triage (Medicae Orderlies only)

TYPE

- Infantry (Unique, Specialist)

TRAITS

- Loyalist
- Solar Auxilia

WARGEAR

Phase Lancet

An instrument of Jovan's own unique design, incorporating what was rumoured to be xenos technology in its construction, the phase lancet was not only able to cut and cauterise with astonishing precision, but also disintegrate matter to a precise micro-volume inside a living body without piercing the flesh directly. The lethality of the device when used to defend its operator in extremis was as insidious as it was effective.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Phase lancet	+1	A	2	3	2	Rending (6+)	-



SPECIAL RULES

Surgical Suite

A complex device that only Aevos Jovan truly understands (or has the skill to make use of), the auto-gurney is equipped with servo-cutters and medical augury scanners that allow intricate operations to be performed on the battlefield by a small team.

A Model with this Special Rule allows Recovery Tests to be made in the Morale Sub-Phase, but is automatically Removed as a Casualty if it is ever the only Model in a Unit.

If a Unit that includes any Models with the Surgical Suite Special Rule is not Locked in Combat, before the Controlling Player makes a Characteristic Check for that Unit during the Morale Sub-Phase, they can make a Recovery Test for that Unit. If that Recovery Test is successful, that Player can subtract -2 from the result of the Characteristic Check. Only one Recovery Test can be made for each Unit in this way during each Morale Sub-Phase.

Additionally, if a Model with this Special Rule is ever the only remaining Model in a Unit, it is immediately Removed as a Casualty.

Triage

While the medicae orderlies who accompany Aevos Jovan may not share his exacting medical skills, they are highly trained at stabilising wounded Auxiliaries on the battlefield such that they may yet return to future battlefields.

Models with this Special Rule can give a version of Expendable (X) to Solar Auxilia Units.

While a Unit entirely composed of Models with the Solar Auxilia Trait includes any Models with this Special Rule, every Model in that Unit has the Expendable (X) Special Rule where the value of X is equal to the number of Models with the Triage Special Rule in the Unit.



0-1 EXPEDITIONARY NAVIGATOR

UNIT COMPOSITION: 1 EXPEDITIONARY NAVIGATOR

65 Points

Navigators accompanied Expeditionary fleets in order to guide their courses through the Immaterium, steer them clear of harm and find safe harbour in the maelstrom of unreality. Only through sheer desperation or ill-fortune would such individuals find themselves upon the field of battle to lend the sight of their æther-sense in aiding commanders in predicting the flow of battle.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Expeditionary Navigator	6	2	2	3	3	1	3	1	7	6	9	6	6+	5+

WARGEAR

- Laspistol
- Ætherlabe staff

SPECIAL RULES

- Navigator's Arts

TRAITS

- [Allegiance]
- Solar Auxilia
- Psyker
- Navis Astrologian

TYPE

- Infantry (Specialist)

WARGEAR

Ætherlabe Staff

The Ætherlabe mounted upon the Navigator's staff is used to aid the bearer in plotting the tides of the Immaterium, detecting the ætheric bow wave of any warp-borne approach.

Units may not Deep Strike close to a Model with an ætherlabe staff.

No Model may be placed within 8" of a Model with an ætherlabe staff as part of the Deep Strike Special Rule.

SPECIAL RULES

Navigator's Arts

A Navigator's powers are amongst the most potent of any psyker caste, although they are rarely overtly offensive in nature. When pressed, however, Navigators are able to harness the tides of the empyrean and direct them to strike at their foes.

A Model with this Special Rule has a specific Psychic Discipline.

A Model with this Special Rule has the Navis Astrologis Psychic Discipline, gaining the following benefits:

- The Lidless Stare Psychic Weapon
- The 'Navis Astrologian' Trait

Lidless Stare

(Psychic Weapon)

The Navigator opens their third eye and turns their baleful gaze upon the enemy. Those not quick enough to turn their heads are assailed by the unreal light of the Immaterium and rendered to shrivelled husks in an instant.

Ranged Weapon

Lidless stare

R

Template 1

FP

RS

2

AP

3

D

1

Special Rules

Template, Force (D), Panic (I)

Traits

Psychic





0-1 DAVINITE LODGE PRIEST

UNIT COMPOSITION: 1 DAVINITE LODGE PRIEST

60 Points

Following the wounding of Horus by the anathame, and his subsequent recovery facilitated by the priests of the Serpent Lodge on Davin, members of the mysterious cult accompanied the Warmaster and his allies upon the field of battle. As ever, their motivations and objectives were veiled in secrecy but their influence was far more tangible as the Traitor armies outwardly rebelled against the Imperium.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Davinite Lodge Priest	6	4	3	3	3	2	3	2	7	6	9	6	5+	6+

WARGEAR

- Hand flamer
- Davinite blade

SPECIAL RULES

- Ritual Healing

TRAITS

- Traitor
- Solar Auxilia
- Psyker
- Thaumaturge

TYPE

- Infantry (Specialist)

WARGEAR

Davinite Blade

These ritual blades are utilised by the Davinite Priests in their unknowable rituals. Bearing runes of power or dipped in strange unguents, their touch brings death.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Davinite blade	+1	A	S	-	1	Poisoned (5+)	-

SPECIAL RULES

Ritual Healing

The sorcerous healing techniques of the Davinite lodges are held in acrimony, for it is whispered that their ministrations may have played some role in swaying Horus to treachery.

A Model with this Special Rule has the Resurrection Psychic Reaction.

A Model with this Special Rule has the Resurrection Psychic Reaction from the Thaumaturgy Psychic Discipline.



COMPANION SECTION

UNIT COMPOSITION: 1 AUXILIA ADJUTANT, 4 COMPANIONS

80 Points

- May include up to 5 additional Companions at +12 Points per Model.

Acting as personal bodyguards, heavy shock troops, or a vain display of martial prestige, the Companion Sections of the Solar Auxilia comprise a given Legate Marshal's household retinue, and such hand-picked units have a reputation for both brutal effectiveness and dogged resilience. Companion Sections are equipped with the finest wargear available to the Solar Auxilia, clad in void armour reinforced with potent energy shields and armed with their pick of weapons from the Auxilia's vast armouries, invested with the skill and experience to match their superlative equipment.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Companion	6	4	4	3	3	2	4	2	8	8	6	6	4+	5+
Auxilia Adjutant	6	4	4	3	3	2	4	2	8	8	7	7	4+	5+

WARGEAR

- Lasrifle
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Solar Auxilia

OPTIONS

- Any Model in this Unit may have its lasrifle exchanged for one laspistol and one charnabal sabre for Free or one of the following:
 - Bolter..... +3 Points per Model
 - Volkite charger.....+5 Points per Model
 - Flamer+5 Points per Model
 - Grenade launcher..... +10 Points per Model
 - Plasma gun +10 Points per Model
 - Rotor cannon +10 Points per Model
 - Meltagun.....+15 Points per Model
- Any Model in this Unit whose lasrifle has been exchanged for a laspistol and charnabal sabre may have its laspistol exchanged for one item from the Auxilia Pistols list.

SPECIAL RULES

- Support Unit (1)

TYPE

- **Auxilia Adjutant:** Infantry (Sergeant)
- **Companion:** Infantry

- Any Model in this Unit whose lasrifle has been exchanged for a laspistol and charnabal sabre may have its charnabal sabre exchanged for one chainsword for Free or for one item from the Auxilia Melee Weapons list.
- Any Model in this Unit with a lasrifle may have any of the following selected for it:
 - Bayonet +1 Point per Model
 - Blast-charger +1 Point per Model
- One Companion in this Unit may have one vox interlock selected for it for +5 Points.
- One Companion in this Unit may have one auxilia vexilla selected for it for +5 Points.
- One Companion in this Unit may have one augury scanner selected for it for +10 Points.
- One Companion in this Unit may have melta bombs selected for it for +10 Points.



WARGEAR

Companion Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Bolter	24	2	4	5	1	-	Bolt
Flamer	Template	1	4	5	1	-	Flame
Grenade launcher							
- Frag	24	1	3	6	1	Blast (3")	-
- Krak	24	1	6	4	2	-	-
Plasma gun							
- Sustained fire	24	2	6	4	1	Breaching (6+)	Plasma
- Maximal fire	24	2	7	4	1	Breaching (5+), Overload (1)	Plasma
Rotor cannon	24	3	3	-	1	Heavy (FP), Suppressive (1)	Auto
Meltagun	12	1	8	2	3	Melta (6)	Melta



MEDICAE SECTION

UNIT COMPOSITION: 1 MEDICAE AUXILIARY

15 Points

- May include up to 5 additional Medicae Auxiliaries at +15 Points per Model.

The Medicae Auxiliaries of the Solar Auxilia receive extensive training and highly specialised equipment in order to perform a number of vital functions. Firstly, they are responsible for keeping disease at bay, for with the Solar Auxilia operating upon worlds tainted with all manner of ravenous alien microbes, a force might be rendered entirely ineffective before battle is even joined. Secondly, they are responsible for treating combat injuries as they occur, ensuring a unit's effectiveness is maintained even in the heat of battle. Lastly, they hold the solemn duty of administering the final mercy to a fatally wounded auxiliary.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Medicae Auxiliary	6	3	3	3	3	1	3	1	6	6	6	7	4+	-

WARGEAR

- Needle pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Medic (5+)
- Medicae Support

TRAITS

- [Allegiance]
- Solar Auxilia

TYPE

- Infantry (Specialist)

SPECIAL RULES

Medicae Support

The Solar Auxilia maintain cadres of trained medicae, assigning them to those units that will stand at the forefront of the battle. Though lacking the advanced equipment of the Space Marine apothecaries, these healers are no less dedicated to the protection of their brethren in even the most deadly firefight.

Medicae Auxiliaries are deployed and operate individually.

Although included in an Army as a Unit that includes multiple Models, each Model with this Special Rule is considered to be a separate Unit for all other purposes, including Deployment and the scoring of Victory Points.



CYCLOPS DEMOLITION VEHICLE

UNIT COMPOSITION: 1 CYCLOPS DEMOLITION VEHICLE

50 Points

A range of remotely controlled demolition vehicles, the Cyclops are deployed by the Solar Auxilia to breach heavy fortifications and destroy key enemy-held positions in circumstances where a direct assault is judged too costly and engagement from afar is made impossible by dense terrain. The Cyclops is transported to the front line in a Dracosan Armoured Carrier or an Auxilia Arvus Lighter, and unloaded under cover a safe distance from the intended target. Directed with a vox control unit, it is then guided to its target so that its internal charge can be detonated when it is close enough to inflict the requisite damage.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Cyclops	6	-	10	10	10	2	-

WARGEAR

- None

TRAITS

- [Allegiance]
- Solar Auxilia

SPECIAL RULES

- Expendable (3)
- Explodes (2+)
- Compact
- Demolition Vehicle

TYPE

- Vehicle

SPECIAL RULES

Compact

Some machines are designed to facilitate transport on the various armoured conveyors available to the armies of the Imperium. Some are flexible enough to fit through apertures intended for smaller beings, while some are created so they can be folded into a compact travel mode and others are simply small.

A Model with this Special Rule may Embark or Disembark from a Transport, even if its Type would normally stop it from doing so.

A Model with this Special Rule may Embark and Disembark from a Model with the Transport Sub-Type as though it had the Infantry Type. This does not replace its existing Type or grant it any other benefits of the Infantry Type, nor allow it to interact with other Rules or Special Rules that target or affect the Infantry Type.

Demolition Vehicle

These vehicles are not intended for frontline combat, but rather as demolition tools to bring down buildings or fortifications that have stymied the advance of friendly forces. In the most extreme of situations they can be employed as weapons, but are vulnerable to counter-fire from the enemy.

Vehicles with this Special Rule can make Charges and inflict automatic Hits on every Model in a Combat if they are successful.

A Model with this Special Rule and the Vehicle Type may have Charges declared for it in the Assault Phase. If a Charge Roll made for a Model with this Special Rule and the Vehicle Type is failed, the Model is Removed as a Casualty, but immediately explodes as described in the Explodes (X) Special Rule. If a Charge Roll made for a Model with this Special Rule is successful, then at the end of Step 2 of the Fight Sub-Phase of that Combat, every Unit in that Combat suffers a number of automatic Hits equal to the number of Models in that Unit. Each such Hit has a Strength of 8, an AP of - and a Damage of 2, as well as the Armourbane Special Rule. Once these Hits have been fully resolved, the Model with this Special Rule is immediately Removed as a Casualty, and any version of the Explodes (X) Special Rule it has is ignored.





AUROX TRANSPORT

UNIT COMPOSITION: 1 AUROX TRANSPORT

50 Points

Created with the authorisation of the Fabricator General as the Imperial Host expanded into the galaxy during the Great Crusade, the design philosophy behind the Aurox is similar to that of the Legion Rhino Armoured Carrier. It is designed to be mass manufactured, reproducible and easily serviced by units in the field, with a modular design which additionally allows for variant armour and weapons configurations. An armoured troop transport, it is primarily used by various arms of the Imperial Army, including a version employed by the Solar Auxilia, which is refitted for extreme environmental conditions.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Aurox	12	3	12	11	10	4	10

WARGEAR

- Searchlights

SPECIAL RULES

- Light Transport

TRAITS

- [Allegiance]
- Solar Auxilia

TYPE

- Vehicle (Rapid, Transport)

OPTIONS

- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have one Hull (Front) Mounted hunter-killer missile selected for it for +5 Points.

