

LEGACIES OF THE AGE OF DARKNESS

Legiones Astartes: Blackshields

THIRD EDITION - VERSION 1.0

FOREWORD

The following download contains the Rules for fielding Blackshields Armies and Detachments using the Army List Profiles provided in either *Liber Astartes* or *Liber Hereticus*. This download also includes details on the Special Rules and Wargear unique to the various Blackshields warbands, which are needed to properly represent them on the battlefield.

The Rules found in this download are used in conjunction with the Rules for Armies in the Age of Darkness on page 278 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*. The Rules in the Age of Darkness Rulebook describe the process of creating an Army, while these Rules rely on the Unit Profiles for Armies of the Legiones Astartes, found in *Liber Astartes* or *Liber Hereticus*.

‘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.



THE BLACKSHIELDS AT WAR: BUILDING A BLACKSHIELDS ARMY

Only Units from the Legiones Astartes Army List that do not have a specific variant of the [Legiones Astartes] Trait may be selected for any Detachment that includes Models with the Blackshields Trait. This means that no Legion specific Units, those Units which must have a specific variant of the [Legiones Astartes] Trait, may be selected in a Blackshields army. Further, a Detachment with the Blackshields Trait may not include any Models with another Legion Trait.

Every Unit from the Legiones Astartes Army List selected as part of a Blackshields Detachment will have an Allegiance, represented by a Trait on its Unit Profile. This will be represented by '[Allegiance]'. When you add such a Unit to your Army, this Trait is replaced with either 'Loyalist' or 'Traitor', based on which Allegiance you have selected for your Army.

Some Units in other Army Lists may have either the Loyalist or Traitor Trait on their Unit Profile. Such Units cannot select which Allegiance they have, and can only be selected in an Army with the appropriate Allegiance.

ALLEGIANCE AND FACTION

This volume presents those small bands of Space Marines that abandoned their colours of old out of shame or rage; however, that does not mean they can only be used to represent armies of one Allegiance. Factions both large and small within each of the Legions chose to defy their Primarchs and forsake their Legions and, as such, Players should feel free to use this volume to create armies from either the Loyalist or Traitor Allegiance.

Every Unit from the Legiones Astartes Army List, which is used to select a Blackshields Detachment, has a Faction represented by a Trait on its Unit Profile. For all Units which are permissible to select for a Blackshields Detachment, this will be represented by '[Legiones Astartes]'. When you add such a Unit to your Army, you must replace this Trait with the Blackshields Trait (this replaces all instances of the [Legiones Astartes] Trait on that Unit Profile while it is part of your Army).

ADDITIONAL REACTION POINT

If an Army's Primary Detachment is from the Legiones Astartes Army List, including a Primary Detachment with the Blackshields Trait, the Controlling Player gains one additional Reaction Point if that Detachment or a Warlord Detachment from the same Army List includes any Models with the Master of the Legion Trait.

Like the more common Legions of the Legiones Astartes, all Models in the Army that have the Blackshields Trait gain access to a number of additional options and Rules. These are organised into the following categories, which collectively form the Blackshields Rite of War:

- A Blackshields Tactics Special Rule
- A Blackshields Gambit
- Oaths of Moment



RITE OF WAR: BLACKSHIELDS

BLACKSHIELDS TACTICA

All Models with the Blackshields Trait (excluding Models with the Vehicle Type) are subject to the following Special Rule:

Bastard Sons of Fate

Shorn of the comfort of Legion or Primarch, those who would bear the mark of Blackshield can rely on nothing but their own grim fortitude. In battle they thrive on adversity, drawing strength from the bitter hatred fate holds for them, and when held at bay by the foe are at their most dangerous.

Blackshields gain bonuses to Toughness and Strength when under the effect of certain Battlefield Statuses.

While affected by any of the Pinned, Suppressed or Stunned Battlefield Statuses, a Model with the Blackshields Trait gains a bonus of +1 to their Toughness and Strength Characteristics. If affected by more than one such Battlefield Status then this bonus is increased to +2.

GAMBIT

When selecting a Gambit, the Controlling Player of a Model with the Blackshields Trait can select Beholden to None instead of any others available to that Model:

Beholden to None

Having blackened their armour and defaced their heraldry, those that call themselves Blackshields bow to neither Emperor nor Warmaster. In battle, their sheer determination was matched against the unequalled skill and strength of the most terrifying warriors in the Imperium. Though most would die in the attempt, none would do so without leaving a mark on their foe.

If slain by the opposing Model, D3 wounds are inflicted on that Model.