ACCESS POINTS

This Model has Access Points on both Side Facings and the Rear Facing.



TARANTULA SECTION

UNIT COMPOSITION: 2 TARANTULA SENTRY GUNS

35 Points

The Tarantula is an automated weapons platform whose ease of construction, multiple weapons configurations and general reliability have made it a staple of the arsenals of the Great Crusade. The Solar Auxilia use the Tarantula to guard exposed flanks and rear line positions where it is judged less likely, but nonetheless possible, that an enemy will attack, only pressed into service in the front line itself when personnel are stretched dangerously thin. Some older cohorts even maintain chronicles of Tarantula weapons batteries granted honorary induction into their ranks for their pivotal contribution to some great battle.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Tarantula Sentry Gun	-	3	10	10	10	2	-

WARGEAR

- Turret Mounted twin heavy bolter

TRAITS

- [Allegiance]
- Solar Auxilia

SPECIAL RULES

- Expendable (3)
- Automated Fire Protocols
- Independent Sentries

TYPE

- Vehicle

OPTIONS

- Any Model in this Unit may have its Turret Mounted twin heavy bolter exchanged for one Turret Mounted twin lascannon for +20 Points per Model.

WARGEAR

Twin Heavy Bolter

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin heavy bolter	36	6	5	4	1	-	Bolt



SPECIAL RULES

Independent Sentries

Tarantula sentries are deployed in key locations on the battlefield, calculated to cover crucial choke-points and provide optimal overlapping firepower with other units.

Tarantulas are deployed and operate individually.

Although included in an Army as a Unit that includes multiple Models, each Model with this Special Rule is considered to be a separate Unit for all other purposes, including Deployment and the scoring of Victory Points.

Automated Fire Protocols

Tarantula sentry guns provide area denial fire, engaging enemies who move within their sensor range with their potent heavy weaponry.

A Model with this Special Rule may not make Shooting Attacks except as part of a Reaction.

A Model with this Special Rule may not be selected to make a Shooting Attack during the Controlling Player's Shooting Phase and may only make the Overwatch Reaction and the Intercept and Automated Fire Advanced Reactions. When making a Shooting Attack as part of any of these Advanced Reactions, a Model with this Special Rule may attack with any weapons it has, not just Defensive Weapons.

Automated Fire Advanced Reaction

Trigger: The Reactive Player may declare the Automated Fire Advanced Reaction in Step 2 of the Move Sub-Phase process if an enemy Unit ends a move within 48" of a Unit under the Reactive Player's Control that only includes Models with the Automated Fire Protocols Special Rule.

Cost: The Automated Fire Advanced Reaction has no cost.

Target: The Target Unit is always the Unit whose Move triggered this Reaction. The Reactive Player must select one Unit under their control that only includes Models with the Automated Fire Protocols Special Rule that is within 48" of the Target Unit. That Unit is the Reacting Unit.

Process

1. Once the Automated Fire Advanced Reaction has been declared, the Reactive Player makes a Shooting Attack with the Reacting Unit. This Shooting Attack must target the Target Unit of this Advanced Reaction.
2. Once the Shooting Attack made as part of this Reaction has been completely resolved, including removing any Casualties, the Active Player must then completely resolve any remaining elements of the Target Unit's movement.



CARNODON STRIKE TANK

UNIT COMPOSITION: 1 CARNODON STRIKE TANK

80 Points

The Carnodon strike tank was the foremost of many variants designed to exploit the modular construction of the relatively new Aurox chassis, rapidly becoming a byword for conquest during the early years of the Great Crusade, a legacy that led to the production of the dedicated Imperial battle tanks of latter days. As the Great Crusade moved ever outwards and supply of the Aurox chassis peaked, many Carnodon tanks entered a strategic reserve and were distributed to muster worlds behind the front lines, with over 200,000 examples thought to have been stored pending secondary mobilisation in the warrens under Tallarn.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Carnodon Strike Tank	12	3	12	11	10	4	-

WARGEAR

- Turret Mounted volkite culverin
- Two Sponson Mounted volkite calivers
- Searchlights

TRAITS

- [Allegiance]
- Solar Auxilia

OPTIONS

- This Model may have its Turret Mounted volkite culverin exchanged for one of the following:
 - Turret Mounted twin multi-laser+5 Points
 - Turret Mounted gravis autocannon..... +10 Points
 - Turret Mounted twin lascannon +15 Points
- This Model may have both of its Sponson Mounted volkite calivers exchanged for one item from the Auxilia Sponson Weapons list.

SPECIAL RULES

- None

TYPE

- Vehicle (Rapid)

- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have one Turret Mounted hunter-killer missile selected for it for +5 Points.

WARGEAR

Twin Multi-laser

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin multi-laser	36	6	6	6	1	Suppressive (2)	Las





AVENGER STRIKE FIGHTER

UNIT COMPOSITION: 1 AVENGER STRIKE FIGHTER

100 Points

The Avenger Strike Fighter was the primary ground assault craft of the Divisio Aeronautica used during planetary invasions, commonly employed as a close-support aircraft where it would commit sorties along the front line. Armed with an Avenger bolt cannon, the Avenger Strike Fighter was able to punch through the weaker top armour of enemy vehicles with terrifying ease. During the Horus Heresy, Avenger Strike Fighters were transformed into a symbol of terror for Imperial ground forces as they were subjected to withering aerial firepower they had once called upon in battle.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Avenger Strike Fighter	22	3	12	12	12	4	-

WARGEAR

- Centreline Mounted avenger bolt cannon
- Centreline Mounted twin lascannon
- Hull (Rear) Mounted heavy stubber

SPECIAL RULES

- None

TYPE

- Vehicle (Flyer)

TRAITS

- [Allegiance]
- Solar Auxilia

WARGEAR							
Avenger Bolt Cannon							
Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Avenger bolt cannon	36	5	6	3	1	Suppressive (1)	Bolt



DESTROYER TANK HUNTER

UNIT COMPOSITION: 1 DESTROYER TANK HUNTER

130 Points

Much like the similarly designed Thunderer, the Destroyer Tank Hunter was an uncomplicated marrying of a basic tank chassis and a single armament, in this case the Proteus laser destroyer. As a precursor to the more complex and refined las weaponry that would be later developed, the Proteus pattern weapon was manufactured using inexpensive materials and basic fabrication processes, and whilst it possessed much of the potency of the more elegant designs, it lacked reliability and stability.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Destroyer Tank Hunter	10	3	14	13	10	6	-

WARGEAR

- Centreline Mounted Proteus laser destroyer

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

TYPE

- Vehicle

OPTIONS

- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front)
Mounted hunter-killer missile+5 Points
 - Searchlights+5 Points
 - Dozer blade+5 Points

WARGEAR

Proteus Laser Destroyer

The Proteus pattern laser destroyer mounts its counterpart's quadruple las emitters inside a single bulky collimator barrel, a requirement of the lower-grade materials used in the emitters' focussing arrays.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Proteus laser destroyer	36	2	10	2	2	Heavy (D), Armourbane, Overload (1)	Las



THUNDERER SIEGE TANK

UNIT COMPOSITION: 1 THUNDERER SIEGE TANK

155 Points

Devised as a refit schema for damaged tanks or to make use of incomplete chassis held in readiness by numerous Forge Worlds, the Thunderer was an inelegant but nonetheless serviceable addition to the battle formations of the Solar Auxilia. What it lacked in sophistication, mounting just a single primary armament and ammunition supply, it made up for in simplicity and singular purpose, with initiate crews able to be trained in all applicable combat protocols in a matter of mere hours before being deployed onto the front lines.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Thunderer Siege Tank	10	3	14	13	10	6	-

WARGEAR

- Centreline Mounted demolisher cannon

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

TYPE

- Vehicle

OPTIONS

- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points
 - Dozer blade+5 Points



MINOTAUR ARTILLERY TANK

UNIT COMPOSITION: 1 MINOTAUR ARTILLERY TANK

205 Points

Many cohorts of the Solar Auxilia maintained a reserve of venerable and antiquated self-propelled artillery guns that were known as Minotaurs. These lumbering war machines were designed to provide close fire-support to the front lines, following the advance of other troops, but their slow speed and the convoluted process of readying the guns to fire meant that they were often only called into action in the most desperate circumstances or provided to garrison forces behind the leading edge of the Great Crusade.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Minotaur Artillery Tank	8	3	13	13	13	7	-

WARGEAR

- Centreline (Rear) Mounted twin earthshaker cannon

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

TYPE

- Vehicle

OPTIONS

- This Model may have any of the following selected for it:
 - One Hull (Rear) Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points

WARGEAR

Twin Earthshaker Cannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin earthshaker cannon	240	2	5	4	2	Ordnance (RS), Blast (5"), Barrage (2), Breaching (6+), Pinning (1)	-





MACHARIUS HEAVY TANK

UNIT COMPOSITION: 1 MACHARIUS HEAVY TANK

300 Points

The Expeditionary fleets uncovered tanks and war machines of varied designs spread across the thousands of worlds rediscovered during the Great Crusade, many sharing features originating from the war machines used to fight Terra's ancient land wars in spite of their diverse patterns. Although little standardisation throughout these esoteric tank designs existed, many continued to be maintained and used in war. This was especially common of cohorts populated with conscripts who were familiar with the operation of such obscure technology and were afforded little time to retrain with standardised Imperial equipment.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Macharius Heavy Tank	10	3	14	13	12	12	-

WARGEAR

- Turret Mounted twin battlecannon
- Hull (Front) Mounted twin heavy stubber
- Two Sponson Mounted heavy stubbers

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

OPTIONS

- This Model may have its Turret Mounted twin battlecannon exchanged for one of the following:
 - Turret Mounted twin avenger bolt cannon Free
 - Turret Mounted twin vanquisher cannon +10 Points
- This Model may have both of its Sponson Mounted heavy stubbers exchanged for one of the following:
 - Two Sponson Mounted heavy bolters+5 Points
 - Two Sponson Mounted heavy flamers+5 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

WARGEAR

Macharius Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin vanquisher cannon	72	2	10	2	3	Heavy (D), Critical Hit (6+)	Auto
Twin avenger bolt cannon	36	10	6	3	1	Suppressive (2)	Bolt
Twin heavy stubber	36	6	4	6	1	-	Auto





PRAETOR ARMoured ASSAULT LAUNCHER

UNIT COMPOSITION: 1 PRAETOR ARMoured ASSAULT LAUNCHER

300 Points

In addition to the plethora of lumbering battle tanks found in use by the militias and defence forces encountered by the fleets of the Great Crusade, numerous specialised machines were also discovered. Various patterns of mobile missile launcher platforms had been used by frontier armies to pulverise xeniform hordes from afar with fragmentation warheads for aeons, and numerous examples of these weapons remained in use as the Age of Darkness dawned.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Praetor	10	3	14	13	12	12	-

WARGEAR

- Centreline Mounted praetor launcher
- Two Hull (Front) Mounted heavy bolters

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

OPTIONS

- This Model may have one item from the Auxilia Pintle Weapons list selected for it.

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

- This Model may have any of the following selected for it:
 - One Hull (Front)
Mounted hunter-killer missile+5 Points
 - Searchlights+5 Points

WARGEAR

Praetor Launcher

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Praetor launcher	72	1	8	5	2	Blast (7"), Barrage (2), Suppressive (2)	Missile



CRASSUS ARMoured ASSAULT TRANSPORT

UNIT COMPOSITION: 1 CRASSUS ARMoured ASSAULT TRANSPORT

350 Points

Vast land-arcs were used by massed armies throughout the galaxy to convey large numbers of troops across the killing fields that surrounded their enemies' holds. Not only did such vehicles provide protection from all but dedicated anti-armour weapons, they also allowed common infantry soldiers to cross hazardous and arduous terrain in a timely fashion to meet their foe. Such benefits would be equally attractive to the more formalised cohorts of the Solar Auxilia, especially when wider mechanisation was not available.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Crassus	10	3	14	13	12	12	35

WARGEAR

- Two Hull (Front) Mounted heavy bolters
- Two Sponson Mounted heavy bolters

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

OPTIONS

- This Model may have one item from the Auxilia Pintle Weapons list selected for it.

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy, Transport)

- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points

ACCESS POINTS

This Model has one Access Point on its Rear Facing.



BANEBLADE SUPER-HEAVY BATTLE TANK

UNIT COMPOSITION: 1 BANEBLADE

520 Points

Based upon an ancient STC dating back to the Dark Age of Technology, the Baneblade is a super-heavy tank outfitted with a bewildering array of weapons, even for a vehicle of its prodigious size. Each Baneblade serves as a mobile bastion and numerous tales relate of their deployment being the crucial factor in victory; a symbol of terror to its foes and one of emboldening to those who marched alongside it. The Baneblade hull was used as the basis for a number of more specialised variants which established their own formidable records, though the original configuration remained by far the most widespread and versatile.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Baneblade	10	3	14	13	12	16	-

WARGEAR

- Turret Mounted Baneblade cannon
- Co-axial (Baneblade cannon) Mounted autocannon
- Centreline Mounted demolisher cannon
- Hull (Front) Mounted twin heavy bolter

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flammers+40 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

WARGEAR

Baneblade Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Baneblade cannon	82	1	8	3	2	Blast (7"), Pinning (1)	Auto
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin heavy flamer	Template	1	5	4	1	Template, Panic (2)	Flame



HELLHAMMER SUPER-HEAVY BATTLE TANK

UNIT COMPOSITION: 1 HELLHAMMER

520 Points

Among the many Baneblade variants in service with the Solar Auxilia resides the Hellhammer, a pattern which exchanges its predecessor's Baneblade cannon with a Hellhammer cannon, sacrificing range for superior armour penetration and fortification destruction qualities. This shorter range firepower sees the Hellhammer deployed in support of Solar Auxilia infantry in urban environments and other dense terrain, smashing apart enemy vehicles and fortifications with impunity and providing all-round protection in warzones that would otherwise render the Solar Auxilia vulnerable to counter-attack and ambush.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Hellhammer	10	3	14	13	12	16	-

WARGEAR

- Turret Mounted Hellhammer cannon
- Co-axial (Hellhammer cannon) Mounted autocannon
- Centreline Mounted demolisher cannon
- Hull (Front) Mounted twin heavy bolter

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Turret Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

WARGEAR

Hellhammer Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Hellhammer cannon	24	1	10	3	3	Blast (5"), Stun (1)	Auto
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin heavy flamer	Template 1		5	4	1	Template, Panic (2)	Flame





BANEHAMMER SUPER-HEAVY ASSAULT TANK

UNIT COMPOSITION: 1 BANEHAMMER

450 Points

Based on the Baneblade chassis, the Banehammer replaces a number of the weapon systems and ammunition storage spaces with the tremor cannon and its vast, timed-fuse shells. When fired, the delayed detonation of these massive projectiles allows them to sink into the ground before exploding, sending pulverising shockwaves out in a large radius. The force of such a blast is enough to debilitate even hardened troops for a period, even if they escape without serious injury.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Banehammer	10	3	14	13	12	16	-

WARGEAR

- Centreline Mounted tremor cannon
- Hull (Front) Mounted twin heavy bolter

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

WARGEAR

Banehammer Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Tremor cannon	60	1	6	4	1	Blast (10"), Pinning (2), Suppressive (2), Stun (2)	-
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin heavy flamer	Template 1		5	4	1	Template, Panic (2)	Flame



STORMLORD SUPER-HEAVY ASSAULT TANK

UNIT COMPOSITION: 1 STORMLORD

500 Points

The Stormlord is a variant of the Baneblade that is equipped with a titan-class Vulcan mega-bolter. Consisting of a slaved pair of rotary barrel arrays, this immense weapon can pulverise heavy infantry and light armoured vehicles in an indiscriminate storm of explosive bolt ammunition. As such, it is often employed in support of infantry assaults, serving as a mobile bulwark around which Solar Auxilia Tercios can muster while its Vulcan mega-bolter produces a wall of fire to fend off enemy counter-assault and clear a path for their advance.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Stormlord	10	3	14	13	12	16	20

WARGEAR

- Centreline Mounted Vulcan mega-bolter
- Hull (Front) Mounted twin heavy bolter
- Hull (Left) Mounted heavy stubber
- Hull (Right) Mounted heavy stubber

SPECIAL RULES

- Light Transport

TYPE

- Vehicle (Super-heavy, Transport)

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

ACCESS POINTS

This Model has Access Points on both Side Facings.

WARGEAR

Stormlord Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Vulcan mega-bolter	48	12	7	3	2	Suppressive (3)	Bolt
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin heavy flamer	Template	1	5	4	1	Template, Panic (2)	Flame





STORMBLADE SUPER-HEAVY TANK

UNIT COMPOSITION: 1 STORMBLADE

500 Points

The Stormblade is an adaptation of the Shadowsword which replaces the latter's volcano cannon with a potent plasma blastgun, enabling it to engage a variety of targets at shorter ranges. The photonic fuel cells and additional heat shielding required to protect the crew and sensitive systems ensures that the only additional weaponry the vehicle can fit are defensive sponsons, capable of keeping smaller foes at bay while the tank's main weapon destroys more formidable threats.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Stormblade	10	3	14	13	12	16	-

WARGEAR

- Centreline Mounted plasma blastgun
- Hull (Front) Mounted twin heavy bolter

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

WARGEAR

Stormblade Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Plasma blastgun							
- Sustained fire	60	1	8	2	5	Blast (3")	Plasma
- Maximal fire	60	1	9	2	7	Blast (5"), Overload (1)	Plasma
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin heavy flamer	Template 1		5	4	1	Template, Panic (2)	Flame





SHADOWSWORD SUPER-HEAVY TANK DESTROYER

UNIT COMPOSITION: 1 SHADOWSWORD

475 Points

A comparatively rare pattern of super-heavy tank, the Shadowsword was employed by Solar Auxilia cohorts during the Great Crusade to engage and destroy enemy macro-engines when Collegia Titanica support was unavailable. In the Horus Heresy, the Shadowsword was thrust into battle against enemy titan units, suddenly provided with an abundance of valuable targets for its deadly volcano cannon. Often utilised in ambushing roles, entire squadrons would lie in wait as an enemy titan advanced, allowing their allies to bring down the foe's protective void shields before destroying them with precise beams of deadly energy.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Shadowsword	10	3	14	13	12	16	-

WARGEAR

- Centreline Mounted volcano cannon
- Hull (Front) Mounted twin heavy bolter

SPECIAL RULES

- None

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

TYPE

- Vehicle (Super-heavy)

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points

WARGEAR

Shadowsword Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Volcano cannon	120	1	13	2	12	Blast (3"), Macro-Auspex	Las
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin heavy flamer	Template 1		5	4	1	Template, Panic (2)	Flame

SPECIAL RULES

Macro-auspex

Specialised auspexes designed to efficiently target larger war engines at great distances are often fitted to super-heavy weapons, allowing their titan-killing firepower to be harnessed at ranges too great for most targeting units, though impeding their accuracy when targeting smaller, closer enemies.

When not attacking Titans, Knights or Super-heavies, a Weapon with this Special Rule must make Snap Shots.

If the Target of a Shooting Attack is not a Unit entirely composed of Models with the Titan, Knight or Super-heavy Sub-Type or other Models with a Base Wounds Characteristic of 10 or more, then all attacks made for a Weapon with this Special Rule must be made as Snap Shots.





STORMSWORD SUPER-HEAVY SIEGE TANK

UNIT COMPOSITION: 1 STORMSWORD

475 Points

Originally adapted from a salvaged Shadowword chassis, the Stormsword instead mounted a potent siege cannon, replacing the huge energy capacitors required for a volcano cannon with armoured storage for the huge explosive shells this weapon fired. Able to breach even the mightiest fortifications, Stormswords were often employed en masse, pummelling emplaced foes and allowing their cohort's infantry formations to approach and clear out the shell-shocked remnants with relative ease.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Stormsword	10	3	14	13	12	16	-

WARGEAR

- Centreline Mounted Stormsword siege cannon
- Hull (Front) Mounted twin heavy bolter

TRAITS

- [Allegiance]
- Solar Auxilia
- Smokescreen

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy)

OPTIONS

- This Model may have one of the following selected for it:
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy bolters+40 Points
 - Two Sponson Mounted lascannon and two Sponson Mounted twin heavy flamers+40 Points
- This Model may have one item from the Auxilia Pintle Weapons list selected for it.
- This Model may have any of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights+5 Points

WARGEAR

Stormsword Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Stormsword siege cannon	18	1	12	3	6	Blast (5"), Ordnance (R), Stun (2)	-
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin heavy flamer	Template	1	5	4	1	Template, Panic (2)	Flame





MARAUDER BOMBER

UNIT COMPOSITION: 1 MARAUDER BOMBER

225 Points

Sturdily built and boasting a colossal payload in relation to its size, the Marauder was the archetypal heavy bomber of the Divisio Aeronautica, granted substantial operational reach by rugged engines and capacious fuel tanks which allowed Marauder squadrons to operate effectively in times of sporadic resupply. Marauder squadrons were often based upon orbital spacecraft due to the craft's ability to operate in the vacuum of space, though in prolonged campaigns, the Divisio Aeronautica would typically establish ground bases from which the bombers could sally forth.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Marauder Bomber	18	3	12	12	12	10	-

WARGEAR

- Turret Mounted twin heavy bolter
- Hull (Front) Mounted twin lascannon
- Hull (Rear) Mounted twin heavy bolter
- One Centreline (Front, Rear) Mounted macro-bomb cluster

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy, Flyer)

TRAITS

- [Allegiance]
- Solar Auxilia

WARGEAR							
Marauder Bomber Weapons							
Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Macro-bomb cluster	18	1	8	4	2	Blast (10"), Pinning (2), Limited (1)	-
Twin heavy bolter	36	6	5	4	1	-	Bolt



MARAUDER DESTROYER

UNIT COMPOSITION: 1 MARAUDER DESTROYER

245 Points

The Marauder Destroyer was a variant of the Marauder Bomber that sacrificed most of its bomb payload in favour of heavy firepower, consisting of six autocannon mounted upon its nose which were capable of unleashing a considerable amount of weapons fire. The Marauder Destroyer most commonly served as a frontline support aircraft, strafing enemy positions and eradicating reinforcement convoys to ease pressure from the main advance, and when deployed in squadrons these aircraft were more than capable of reducing entire tank companies to smouldering ruin while avoiding the worst of the enemy's firepower.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Marauder Destroyer	18	3	12	12	12	10	-

WARGEAR

- Turret Mounted twin heavy bolter
- Hull (Front) Mounted Gravis autocannon array
- Hull (Rear) Mounted twin rotary defence cannon

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy, Flyer)

TRAITS

- [Allegiance]
- Solar Auxilia

WARGEAR

Marauder Destroyer Weapons

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Gravis autocannon array	48	8	8	4	2	Breaching (6+)	Auto
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin rotary defence cannon	36	6	5	4	1	Breaching (6+)	Auto



RULES ADDENDA

Medic (X)

Some specialists are trained in field medicine and carry specialist equipment, from a simple satchel of bandages and pain suppressants to the complex narthecium devices carried by Legion apothecaries. If able to tend to the injured in time, such warriors can be returned to the battle, enabling them to fight on.

This Special Rule determines the difficulty of any Recovery Tests made due to other Reactions or Special Rules.

If a Unit includes one or more Models with the Medic (X) Special Rule, then certain other Special Rules, Reactions or Gambits may allow the Controlling Player to make Recovery Tests for other Models in the same Unit. Note that the Medic (X) Special Rule does not allow Recovery Tests to be made, but simply establishes the Target Number for such Tests – Recovery Tests may only be made if another Special Rule, Reaction or Gambit allows them (see, for example, the Medic! Advanced Reaction).

Recovery Tests

A Recovery Test is made when one or more Unsaved Wounds are allocated to a Model, and is resolved by rolling a Dice and comparing the result to the value of 'X' in the variant of the Medic (X) Special Rule. If there is more than one variant of the Medic (X) Special Rule present in a Unit, then the Controlling Player chooses which is used to determine the Target Number. If the Recovery Test is successful then a single Unsaved Wound allocated to the Model has its Damage reduced by 1 (to a minimum of 0). If a Recovery Test is failed, then any Unsaved Wounds allocated to the Model are resolved as normal.

Medic! Advanced Reaction

Some warriors specialise in battlefield triage and providing medical aid to their fellows, even under heavy fire. Such specialists are often identified by the variety of medical equipment they carry, from simple bindings and stim-packs, to complex arrays of piston-driven syringes dispensing unguents, serums and potent stimulants to keep their brethren combat capable.

This Reaction allows the Reactive Player to make Recovery Tests for a Unit that is the target of a Shooting Attack if the Target Unit has a Medic.

Trigger: The Reactive Player may declare a Medic! Advanced Reaction in Step 9 of any Shooting Attack if the Target Unit of the Shooting Attack includes one or more Models with the Medic (X) Special Rule.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Medic! Reaction, this cost paid as soon as the declaration is made.

Target: The Target Unit is always the Unit which is the target of the Shooting Attack that triggered the Reaction. Once the cost has been paid, the Reactive Player must select one eligible Unit under their control that is a target of that Shooting Attack. That Unit is the Reacting Unit.

Process

1. Once a Medic! Advanced Reaction has been declared, the Active Player continues resolving that Shooting Attack.
2. In Step 11 of that Shooting Attack, the Reactive Player may make one Recovery Test for each Model in the Target Unit that is allocated an Unsaved Wound – but no more than one Recovery Test may be made for any single Model. However, no Recovery Tests may be made for any Model in the Target Unit that has the Medic (X) Special Rule.

LEGACIES OF THE AGE OF DARKNESS

Mechanicum Taghmata

VERSION 1.0

FOREWORD

This document supplements the Army Lists found in the *Liber Mechanicum* Army Book for Warhammer: The Horus Heresy – Age of Darkness 3rd Edition, allowing Players to include the Expanded Units contained within in their Battles.

Within are a selection of Units that can be included in a Detachment that uses the Mechanicum Taghmata Army List. Some Units may have a set [Allegiance] Trait meaning they can only be included in an Army that has that Allegiance.

This document is not a stand-alone product. In order to make full use of the Rules provided, a copy of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* is required, in addition to the respective Army book in use.

Additionally, certain Rules may reference other publications for the use of that Rule only – in such cases it will be specifically noted as part of that Rule which additional books are required.

‘CORE’ AND ‘EXPANDED’ ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core Units and Expanded Units. All of the Units in this document are ‘Expanded’ Units.

Both types of Unit may be freely used in any Horus Heresy Battle, and this category does not affect their availability as part of an Army or Detachment or the Rules for their use during a Battle.

As new Units and Models are released, their Army List Profiles will clearly state if those Units are Core or Expanded Units, and future publications may shift the category of a given Unit, with any such changes clearly noted in the Unit’s Army List Profile.





TECH-THRALL DEFENCE COVENANT

UNIT COMPOSITION: 10 TECH-THRALLS

100 Points

- May include up to 30 additional Tech-thralls at +10 Points per Model.

Tech-thrall covenants intended for purely defensive operations, or for deployment in the confines of Zone Mortalis engagements are sometimes issued mitra-locks instead of las-locks. These weapons emit a volatile spread of energy bolts that, while individually less powerful, cover a much wider area and prove formidable weapons for defending a fixed position or slowing the advance of a superior foe through dense terrain. However, as these weapons leave Tech-thrall units vulnerable to being out-ranged and picked apart before they can engage, they are rarely issued en masse.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Tech-thrall	5	2	2	3	5	1	2	1	4	12	4	4	6+	-

WARGEAR

- Mitra-lock

TRAITS

- [Allegiance]
- Lacrymaerta

SPECIAL RULES

- Expendable (2)
- Rite of Pure Thought
- Feel No Pain (6+)
- Tech-thralls

TYPE

- Infantry

WARGEAR

Mitra-lock

Mitra-locks share an origin with the more common las-locks grafted to Tech-thralls. While the las-lock projects a single bolt, the mitra-lock instead fires a fragmented blast of energy, ideal for fighting in close confines or 'Zones Mortalis'.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Mitra-lock	10	2	4	-	1	Stun (0)	Assault, Las

SPECIAL RULES

Tech-thralls

While equipped with alternative weaponry, the thralls that make up the Defence Covenants share the same simple servitor bodies as those from more standard formations.

A Unit that contains Models with this Special Rule is considered to be a Tech-thrall Covenant Unit for the purposes of the Arcana Benefice: An Endless Servitude (see *Liber Mechanicum* page 47).





ARLATAX BATTLE MANIPULE

UNIT COMPOSITION: 1 ARLATAX

120 Points

- May include up to 3 additional Arlatax at +120 Points per Model.

A variant of the ancient and versatile Conqueror automata STC, the Arlatax's development, which was the work of the magos-wrights of Xana, would do much to influence the later design of the Domitar. Beyond the Taghmata and Skitarii forces of that Forge World, the pattern never gained wide acceptance, despite its excellent performance as a rapid-moving shock assault unit. The idiosyncratic choice of certain components in the battle-automata's designs were not approved by the remit of Mars, making refit and repair difficult for those without a direct line to Xana's resources.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Arlatax	10	4	4	7	7	4	3	3	8	12	4	4	2+	5+

WARGEAR

- Plasma cannon
- Pair of power blades
- Paired light autocannon

TRAITS

- [Allegiance]
- Cybernetica

SPECIAL RULES

- Bulky (6)
- Deep Strike
- Explodes (6+)
- Implacable Advance
- Impact (A)
- Vanguard (2)
- Firing Protocols (2)
- Firestorm

TYPE

- Automata (Antigrav)

OPTIONS

- Any Model in the Unit may have its pair of power blades and paired light autocannon both exchanged for:
 - One pair of arc scourges..... Free

ARLATAX WEAPONS

Arc Scourge

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Pair of arc scourges	-	+1	+2	3	2	Shock (Suppressed)	Arc

Paired Light Autocannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Paired light autocannon	36	4	6	4	1	Breaching (6+)	Auto

Plasma Cannon

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Plasma cannon							
- Sustained fire	36	1	6	4	1	Heavy (RS), Blast (3"), Breaching (6+)	Plasma
- Maximal fire	36	1	6	4	1	Heavy (RS), Blast (3"), Breaching (5+), Overload (2)	Plasma





MECHANICUM TERMITE

UNIT COMPOSITION: 1 MECHANICUM TERMITE

80 Points

The Mechanicum makes use of the Termite for subterranean assaults, as well as for specialised mining operations. Due to the extreme hazard of such operations, forcing a beachhead within enemy fortifications, the most common practice is to fill Termite transports with tech-thralls and allow them to rampage and distract the enemy while other Mechanicum units advance and breach walls or gates by more common means.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Mechanicum Termite	6	4	12	12	10	5	12

WARGEAR

- Two Pintle Mounted combi-bolters
- Centreline Mounted melta cutters

TRAITS

- [Allegiance]
- [Mechanicum]

OPTIONS

- Both of this Model's combi-bolters may be exchanged for one of the following options:
 - Two Pintle Mounted twin volkite chargers +10 Points
 - Two Pintle Mounted heavy flamers +5 Points

SPECIAL RULES

- Light Transport
- Deep Strike

TYPE

- Vehicle (Transport)

ACCESS POINTS

This Model has Access Points on both Side Facings.



MECHANICUM TARANTULA BATTERY

UNIT COMPOSITION: 2 MECHANICUM TARANTULA SENTRY GUNS

45 Points

The Mechanicum makes use of the humble Tarantula sentry gun for the most menial of tasks, for its limited cogitator unit is seen as the least expression of the Machine God's greatness, only one step above base servitor units. This simplistic automated unit is not considered worthy of inclusion in the provenance of the Cybernetica alone, and as such is used by all the tech-arcana where its tireless vigilance can allow other troops to be put to better use on the front lines of a conflict.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Mechanicum Sentry Gun	-	4	10	10	10	2	-

WARGEAR

- Turret Mounted twin heavy bolter

TRAITS

- [Allegiance]
- [Mechanicum]

SPECIAL RULES

- Expendable (3)
- Infiltrate (9)
- Automated Fire Protocols
- Independent Sentries

TYPE

- Vehicle

OPTIONS

- Any Model in this Unit may have its Turret Mounted twin heavy bolter exchanged for one of the following:
 - Turret Mounted twin lascannon+20 Points per Model
 - Turret Mounted twin volkite culverin.....+15 Points per Model
 - Turret Mounted sentry melta array+25 Points per Model
 - Turret Mounted Hyperios missile launcher+15 Points per Model
 - Two Turret Mounted Orias frag missiles+15 Points per Model

SPECIAL RULES

Independent Sentries

Tarantula sentries are deployed in key locations on the battlefield, calculated to cover crucial choke-points and provide optimal overlapping firepower with other units.

Tarantulas are deployed and operate individually.

Although included in an army as a Unit that includes multiple Models, each Model with this Special Rule is considered to be a separate Unit for all other purposes, including Deployment and the scoring of Victory Points.

Automated Fire Protocols

Tarantula sentry guns provide area denial fire, engaging enemies who move within their sensor range with their potent heavy weaponry.

A Model with this Special Rule may not make Shooting Attacks except as part of a Reaction.

A Model with this Special Rule may not be selected to make a Shooting Attack during the Controlling Player's Shooting Phase and may only make the Overwatch Reaction and the Intercept and Automated Fire Advanced Reactions. When making a Shooting Attack as part of any of these Advanced Reactions, a Model with this Special Rule may attack with any Weapons it has, not just Defensive Weapons.

Automated Fire Advanced Reaction

Trigger: The Reactive Player may declare the Automated Fire Advanced Reaction in Step 2 of the Move Sub-Phase process if an enemy Unit ends a move within 48" of a Unit under the Reactive Player's Control that only includes Models with the Automated Fire Protocols Special Rule.

Cost: The Automated Fire Advanced Reaction has no cost.

Target: The Target Unit is always the Unit whose Move triggered this Reaction. The Reactive Player must select one Unit under their control that only includes Models with the Automated Fire Protocols Special Rule that is within 48" of the Target Unit. That Unit is the Reacting Unit.

Process

1. Once the Automated Fire Advanced Reaction has been declared, the Reactive Player makes a Shooting Attack with the Reacting Unit. This Shooting Attack must target the Target Unit of this Advanced Reaction.
2. Once the Shooting Attack made as part of this Reaction has been completely resolved, including removing any Casualties, the Active Player must then completely resolve any remaining elements of the Target Unit's movement.

TARANTULA WEAPONS

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin heavy bolter	36	6	5	4	1	-	Bolt
Twin lascannon	48	2	9	2	1	Heavy (D), Armourbane	Las
Twin volkite culverin	45	6	6	5	1	Heavy (FP), Deflagrate (6)	Volkite
Sentry melta array	18	2	8	2	2	Heavy (RS), Melta (8)	Melta
Hyperios missile launcher	48	3	7	3	2	Skyfire, Rapid Tracking	Missile
Orias frag missile	48	1	6	5	1	Barrage (3), Blast (5"), Limited (1)	Missile





MECHANICUM MACROCARID EXPLORATOR

UNIT COMPOSITION: 1 MACROCARID EXPLORATOR

200 Points

The Macrocarid are a broad classification of heavily armoured and fully environmentally sealed vehicles used as both frontline combat, mobile command and exploration vehicles by magi of the Macrotek order of the Mechanicum. No two Macrocarid are the same, each having been extensively customised and upgraded by its creator, and serving as an expression of that magi's skills and rank within the order. However, each is a formidable engine of war and easily the match for the Land Raiders of the Legiones Astartes.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Macrocarid Explorer	10	4	14	14	14	9	12

WARGEAR

- Turret Mounted mauler bolt cannon
- Flare shield

TRAITS

- [Allegiance]
- Macrotek

OPTIONS

- This Model may have one of the following selected for it:
 - Two Hull (Front) Mounted twin irad-cleansers..... +20 Points
 - Two Hull (Front) Mounted lascannon..... +35 Points

SPECIAL RULES

- Auto-repair (3+)
- Move Through Cover
- Anbaric Claw

TYPE

- Vehicle (Transport)

- This Model may have its Turret Mounted mauler bolt cannon exchanged for one Turret Mounted graviton imploder for +35 Points.
- This Model may have one of each of the following selected for it:
 - Hull (Front) Mounted hunter-killer missile.... +5 Points
 - Searchlights +5 Points

SPECIAL RULES

Anbaric Claw

This defensive system is considered archaic and temperamental by most Tech-Priests, but remains in use for older vehicles – like the Macrocarid. It uses a battery of electro-chem capacitors to generate a massive shock pulse of electromagnetic force through the vehicle's hull.

A Vehicle with this Special Rule inflicts more Damage when it moves through enemy Units.

When a Model with this Special Rule and the Vehicle Type moves through an enemy Unit, the number of Hits inflicted is increased from D6 to D3+3. These Hits have the Stun (1) Special Rule. Furthermore, if the Reactive Player declares a Death or Glory Reaction with a Vehicle with this Special Rule as the target, then the Vehicle with this Special Rule gains a 6+ Invulnerable Save against all Hits inflicted as part of the Death or Glory Reaction.

WARGEAR

Macrocarid Weapons

Macrocarid Explorators bear a number of weapons, deadly to enemy infantry and vehicles alike.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin irad-cleansers	Template 1	2	5	2	2	Template, Phage (T), Poisoned (2+), Panic (1) Rad	
Graviton imploder	18	1	9	2	3	Shock (Pinned), Pinning (3)	Graviton
Lascannon	48	1	9	2	1	Heavy (D), Armourbane	Las





MECHANICUM ORDINATUS ULATOR

UNIT COMPOSITION: 1 ORDINATUS ULATOR

750 Points

The fabled macro engines of the Centurio Ordinatus are rare and truly arcane technological wonders of staggering power. An esoteric weapon system capable of immense destruction, the Mechanicum Ordinatus Ulator ranks among the smaller classes of Ordinatus, but nevertheless stands as a colossus of war and is one of the most potent war machines at the Imperium's disposal. The Ordinatus Ulator's primary weapon system is the Ulator class sonic destructor, a terrifying weapon whose origins lie in the shadows of the Age of Strife; these devices, though inferior copies of the unique armament of the great Primus Ordinatus Mars, still operate on an order of magnitude far beyond anything mounted even on the largest super-heavy tank found in the Imperium's common arsenal. Using a plasma reactor akin to those found on battle titans to power a directional sonic transduction generator of terrible power, it emits a varying waveform of destructive sound energy able to shatter the most resilient materials. The annihilating wave-pulse traverses the battlefield, wreaking havoc on all before it, the particular effect of its design meaning that the larger the target, the more damaging the wave's impact.

	M	BS	Armour		HP	Transport
			Primary	Exposed		
Carriage	10	4	14	10	14	-
Gun	-	4	13	10	12	-

WARGEAR

- The Carriage Profile has one Rear Mounted Ordinatus volkite culverin and two Front Mounted Ordinatus volkite culverin
- The Gun Profile has one Boresight Mounted sonic destructor

SPECIAL RULES

- Repair Crew (D3)
- Dispersal Field

TYPE

- Vehicle (Ordinatus)

TRAITS

- [Allegiance]
- Macrotek

SPECIAL RULES

Dispersal Field

A Model with this Special Rule may have the Dispersal Advanced Reaction made for it:

Dispersal

This Reaction allows the Reactive Player to reduce the Damage of all Hits in one Fire Group to 1.

Trigger: The Reactive Player may declare a Dispersal Reaction whenever a Model with the Dispersal Field Special Rule is the target of a Shooting Attack. The declaration is made after Step 3 of the Shooting Attack, once the Weapons to be used have been declared.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Dispersal Reaction – this cost is paid as soon as the declaration is made.

Target: The Unit that is making the Shooting Attack that triggered this Reaction is the Attacking Unit, the Unit that is the Target of the Shooting Attack is the Reacting Unit.

Process

1. Once a Dispersal Reaction has been declared, the Active Player must resolve all remaining steps of the Shooting Attack Process as normal, up to the start of Step 5.
2. In Step 5, the Controlling Player of the Reacting Unit may choose to reduce the Damage of all Hits in a Fire Group to 1.
3. If the Reacting Player chooses not to reduce the Damage of Hits in the selected Fire Group then the Shooting Attack continues as normal, but the Reacting Player may make the same choice with each following Fire Group in that Shooting Attack.
4. Once the Reacting Player has chosen to reduce the Damage of Hits in a single Fire Group, they may not affect any further Fire Groups and the Shooting Attack is resolved as normal.

ORDINATUS WEAPONS

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Tactical Weapons							
Ordinatus volkite culverin	45	3	6	5	1	Heavy (FP), Deflagrate (6)	Volkite, Tactical
Strategic Weapons							
Sonic destructor							
- Dispersed blast	72	1	7	3	1	Blast (7"), Shred (4+), Panic (4), Breaching (6+)	Strategic
- Focussed charge	72	1	10	2	8	Macro-ausepex, Armourbane, Panic (4)	Strategic



MECHANICUM ORDINATUS SAGITTAR

UNIT COMPOSITION: 1 ORDINATOR SAGITTAR

800 Points

The fabled macro engines of the Centurio Ordinatus are rare and truly arcane technological wonders of staggering power. An esoteric weapon system capable of immense destruction, the Mechanicum Ordinatus Sagittar ranks among the smaller classes of Ordinatus, but nevertheless stands as a colossus of war and is one of the most potent war machines at the Imperium's disposal. The Ordinatus Sagittar's primary weapon system is a massive Belicosa pattern volcano cannon more commonly wielded by Warlord battle titans. This immense weapon is more than capable of obliterating most targets in a single blast and poses a significant threat even to the largest classes of titan. The sheer potency of this weapon has oft proved a double-edged sword, for such is its power that the appearance of such a vehicle on the front line makes it a priority target for enemy artillery. As such the Mechanicum has often been hesitant to deploy these rare Ordinatus to anything other than the most critical engagements.

	M	BS	Armour		HP	Transport
			Primary	Exposed		
Carriage	10	4	14	10	14	-
Gun	-	4	13	10	12	-

WARGEAR

- The Carriage Profile has one Rear Mounted Ordinatus volkite culverin and two Front Mounted Ordinatus volkite culverin
- The Gun Profile has one Boresight Mounted Belicosa volcano cannon

SPECIAL RULES

- Repair Crew (D3)
- Dispersal Field

TYPE

- Vehicle (Ordinatus)

TRAITS

- [Allegiance]
- Macrotek

ORDINATUS WEAPONS

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Tactical Weapons							
Ordinatus volkite culverin	45	3	6	5	1	Heavy (FP), Deflagrate (6)	Volkite, Tactical
Strategic Weapons							
Belicosa volcano cannon	150	1	13	2	12	Blast (3"), Macro-auspex	Las, Strategic



MECHANICUM ORDINATUS AKTAEUS

UNIT COMPOSITION: 1 ORDINATUS AKTAEUS

900 Points

Though they were not entirely unique war machines like the *Ordinatus Primaris*, the *Ordinatus Minoris* macro engines were still rarer yet than even the battle titans of the *Legio Titanicus*, and only a handful of Forge Worlds had the resources, or indeed the doctrinal blessing and religious authority, to produce or maintain such embodiments of the Omnissiah's divine wrath. Such was the sacredness of these machines above all others, that an entire subcult of the Mechanicum was devoted to their worship and propitiation, and even the savants whose lives were devoted to this task seldom fully understood them. Amongst the *Ordinatus Minoris*, the *Aktaeus* is perhaps the most recognisable, a super-heavy transport designed to carve a path through the stony heart of a world to deliver its cargo of warriors to the centre of the battlefield. Known to the armies of the Emperor as the 'Imperial Mole', this vehicle is a siege engine adapted from the principles of terrascaping and earthscaping capable of rendering even the most formidable fortifications pointless by burrowing beneath them.

	M	BS	Armour		HP	Transport
			Primary	Exposed		
Carriage	10	4	14	10	14	-
Gun	-	4	13	10	12	42

WARGEAR

- The Carriage Profile has two Front Mounted Ordinatus volkite culverin
- The Gun Profile has one Boresight Mounted seismic macro-drill

TRAITS

- [Allegiance]
- Macrotek

SPECIAL RULES

- Repair Crew (D3)
- Dispersal Field
- Macro-drill Transport Bay

TYPE

- Vehicle (Ordinatus)

ACCESS POINTS

This Model has Access Points on both Side Facings.

SPECIAL RULES

Macro-drill Transport Bay

A Model with this Special Rule and the Transport Sub-Type may have Models Embark upon it as per the normal Rules – however Models of any Type other than Vehicle may Embark upon it, and more than one Unit may Embark at the same time. Only 4 Models may be Embarked that do not have the Paragon or Infantry Type, and Models with a variant of the Bulky (X) Special Rule with a value of X greater than 6, or Models with a Base Wounds Characteristic of 10 or more, may not Embark at all.

Further, Models may only Embark or Disembark from a Model with this Special Rule if it has not yet made an attack with the seismic macro-drill. Once an attack has been made with that Weapon then no Models may Embark or Disembark from this Model.

If the seismic macro-drill on a Model with this Special Rule is destroyed or otherwise rendered inoperable, then all Models Embarked on the Model suffer one Strength 8, AP3, Damage 4 Hit. Any Models that are not Removed as Casualties must then make an Emergency Disembarkation.

Seismic Macro-drill

When a Weapon with this Special Rule is used to make a Shooting Attack, the Player making the attack may choose to target any point on the Battlefield within range, ignoring Line of Sight and without the need to target an enemy Model. The Hit Test is made as normal, but once the final position of the Blast Marker is determined the Attacking Player does not resolve any Hits, regardless of whether there are Models under the Blast Marker or not, and must instead choose one of the following two options: Emerge or Tunnel.

If the Attacking Player chooses to Tunnel, then the Blast Marker is left in place, but no Hits are resolved and the Marker has no effect on Line of Sight, Movement or any other feature of play – it simply marks the position of the macro-drill deep underground. At the start of the Controlling Player's next Shooting Phase, the Player must again choose to either Tunnel or Emerge. If they choose to Tunnel again, then the Blast Marker may be moved up to 36" in any direction and is once more left in place until the Controlling Player's next Shooting Phase.

Emerge may only be chosen if no part of the Blast Marker is touching Impassable Terrain. Once selected, all enemy Models covered fully or partially by the Template suffer one wound with an AP of 2 and a Damage of 1 and all enemy Models not covered by the Marker, but within 2" of any point on its edge, suffer one Strength 6 Hit with an AP of 4 and a Damage of 1. If any Unit suffers one or more Casualties from either of these two effects, then a Cool Check must be made for that Unit and if the Check is failed then all Models in that Unit gain the Stunned Status.

Once all Hits and wounds have been fully resolved, any enemy Models fully or partially covered by the Blast Marker are moved by their Controlling Player the shortest distance possible so that they are no longer covered by the Marker. The Controlling Player of the seismic macro-drill may then choose to Disembark any or all Units Embarked on the seismic macro-drill using any point on the Blast Marker as an Access Point. Models deployed in this fashion may be placed onto the Marker. The Blast Marker is left in place and any Models still Embarked on the seismic macro-drill may Disembark from the Marker in later Movement Phases as normal, but may not Embark again. The Marker is left in place until all Models have Disembarked from the seismic macro-drill and does not block Line of Sight or impede Movement, nor is it counted as any type of Terrain.

Despite being a Strategic Weapon, a Weapon with this Special Rule may not be used to target Strategic Objectives.

ORDINATUS WEAPONS

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Tactical Weapons							
Ordinatus volkite culverin	45	3	6	5	1	Heavy (FP), Deflagrate (6)	Volkite, Tactical
Strategic Weapons							
Seismic macro-drill	36	1	-	-	-	Blast (5"), Barrage, Seismic Macro-drill, Limited (1)	Strategic



LEGIO TITANICUS: ORDINATUS – RULES ADDENDUM

These additional Rules allow the Mechanicum Ordinatus to be used as part of the Legio Titanicus Rules presented in *Liber Questoris*. A copy of *Liber Questoris* will be required to use these Rules and to make use of the Mechanicum Ordinatus.

All Ordinatus Models have the Ordinatus Sub-Type, this is very similar to the Titan Sub-Type and follows most of the Rules provided for that Sub-Type in the *Liber Questoris*. Where those Rules are not used, this section will present the Rules that should be used instead. Unless stated otherwise in this addendum, any reference in the Legio Titanicus Rules in *Liber Questoris* to a ‘Titan’ also affects an ‘Ordinatus’.

THE ORDINATUS SUB-TYPE

An Ordinatus is defined as any Model with the Ordinatus Sub-Type, which may only be applied to a Model with the Vehicle Type, and the Rules presented here apply to that Model in any Mission where it is used.

ORDINATUS

The following Rules apply to all Models with the Ordinatus Sub-Type:

- Models with this Sub-Type are not affected in any way by Difficult Terrain or Dangerous Terrain, and may pass through Impassable Terrain as long as they do not end a Move on or within an area of Impassable Terrain.
- When making multiple Shooting Attacks in the same Shooting Phase, a Model with this Sub-Type does not have to make all attacks as Snap Shots.
- A Model with this Sub-Type is limited on when and which Reactions may be made for it.
- The Rules for applying Damage to a Model with this Sub-Type vary from those used with other Models with the Vehicle Type.
- The Rules for Shooting Attacks and Combats that involve Ordinatus are changed as noted in this addendum.
- If a Model with this Sub-Type has a Transport Capacity, then it may transport any number of Units, so long as the number of Models in the transported Units does not exceed the Vehicle’s Transport Capacity.
- A Model with this Sub-Type cannot gain any Tactical Statuses or Cybertheurgic Statuses.
- A Model with this Sub-Type cannot be affected by any Psychic Weapon, Psychic Reaction or Psychic Power.
- A Model with this Sub-Type may not be targeted by the Battlesmith (X) Special Rule.

ORDINATUS AND REACTIONS

An Ordinatus may make Reactions – counting as a single Unit and thus able to make one Reaction per Turn. However, an Ordinatus may not react to anything that does not have the Titan, Knight or Super-heavy Sub-Type or that is attacking with a Weapon that has a Ranged Strength or Strength Modifier of 10 or more.

ORDINATUS AND MOVING

An Ordinatus uses all of the same Rules for Moving as a Titan – except that an Ordinatus may make a single Pivot for free each Turn, with any Pivots after the first paying the same cost as those made by a Titan.



ORDINATUS AND DAMAGE

When a Model with the Ordinatus Sub-Type is attacked, the same Rules as those used for attacking a Titan (see *Liber Questoris*, page 75) are used, with the following exceptions.

When determining which Profiles of an Ordinatus may be attacked, the following restrictions are applied instead of those used for Titans:

- At least one Model in the Attacking Unit must be able to draw a direct line from the edge of any point on that Model's base to a part of the physical component the chosen Profile represents in order to select it as a target of a Shooting Attack.
- Models that are part of a Combat that includes an Ordinatus may only target the Carriage Profile of that Ordinatus – unless the attacking Model has the Knight or Antigrav Sub-Type.

When making rolls on the Titan Damage Table for an Ordinatus, the following table is used to determine the results of the System Burnout result:

- **Carriage:** The Ordinatus' Carriage Profile's Movement Characteristic is reduced by 4 until the start of the Controlling Player's next Turn.
- **Gun:** The Ordinatus' Gun Profile's Ballistic Skill Characteristic is reduced by 1 until the end of the Controlling Player's next Turn.

When an Ordinatus Profile is Crippled (see *Liber Questoris*, page 77) use the following Rules to determine what effect that has:

CARRIAGE CRIPPLED

With its complex gears and tracks broken by enemy fire, an Ordinatus can be stopped in its tracks, but the metal beast remains a dangerous foe.

An Ordinatus whose Carriage has been Crippled must reduce the Movement Characteristic of its Carriage Profile to -. This does not stop the Ordinatus from making a single free Pivot each Turn.

GUN CRIPPLED

The massive gun that forms the core of an Ordinatus can be damaged in any number of ways – ammo feeds severed, power units blasted or even simply by destroying the servo motors that allow the weapon to be aimed.

An Ordinatus whose Gun has been Crippled must make all Hit Tests made for any Weapons that are part of the Gun Profile as Snap Shots.

When an Ordinatus suffers a result of Secondary Explosions on the Titan Critical Damage Table (see *Liber Questoris*, page 78), use the following Rules to determine its results:

- **Carriage – Reactor Breach:** Every time this result is caused, the Ordinatus' Controlling Player must roll one Dice. If the result of that Dice roll is 1, 2, 3 or 4 then the Ordinatus suffers the effects of Structural Damage. If the result of the Dice roll is a 5 or 6 then the Ordinatus explodes, causing one Strength 6, AP3, Damage 4 Hit to any Model within 12" of any part of the Ordinatus Model. The Ordinatus is Removed as a Casualty and the Opposing Player scores half the normal Victory Points from the Engine Kill Objective.
- **Gun – Weapon Break:** All Strategic Weapons that are part of the Gun Profile are rendered inoperable. These Weapons may no longer be used for the remaining duration of this Battle. If this result has already been suffered, then count this as a result of Structural Damage instead.

ORDINATUS AND COMBAT

An Ordinatus is treated as a Titan and uses the Rules presented on page 75 of *Liber Questoris* if Charged or part of any Combat.

ORDINATUS AND CREW/CLASS TRAITS

Where a Special Rule requires a Model to have a Class Trait or Crew Trait, a Model with the Ordinatus Sub-Type is always considered to have the Light Battle Class Trait and the Senioris Crew Trait.

ORDINATUS AND SWARM ASSAULTS

An Ordinatus may be the target of a Swarm Assault and is treated as a Light Battle Titan with a Senioris Crew. The following Target Profile Table should be used when making a Swarm Assault against an Ordinatus:

TARGET PROFILE	MODIFIER
Carriage	No modifier
Gun	+2

When making a Swarm Assault with an Ordinatus as the target, only the following effects may be selected:

- Strip the Armour
- Jam the Actuators <Carriage Only>
- Spike the Guns* <Gun Only>
- Cut Power Conduits

**When directed to attack the Arms as part of a successful Spike the Guns effect, instead attack the Guns Profile if the target was an Ordinatus.*

LEGACIES OF THE AGE OF DARKNESS

Battlefield Fortifications

VERSION 1.0

FOREWORD

This document supplements all Army Lists intended for use in the Warhammer: The Horus Heresy – Age of Darkness 3rd Edition, allowing Players to include specific Expanded Units in their Battles.

Within are a selection of Units that can be included in a special Detachment that can be added to any Army, allowing Players to add Fortifications to their Armies. Such Fortifications will have no Faction Trait or Allegiance and do not gain one no matter which Army they are added to.

This document is not a stand-alone product. In order to make full use of the Rules provided, a copy of the *Warhammer: The Horus Heresy 3rd Edition – Age of Darkness Rulebook* is required.

Additionally, certain Rules may reference other publications for the use of that Rule only – in such cases it will be specifically noted as part of that Rule which additional books are required.

‘CORE’ AND ‘EXPANDED’ ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core Units and Expanded Units. All of the Units in this document are ‘Expanded’ Units.

Both types of Unit may be freely used in any Horus Heresy Battle, and this category does not affect their availability as part of an Army or Detachment or the Rules for their use during a Battle.

As new Units and Models are released, their Army List Profiles will clearly state if those Units are Core or Expanded Units, and future publications may shift the category of a given Unit, with any such changes clearly noted in the Unit’s Army List Profile.



BATTLEFIELD FORTIFICATIONS

Battlefield Fortifications are a special type of Unit that can be added to Armies of any Faction or Allegiance, representing bunkers, emplaced guns and other structures. Unlike Buildings, Fortifications are part of a military strategy to defeat the foe, and as such are intended to be selected as part of one Player's Army List, rather than simply placed on the Battlefield as Terrain.

SELECTING FORTIFICATIONS

All Fortifications use the Fortification Battlefield Role and are not considered part of any Army List. Instead, any Player may select a Battlefield Fortifications Detachment as part of their Army – this Detachment is an Additional Detachment. A Fortification may be selected for an Army of any Allegiance even though a Fortification cannot have an Allegiance Trait itself. Note that a Fortification may never be added to another Detachment by means of the Logistical Benefit Prime Advantage.

Fortifications and Allegiance

Models with the Fortification Type are not required to have an Allegiance Trait (either Loyalist or Traitor) and can be selected for an Army that uses either Allegiance. Unlike other Models they do not automatically gain an Allegiance Trait based on the Allegiance of the Army for which they are selected. Special Rules which target the Allegiance Trait cannot target a Fortification.

BATTLEFIELD FORTIFICATIONS DETACHMENT



FORTIFICATIONS IN BATTLE

All Fortifications have the Fortification Type – this is similar to the Buildings in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, but has a number of notable differences. In addition to this core Type, most Fortifications will also have one or more Sub-Types, which will be detailed separately in this document. Models with the Fortification Type only have an Armour and Hull Points Characteristic (certain Sub-Types may add other Characteristics).

Fortification

Military buildings are often vital to defensive operations, serving to shelter vulnerable troops, mount heavy guns or deploy other technological defences. During the Horus Heresy almost every force made use of such defences, though they were rarely considered a decisive element in any order of battle.

The following Rules apply to all Models with the Fortification Type:

- A Model with the Fortification Type can never be moved by any Rule or effect after it has been Deployed.
- A Model with the Fortification Type can never be placed into Reserves and must always be deployed at the start of a Battle (see the Rules for deploying Fortifications on page 192).
- A Model with the Fortification Type may never Hold, Control or Contest an Objective Marker of any kind.
- A Model with the Fortification Type can never be affected by any kind of Status, including both Tactical Statuses and Cybertheurgic Statuses. However, such a Model can be affected by Cybertheurgic Rites that do not apply a Cybertheurgic Status.
- A Unit that includes a Model with the Fortification Type may never be joined by any other Models of any Type.
- A Model with the Fortification Type cannot make Reactions of any kind, unless a specific Sub-Type states otherwise.

Deploying Fortifications

All Fortifications must be deployed after Deployment Maps have been selected and allocated, during Step 5 of the Core Mission Sequence, and before any other Models are deployed. In Step 5 of the Core Mission Sequence, once the Players have selected and allocated Deployment Maps, the Player that rolled highest when determining which Player would use which Deployment Zone must deploy all Fortifications in their Army into their Deployment Zone. Once the first Player has deployed all Fortifications, the other Player must do the same.

When playing Missions other than the Core Missions, Fortifications should always be deployed after Deployment Zones are allocated to Players and before any other Models are Deployed.

Attacking Fortifications

When determining if a Fortification can be targeted by a Shooting Attack, Charged and fought in Combat, or affected by a Special Rule, treat the Fortification as a Vehicle unless it is specifically stated otherwise. When attacking a Fortification, make Hit Tests and Armour Penetration Tests as if it were a Stationary Vehicle. In Combat, Fortifications are hit automatically and treated as having a Movement Characteristic of '0' and can be attacked with Weapons that have the Detonation Special Rule.

If a Fortification suffers a Glancing Hit then it suffers 1 point of Damage, regardless of the Damage Characteristic of the Hit. If a Fortification suffers a Penetrating Hit, then that Fortification suffers Damage equal to the Damage Characteristic of the Hit.

When a Fortification has its Hull Points Characteristic reduced to 0, it is Removed as a Casualty and replaced by a zone of Medium Area Terrain that is also Difficult Terrain that covers the same area as the Fortification previously occupied. Any Unit Embarked on a Fortification that is Removed as a Casualty must immediately Disembark before the Fortification is removed and must have a Panic Check made for it once the Fortification has been Removed as a Casualty.

Fortifications and Combat

A Model with the Fortification Type can be the target of a Charge and can be Engaged and attacked during the Assault Phase. However, a Model with the Fortification Type may never make attacks of any kind during the Assault Phase and cannot Lock an enemy Unit in combat.

In the Resolution Sub-Phase of the Assault Phase, if one side of a Combat includes only Models with the Fortification Type then the opposing side of the Combat is always the winner, regardless of how many Combat Resolution Points are scored. However, a Model with the Fortification Type never takes Panic Checks and has no Aftermath option selected for it – any Units on the opposing side have Aftermath options selected as normal. If a side in a Combat has both Models with the Fortification Type and Models with other Types then the winner of the Combat is determined normally – but any Units that include Models with the Fortification Type do not have Aftermath options chosen for them.

If a Fortification that has a Unit Embarked on it is attacked in the Fight Sub-Phase and loses any Hull Points, then the Player that controls that Fortification must roll a Dice after all Aftermath options for the attacking Units have been resolved – a modifier of -1 is applied to the roll if any attacking Models used melta bombs or breacher charges to make attacks in that Fight Sub-Phase. If the final result of the roll is less than 2, then all Units Embarked on that Fortification must immediately Disembark and must take a Panic Check. If there is no path for the Embarked Unit to Disembark, due to the placement of enemy Models, then the Controlling Player may choose for any Embarked Units to remain Embarked instead.

FORTIFICATION SUB-TYPES

The Fortification Type has a number of unique Sub-Types that represent the more common variations of defensive structures found on the Battlefield. These largely serve to add key additional Rules to the base Fortification Type and often add or remove Characteristics to that Sub-Type of Fortification. The most common of these Sub-Types are presented here.

EMPLACEMENT

Emplacements are either purpose built military structures or civilian buildings hastily converted to mount ranged weapon batteries. Given the limited nature of the systems that control these structures they cannot be relied upon to fight a battle alone, but can serve as a useful means of delaying or coralling the foe while more traditional troops act elsewhere on the battlefield.

The following Rules apply to all Models with the Emplacement Sub-Type:

- A Model with the Emplacement Sub-Type has a Ballistic Skill Characteristic and can make Shooting Attacks.
- A Model with the Emplacement Sub-Type can have the Return Fire and Interceptor Reactions made for it.

BUNKER

Bunkers are fortified shelters for infantry, allowing them to find temporary respite on the battlefield. Some such structures also boast fixed weapons batteries, allowing troops to continue to fight even as they take cover.

The following Rules apply to all Models with the Bunker Sub-Type:

- A Model with the Bunker Sub-Type has a Transport Capacity Characteristic.
- Only Models with the Infantry Type that have no variant of the Bulky (X) Special Rule may Embark on a Model with the Bunker Sub-Type.
- A Model with the Bunker Sub-Type can be Captured (see the Rules for Capturing Fortifications on page 194).

STRUCTURE

Structures are specialised fortifications that carry no weapons, nor allow troops to shelter within, but instead allow the deployment of rare technological devices. From communications platforms to void shield generators, these platforms may seem irrelevant in the face of armoured gun turrets, but when wisely used can be equally as powerful.

The following Rules apply to all Models with the Structure Sub-Type:

- A Model with the Structure Sub-Type can be Captured (see the Rules for Capturing Fortifications on page 194).

CAPTURING FORTIFICATIONS

Fortifications with certain Sub-Types can be Captured during a Battle – allowing the opposing Player to control that Unit until it is re-captured. Unless a Mission Special Rule or other Rule states otherwise, Capturing a Fortification does not allow either Player to score any Victory Points and does not allow the original Controller of that Model to count it as Destroyed or Removed from Play.

To Capture a Model with the Fortification Type, that Model must first have a Sub-Type or Special Rule that states that it can be Captured. If this is true then an Enemy Model can be Captured by the Active Player if, at the start of the Effects Sub-Phase of that Player's End Phase all of the following conditions are met:

- The Model to be Captured must have at least one Model Controlled by the Player that wishes to Capture it, and that does not have the Routed Tactical Status, in base contact with it.
- There must be no Models controlled by the Player that currently Controls the Model to be Captured within 6" of that Model.
- The Model to be Captured must have no Models Embarked on it in the Sub-Phase where it is to be Captured.

If all of these conditions are fulfilled, then the Active Player may declare they have Captured that Model. From that point onwards the Captured Model is treated as if it was Controlled by the Player that Captured it, and is treated as an Enemy Model by the Player that previously Controlled it. The Player that previously Controlled a capturable Model may attempt to re-capture it using the same Rules, and it is entirely possible that such a Model may change hands several times.

NEW WARGEAR: BREACHER CHARGES

Any Model with the [Legiones Astartes] Trait and the Command or Sergeant Sub-Type which has a boarding shield may have breacher charges selected for it for +10 Points per Model.

BREACHER CHARGES

The term breacher charge applies to a wide variety of explosive devices intended to break through the armour of static fortifications. They are powerful but often unwieldy devices – of little use against a mobile opponent, but devastating to vulnerable structures.

Breacher charges can be used in Close Combat to deal heavy damage to Fortifications.

In Step 2 of the Fight Sub-Phase a Model with breacher charges that is part of a Combat where all enemy Units are composed entirely of Models with the Fortification or Building Type may have the breacher charges declared as the Weapon that Model will use in that Sub-Phase.

A Model that has breacher charges selected as its Weapon always has a Combat Initiative of 0 and may only make a single attack. Any attacks made for such a Model automatically Hit and no Hit Test is made for them, each such Hit has a Strength of 10, an AP of – and a Damage of D6.



VENGEANCE WEAPON BATTERY

UNIT COMPOSITION: 1 VENGEANCE WEAPON BATTERY

100 Points

These compact bunkers are often used by the various arms of the Divisio Militaris to hold ground that is not high value enough to warrant a true garrison, or to reinforce a critical defensive line. They bear armour that is proof against most small arms, but vulnerable to true anti-armour weaponry, and cannon powerful enough to hold off an infantry assault, but insufficient in the face of a dedicated assault force. Simple cogitators linked to a sensor augury suite guide the weapons, firing at any enemy that encroaches on the territory they are set to defend.

	Armour	HP	BS
Vengeance Weapon Battery	11	6	2

WARGEAR

- Turret Mounted Vengeance battlecannon

SPECIAL RULES

- None

TRAITS

- None

TYPE

- Fortification (Emplacement)

OPTIONS

- This Model may have its Turret Mounted Vengeance battlecannon exchanged for the following:
 - Turret Mounted Avenger bolt cannon..... +15 Points

WARGEAR

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Avenger bolt cannon	36	5	6	3	1	Suppressive (1)	Auto
Vengeance battlecannon	48	1	8	3	2	Blast (3"), Pinning (1)	Auto



HAMMERFALL BUNKER

UNIT COMPOSITION: 1 HAMMERFALL BUNKER

150 Points

Hammerfall Bunkers are launched from Space Marine warships in a similar manner to drop pods. Automated area-denial assets crewed by hard-wired servitors, they have all kinds of battlefield roles, including securing beachheads, hampering enemy assaults and wreaking havoc behind the foe's lines.

	Armour	HP	BS
Hammerfall Bunker	11	6	2

WARGEAR

- Turret Mounted Hyperios missile launcher
- Hull Mounted heavy bolter array

SPECIAL RULES

- Forward Deployment

TRAITS

- None

TYPE

- Fortification (Emplacement)

OPTIONS

- This Model may have its Hull Mounted heavy bolter array exchanged for the following:
 - Hull Mounted heavy flamer arrayFree

WARGEAR

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Hyperios missile launcher	48	3	7	3	2	Skyfire, Rapid Tracking	Missile
Heavy bolter array	36	6	5	3	1	Heavy (FP), Weapons Array	Bolt
Heavy flamer array	Template 1		5	4	1	Template, Panic (2), Weapons Array	Flame

Weapons Array

Some weapons are tied into an array linked by a cogitator system to fire as a linked system into several different arcs of fire simultaneously. Most often such weapons are intended to hold back hordes of enemies via simplistic targeting systems that are unable to replicate the individual thinking of a trained unit of real soldiers.

Weapons with this Special Rule may make Shooting Attacks into multiple Firing Arcs.

When making a Shooting Attack with a Weapon that has this Special Rule, the Weapon may be used to attack once into all four Firing Arcs (Front, Left, Right and Rear). This does count as making multiple Shooting Attacks, but do not need to be made as Snap Shots.

Forward Deployment

These fortifications are often deployed ahead of the main advance to provide cover for an assault or to close a gap in the lines of an advance. Airdropped from another craft or even a spaceship in low orbit, special single use thrusters ensure the bunker survives its fall and can start defensive operations almost immediately.

A Model with this Special Rule can be deployed anywhere on the Battlefield that is at least 12" from any point within the opposing Player's Deployment Zone.





VOID SHIELD GENERATOR

UNIT COMPOSITION: 1 VOID SHIELD GENERATOR

120 Points

Void shield generators are a common part of any major defence line, but are often vast structures with massive power generators attached to them. More common on a tactical scale are smaller ad-hoc systems that make use of improvised or unreliable power generators, while such fortifications do provide some defence to those within their aegis, they are unreliable. If pushed too hard for too long such ramshackle devices are prone to exploding, sometimes even proving dangerous to those sheltering beneath them.

	Armour	HP
Void Shield Generator	11	8

WARGEAR

- Void shield generator

SPECIAL RULES

- None

TRAITS

- None

TYPE

- Fortification (Structure)

WARGEAR

Void Shield Generator

True void shields are massive energy barriers used to protect cities, titans and void-borne craft from weapons of truly gargantuan power. Such devices are rarely deployed at a tactical scale due to the complexity of their systems and the power drain of such a device. A few highly sophisticated vehicles with powerful atomantic engines can empower limited void shielding, and a tactical scale power generator can, for a limited time, project a similar shield.

A Model with a Void Shield Generator can project a shield to protect nearby Models at some risk.

The Controlling Player of a Model with a void shield generator may choose to activate it in the Effects Sub-Phase of their Start Phase. When a Model with this Special Rule is activated, roll a Dice and add the number of times the Model has previously been activated in the same Battle to the result of that roll, before comparing the final result to the table below:

Result Effect

- 1-3 Warp Field Ignition** – The Model for which this roll was made and all other Models with the Infantry, Automata, Walker or Paragon Types within 6" of any point of the Model with this Special Rule, gain a 6+ Invulnerable Save against Hits inflicted as part of a Shooting Attack until the start of the Controlling Player's next Turn as the Active Player.
- 4-6 Partial Warp Field Ignition** – The Model for which this roll was made and all other Models with the Infantry, Automata, Walker or Paragon Types within 3" of any point of the Model with this Special Rule, gain a 6+ Invulnerable Save against Hits inflicted as part of a Shooting Attack until the start of the Controlling Player's next Turn as the Active Player.
- 7 Burnout** – The Model for which this roll was made may no longer have the Void Shield Generator Special Rule activated for it.
- 8+ Atomantic Implosion** – Immediately place a 10" Blast Marker centred over the Model for which this roll was made. Resolve a Hit against each Model under the Blast Marker that does not have this Special Rule, these Hits have a Strength of 6, AP of - and a Damage of 1. Once all of these Hits have been resolved, remove the Model for which this roll was made from play as a Casualty.



SKYSHIELD LANDING PAD

UNIT COMPOSITION: 1 SKYSHIELD LANDING PAD

100 Points

These structures are designed to allow for combat aircraft to easily deposit or collect warriors from the battlefield. Offering a stable platform for disembarkation under fire, it means that insertion into enemy territory can be accomplished more efficiently and with less risk of injury to the warriors entering battle. While they do not mount heavy cannon or boast thick defensive walls, these humble platforms can prove decisive in a fast moving conflict.

	Armour	HP
Skyshield Landing Pad	11	6

WARGEAR

- None

TRAITS

- None

SPECIAL RULES

- Platform
- Landing Pad
- Forward Deployment

TYPE

- Fortification (Structure)

SPECIAL RULES

Platform

This fortification is constructed to allow infantry to use it as a fighting platform or mustering ground.

Models can be placed on top of this Model as if it were an Area of Terrain.

Models can move over and end a move on top of this Model, treating it as if it were an area of Light Area Terrain. However, unlike other Areas of Terrain, protrusions and other parts of the Model do block Line of Sight.

Landing Pad

The Skyshield is designed to allow for an easy embarkation and disembarkation point for warriors and supplies carried by aerial transports.

If a Model with the Flyer Sub-Type that is assigned a Drop Mission ends a Move made as part of that Mission within 3" of a Model with this Special Rule, the Controlling Player may choose to deploy any disembarking Models onto any point on the Model with this Special Rule instead of in Base Contact with the Flyer Model they were Embarked upon.

Likewise, if a Model with the Flyer Sub-Type that has been assigned an Extraction Mission ends a Move made as part of that Mission within 3" of a Model with this Special Rule, then any friendly Unit that has all of its Models in base contact with the Model with this Special Rule may immediately be Embarked on the Model with the Flyer Sub-Type.

Forward Deployment

These fortifications are often deployed ahead of the main advance to provide cover for an assault or to close a gap in the lines of an advance. Airdropped from another craft or even a spaceship in low orbit, special single use thrusters ensure the bunker survives its fall and can start defensive operations almost immediately.

A Model with this Special Rule can be deployed anywhere on the Battlefield that is at least 12" from any point within the opposing Player's Deployment Zone.





AEGIS DEFENCE LINE

UNIT COMPOSITION: 1 CORE PLATFORM, 6 BARRICADES

70 Points

- May include up to one additional Core Platform* and 6 Barricades for +50 Points

*This additional Core Platform must be placed within Unit Coherency of the first Core Platform when deployed.

These defensive fortifications are a common sight on the battlefield, set up rapidly to provide cover for a firing line when urgency prevents the construction of more imposing defences. They benefit from being cheap and simple, with little that can fail mid battle and few ways for the enemy to exploit them. Many a victory has been won thanks to the sturdy presence of a well-placed defence line.

	Armour	HP
Core Platform	11	3

WARGEAR

- None

TRAITS

- None

SPECIAL RULES

Core Platforms

- Armoured Platform

Barricades

- Aegis Barricades

TYPE

- Fortification (Structure)

SPECIAL RULES

Armoured Platform

This fortification is constructed to allow infantry to use it as a fighting platform or mustering ground and is equipped with armoured barricades and plating to protect its occupants.

Models can be placed on top of this Model as if it were an Area of Terrain.

Models can move over and end a move on top of this Model, treating it as if it were an area of Terrain that grants a 5+ Cover Save to all Models on it. This Area of Terrain allows Line of Sight to be drawn into and out of its zone, but a Model outside that zone cannot draw a Line of Sight through the Area of Terrain to Models on the other side.

Aegis Barricades

Set up to impede attackers and offer some small cover to warriors fighting from behind them, barricades are a common type of fortification.

Any Model with the Infantry or Paragon Types that is in base contact with an Aegis Barricade gains a 5+ Cover Save.

Aegis Defence Line Barricades do not have any Characteristics and cannot be targeted, attacked, damaged or otherwise affected by any Rule or Weapon. Models can move through an Aegis Barricade and if they do move through such a Barricade must reduce the maximum distance that can be moved in that Move by 2" as if it was Difficult Terrain. Aegis Barricades do not block a Line of Sight drawn through them. Aegis Barricades must be Deployed so that at least one part of each Barricade is in contact with an Aegis Defence Line Core Platform or another Barricade – as long as one Barricade in any chain of Barricades is itself in contact with a Core Platform. All Models with the Infantry or Paragon Types that are in contact with a Barricade gains a 5+ Cover Save. The destruction of linked Aegis Core Platforms has no effect on Aegis Barricades, which remain in place.





FIRESTORM REDOUBT

UNIT COMPOSITION: 1 FIRESTORM REDOUBT

200 Points

An uncommon pattern of pre-fabricated fortification in use with some Divisio Militaris forces, these constructs were largely intended to operate as anti-aircraft strongpoints and as expendable reinforcements to defence lines in high intensity warzones. No match for a concentrated assault by heavy enemy forces, they were ideal for turning back light attacks or enemy skirmishing forces and in smaller warzones could serve as vital rally points for warriors under concentrated assault.

	Armour	HP	BS	Transport Capacity
Firestorm Redoubt	12	8	2	10

WARGEAR

- Two Turret Mounted Icarus lascannon arrays

SPECIAL RULES

- Firing Point (3)

TRAITS

- None

TYPE

- Fortification (Emplacement, Bunker)

WARGEAR

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Icarus lascannon array	48	2	9	2	2	Skyfire, Armourbane	Las

SPECIAL RULES

Firing Point (X)

Some fortifications have specially designed compartments where a limited number of combatants can make attacks at the enemy outside while remaining out of harm's way. Such attacks are made with limited fields of view, due to the often cramped compartments and limited openings from which to fire, and the use of some dangerous weapons is avoided – lest an unfortunate overload causes catastrophic damage in the tight quarters of such bunkers.

A Model with this Special Rule can make extra attacks equal to the value of X with the Weapons of Embarked Models.

In the Shooting Phase, a Model with this Special Rule that has a Unit Embarked on it may have an additional Shooting Attack made for it. This additional Shooting Attack may target a different enemy Unit than its normal Shooting Attack and must be made as Snap Shots. The attack may use up to a number of Weapons equal to the value of X attached to this variant of the Firing Point (X) Special Rule, or the number of Embarked Models, whichever is lower. These Weapons are chosen from any Weapons that a Unit Embarked on the attacking Model has, but no Weapon with any variant of the Overload (X) Special Rule or any other Special Rule that can inflict Hits or Statuses on the attacking Unit on any of its profiles may be selected. This attack is made using the majority Ballistic Skill of the Unit Embarked on the attacking Model.

For example, a Legion Veteran Tactical Squad that includes three Models with bolters, one Model with a plasma gun and one Model with a meltagun is embarked on a Model with the Firing Point (3) Special Rule. The Model with the Firing Point (3) Special Rule may make attacks with any Weapons that are part of that Model as per the normal Rules, and then make an additional Shooting Attack due to having a Unit Embarked on it. This additional Shooting Attack may use any three Weapons from the Embarked Unit – the Controlling Player chooses the meltagun and two bolters (the plasma gun may not be selected as it has the Overload (X) Special Rule on one of its profiles). The attack is made using the majority Ballistic Skill of the Embarked Unit, in this case 5, but must be made as Snap Shots and so would hit on a roll of 5+.

Battlements

The area on top of the Firestorm Redoubt is treated as an area of Battlements (see page 238 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). Models may only move onto this area of Battlements when Disembarking from the same Firestorm Redoubt, and may only leave it by Embarking onto the Firestorm Redoubt – or by simply moving off if they also have the Antigrav Sub-Type.





FORTRESS OF REDEMPTION

UNIT COMPOSITION: 1 FORTRESS OF REDEMPTION

300 Points

First put into use by the Dark Angels during the Rangdan Xenocides, these fortifications have proven invaluable as both a sturdy redoubt against enemy assault and also a potent protection against orbital drop craft. Its thick walls can shield troops from distant gunfire, while its turreted weapons can deter enemy armour and aircraft. However, its true power rests in the orbital missile batteries set within its armoured core, which ward the skies from enemy drop craft.

	Armour	HP	BS	Transport Capacity
Fortress of Redemption	12	10	2	22

WARGEAR

- Turret Mounted twin Icarus lascannon

SPECIAL RULES

- Orbital Defence

TRAITS

- None

TYPE

- Fortification (Emplacement, Bunker)

WARGEAR

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin Icarus lascannon	48	2	9	2	1	Skyfire, Armourbane	Las

SPECIAL RULES

Orbital Defense

The Fortress of Redemption includes one or more orbital missile launchers intended to keep the skies clear of enemy drop craft, but of limited use in targeting ground units. While these weapons are devastating to drop pods and other similar orbitally deployed transports, it lacks the sophisticated targeting systems or delicate thrusters to track and target smaller infantry or low altitude aircraft.

Enemy Drop Pods that deploy within 18" of a Model with this Special Rule suffer automatic Hits.

If an enemy Model with the Orbital Assault Vehicle Special Rule enters play using the Deep Strike Special Rule and is deployed anywhere within 12" of any point on a Model with this Special Rule, then once such a Model has been placed on the Battlefield, but before any Models are disembarked, then each such enemy Model suffers one Hit with a Strength of 8, an AP of - and a Damage of 4.

Battlements

The area on top of the Fortress of Redemption is treated as an area of Battlements (see page 238 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). Models may only move onto this area of Battlements when Disembarking from the same Fortress of Redemption, and may only leave it by Embarking onto the Fortress of Redemption – or by simply moving off if they also have the Antigrav Sub-Type.



AQUILA STRONGPOINT

UNIT COMPOSITION: 1 AQUILA STRONGPOINT

100 Points

These sturdy gun emplacements are a common sight on worlds on the frontline of the Great Crusade. Built to repel enemy attacks either by means of massed artillery fire or by denying the enemy any means of landing in the first place, they are a potent reminder of the Imperium's power. The only flaw of these fortifications is that while they excel at long range combat, once an enemy closes to tactical range they become less capable of defending themselves and must rely on allied forces to hold back the foe.

	Armour	HP	BS	Transport Capacity
Aquila Strongpoint	12	8	2	17

WARGEAR

- None

SPECIAL RULES

- Firing Point (3)

TRAITS

- None

TYPE

- Fortification (Emplacement, Bunker)

OPTIONS

- The Aquila Strongpoint must have one of the following options selected for it:
 - **Void Missile Silo:** The Aquila Strongpoint gains the Orbital Defense Special Rule..... +100 Points
 - **Macro Cannon:** The Aquila Strongpoint gains a Turret Mounted Aquila macro-cannon.....+200 Points

WARGEAR

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Aquila macro-cannon	216	1	12	4	3	Blast (7"), Barrage (3), Stun (3), Minimum Range (24), Macro	-

SPECIAL RULES

Minimum Range (X)

Some weapons are calibrated to fire only at the most distant of targets and struggle to hit any enemy inside that range.

A Model with this Special Rule may only be used to attack an enemy Unit that is at a range equal to or greater than the value of X attached to the specific variant of this Special Rule that it has.

Macro

These huge weapons are intended for the long range destruction of key enemy assets and are not equipped for rapid re-targeting or for tracking lesser targets.

A Weapon with this Special Rule may only be used to attack an enemy Unit that fulfils one of the following conditions:

- The target Unit includes at least one Model with the Vehicle Type.
- The target Unit includes at least one Model with the Paragon Type.
- The target Unit includes at least one Model with a Base Wounds Characteristic of 10 or more.

Further, a Weapon with this Special Rule may never be used to make any Reaction.

Orbital Defense

The Aquila Strongpoint includes one or more orbital missile launchers intended to keep the skies clear of enemy drop craft, but of limited use in targeting ground units. While these weapons are devastating to drop pods and other similar orbitally deployed transports, it lacks the sophisticated targeting systems or delicate thrusters to track and target smaller infantry or low altitude aircraft.

Enemy Drop Pods that deploy within 18" of a Model with this Special Rule suffer automatic Hits.

If an enemy Model with the Orbital Assault Vehicle Special Rule enters play using the Deep Strike Special Rule and is deployed anywhere within 12" of any point on a Model with this Special Rule, then once such a Model has been placed on the Battlefield, but before any Models are disembarked, each such enemy Model suffers one Hit with a Strength of 8, AP - and a Damage of 4.

Battlements

The area on top of the Aquila Strongpoint is treated as an area of Battlements (see page 238 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). Models may only move onto this area of Battlements when Disembarking from the same Aquila Strongpoint, and may only leave it by Embarking onto the Aquila Strongpoint – or by simply moving off if they also have the Antigrav Sub-Type.



0-1 PRIMUS REDOUBT

UNIT COMPOSITION: 1 PRIMUS REDOUBT

400 Points

Rare even at the height of the Great Crusade, Primus Redoubts are specially constructed by teams of Mechanicum thralls and Tech-Priests for specific engagements. The most common use for such fortifications is to repel enemy super-heavy vehicles, though on some occasions they have been pressed into service to counter lone titans, but the sheer power of its armament allows it to annihilate lesser vehicles with ease. Commanders must be wary of enemy infantry though, for the gun is ill-placed to deter such foes, leaving it vulnerable if left undefended.

	Armour	HP	BS	Transport
Primus Redoubt	14	8	3	12

WARGEAR

- One Turret Mounted Primus turbo laser

SPECIAL RULES

- None

TRAITS

- None

TYPE

- Fortification (Emplacement, Bunker)

WARGEAR

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Primus turbo laser	96	1	12	2	4	Blast (3"), Armourbane, Macro	Las

SPECIAL RULES

Macro

These huge weapons are intended for the long range destruction of key enemy assets and are not equipped for rapid re-targeting or for tracking lesser targets.

A Weapon with this Special Rule may only be used to attack an enemy Target Unit that fulfils one of the following conditions:

- The target Unit includes at least one Model with the Vehicle Type.
- The target Unit includes at least one Model with the Paragon Type.
- The target Unit includes at least one Model with a Base Wounds Characteristic of 10 or more.

Further, a Weapon with this Special Rule may never be used to make any Reaction.

Battlements

The area on top of the Primus Redoubt is treated as an area of Battlements (see page 238 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). Models may only move onto this area of Battlements when Disembarking from the same Primus Redoubt, and may only leave it by Embarking onto the Primus Redoubt – or by simply moving off if they also have the Antigrav Sub-Type.

LEGACIES OF THE AGE OF DARKNESS

Cults Abominatio

VERSION 1.0

The following comprises the first example of a Cult Operative of the Cults Abominatio, a dark mirror of the loyal Divisio Assassinorum, whose members were created using long-forbidden techniques in compact with the corrupting powers of the Warp. It includes an Army List entry for the Infernus Abomination, a terrifying killer fuelled by the pain and suffering of its victims, allowing Players to field this Cult Operative alongside their Armies.

THE TACTICS OF THE CULTS ABOMINATIO: INCLUDING ABOMINATIONS IN YOUR ARMY

Unlike other Units, the Infernus Abomination does not have an optional Allegiance represented by the [Allegiance] Trait, but always has the Traitor Trait. As such, this Unit can only ever be selected in an Army with the Traitor Allegiance.

CULT OPERATIVES

A Detachment may never have the Cults Abominatio Faction, and as such, Infernus Abominations cannot be selected to fill standard Force Organisation Slots. Instead, Armies with the Traitor Allegiance may include Infernus Abominations by making use of the Cult Operative Prime Advantage.

THE CULT OPERATIVE PRIME ADVANTAGE

If a Unit with the Traitor Allegiance is selected to fill a Prime Force Organisation Slot in a Detachment, the following Prime Advantage may be selected.

CULT OPERATIVE

Unaware and uncaring of their own provenance, some beings stalk the galaxy to satisfy an ingrained desire to kill. Heedless of any sensations beyond those associated with the extermination of life and driven by a murderous instinct, they take no joy in companionship or even camaraderie, spending their existence in a perpetual cycle of hunting and killing at a whim.

Add one additional Support Force Organisation Slot to the Detachment that includes the Prime Slot with this Prime Advantage. This Force Organisation Slot may only be filled by a Unit selected from the Cults Abominatio Army List. This Prime Advantage may only be selected for a single Force Organisation Slot in an Army's Primary Detachment.

'CORE' AND 'EXPANDED' ARMY LIST PROFILES

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core Units and Expanded Units. All of the Units in this document are 'Expanded' Units.

Both types of Unit may be freely used in any Horus Heresy Battle, and this category does not affect their availability as part of an Army or Detachment or the Rules for their use during a Battle.

As new Units and Models are released, their Army List Profiles will clearly state if those Units are Core or Expanded Units, and future publications may shift the category of a given Unit, with any such changes clearly noted in the Unit's Army List Profile.





INFERNUS ABOMINATION

UNIT COMPOSITION: 1 INFERNUS ABOMINATION

120 Points

In the latter years of the Horus Heresy, isolated reports told of an apparition that haunted the fields of battle – a being of sheer terror. Blacker than the deepest void but with a form that shifted and rebuilt as it prowled, this new horror would spawn armaments of nightmarish aspect to tear its victims apart in a tailored agony. Such a being – a weapon given animus – was originally suspected to have been a product of the clandestine temples of the Divisio Assassinorum, but even investigation at the highest level of access priority yielded no information of a clade of killers of this form.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Infernus Abomination	8	5	5	5	5	3	4	3	10	10	8	6	4+	4+

WARGEAR

- Boneshard spitter
- Transmutative claw

TRAITS

- Traitor
- Cults Abominatio

SPECIAL RULES

- Infiltrate (9)
- Heedless
- Move Through Cover
- Shrouded (4+)
- Fear (1)
- Osmotic Regeneration

TYPE

- Infantry (Champion, Light)

WARGEAR

Boneshard Spitter

The horrifying, gore-soaked appendages of an Infernus Abomination morph and distend into an almost limitless number of biological forms but often take the shape of a cluster of orifices, each lined with rows of tooth-like spikes or shards of splintered bone, coated in a gloss-black bio-toxic ichor. With a sharp contraction the Abomination is able to launch these growths in a hail of shredding projectiles that cause the blood in the veins of their targets to thicken and clot in a dark spider web that rapidly spreads from the site of even the slightest puncture wound.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Boneshard spitter	12	3	3	4	1	Poisoned (2+)	-

Transmutative Claw

The tools with which an Infernus Abomination indulges its base desires can seemingly be conjured at will, its human-like limbs transmuting in a horrifying contortion of bone and sinew to form savagely barbed blades, flailing tentacles or fans of razor talons dripping with poisons, in the blink of an eye.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Transmutative claw	1	A	+2	4	2	Breaching (5+), Transmutation	-

SPECIAL RULES

Transmutation

During Step 2 of the Fight Sub-Phase or the Focus Step of a Challenge, when the Controlling Player declares that a Weapon with this Special Rule will be used, they may choose to set the Combat Initiative of the Model that will Attack with this Weapon to match the highest Base Initiative Characteristic of any enemy Model that is part of the same Combat, until the end of the current Phase.

Osmeotic Regeneration

With the ingestion of cerebral matter, saturated with the darkest thoughts and deepest fears of the being it once constituted, an Infernus Abomination nourishes its physical form, its sundered flesh and torn musculature knitting together anew.

An Infernus Assassin may regenerate lost Wounds when this Gambit is selected.

While a Model with this Special Rule is in a Challenge, its Controlling Player can select the following Gambit:

Osmeotic Regeneration: When this Gambit is selected, this Model's Controlling Player may not apply any positive modifiers to the Focus Roll. However, if this Model is not reduced to 0 Wounds in Step 4 of the Strike Step, and the opposing Model suffered at least 1 Wound, this Model increases their Wounds Characteristic by +1, to a maximum of their Base Wounds Characteristic, before Players return to Step 2 of the Challenge procedure or they move to the Glory Step. Note that any Wounds regained due to this Special Rule do not alter the amount of wounds inflicted by the Opponent for the purposes of Combat Resolution.