This Gambit may only be selected if the opposing Model in the Challenge has either the Unique Trait or the Paragon Type. If a Model is Removed as a Casualty during the Strike Step when this Gambit has been selected for them, then D3 wounds are automatically inflicted on the opposing Model at the end of the Glory Step that follows. These wounds have the Damage and AP of the Weapon used by the Model for which this Gambit was selected.

Oaths of Moment

An Army that includes any Detachments with the Blackshields Faction may select a number of Oaths of Moment for each such Detachment, these are sets of rules that add a number of additional options and Special Rules to Units in that Detachment. The number of Oaths of Moment that may be selected for a Detachment depends on what type of Detachment it is, as shown on the table below:

Primary Detachment	2
Allied Detachment	1

Note that any Auxiliary or Apex Detachments attached to a Blackshields Allied or Primary Detachment must use the same Oaths of Moment as the Detachment to which they are attached. Other types of Detachment may not have Oaths of Moment selected for them.

Oaths of Moment are selected when a Detachment is added to the Army Roster, and each such Oath of Moment will explain any effects it may have on which Units may be selected for the Detachment. Most Oaths of Moment will also add Special Rules or other effects to some or all Units in the Detachment, this will also be explained by each individual Oath of Moment.

Note that some Oaths of Moment require that certain Special Rules be removed from Models and replaced with other Special Rules. In a Detachment that has more than one Oath of Moment, the effects of these are applied one at a time in an order of the Controlling Player's choice – and if the first Oath of Moment removes a Special Rule it cannot then be affected, modified or removed by the second.

The following list comprises all of the basic Oaths of Moment, other publications may provide further Oaths of Moment, which will follow the Rules provided here.



OATHS OF MOMENT

The following Oaths of Moment may be selected for any Detachment that includes one or more Models with the Blackshields Trait – but the effects of these Oaths of Moments only apply to Models with the Blackshields Trait as noted in each specific Oath of Moment.

OATH OF MOMENT: THE ETERNAL VENDETTA

Many bands of Blackshields held a particular grudge against one or other of the Space Marine Legions – often the one from which they had originally hailed. These bands made it their mission to seek out and battle their hated foe, taking every opportunity to do them harm no matter the cost they paid to do so.

A Unit that includes Models with this Special Rule gains the Hatred (Legiones Astartes) Special Rule, but must always charge enemy Legiones Astartes Units.

When the opposing army includes any Detachment with any variant of the Legiones Astartes Trait, all Models in a Detachment with this Oath gain the Hatred (Legiones Astartes) Special Rule. If the opposing Army includes a Primary Detachment with any variant of the Legiones Astartes Trait, then the effects of the Hatred (X) Special Rule are expanded to include +1 to all Hit Tests made while in a Combat.

However, all Units in a Detachment that include any Models with this Oath of Moment that begin the Assault Phase with any Model in that Unit within 12" of an enemy Model with the Legiones Astartes Trait must declare a Charge targeting the Unit that includes that enemy Model – even if they cannot reach that Unit. Units that are not capable of making a Charge, such as Units that include Models with the Vehicle Type, are not affected by this additional requirement.

OATH OF MOMENT: PANOPLY OF OLD

Though every Blackshield has cast away the oaths that once bound them, some retained the wargear of their Legion. These relics of the Great Crusade would no longer be used to fight for the glory of the Primarchs, but for the bitter grudges of the cast-out.

A Unit that includes Models with this Special Rule may make use of Wargear upgrades from a single Legion Armoury.

For each Detachment with this Oath of Moment, the Controlling Player must select a single Legion Trait. All Units in that Detachment may make use of any Armoury of the Legion upgrades. This does not include any Rules or options from the chosen Legion's Rites of War or any Detachments or Gambits available to that Legion – only Wargear upgrades. No Legion Tactics, Gambits, Advanced Reactions or Additional Detachments may be used from the chosen Armoury. For the purposes of selecting Wargear upgrades only, all Models in the Detachment for which this Oath of Moment is selected are considered to have the Faction Trait of Legion chosen as part of this Oath of Moment.

OATH OF MOMENT: ONLY IN DEATH DOES DUTY END

Their old oaths were turned to ash by the treachery of the Warmaster and the actions of their old lords. Now, Blackshields across the galaxy have sworn new oaths of their own choosing, bitter promises of revenge and blood. These new oaths would not be set aside so easily, and not even death would not stay the fury of those sworn to them.

A Unit that includes Models with this Special Rule can have the Routed Status discarded in exchange for taking wounds.

In the End Phase of the Controlling Player's Turn, any Unit from a Detachment with this Oath of Moment that includes any Models with the Routed Status may have that Battlefield Status discarded immediately. If the Routed Status is removed from any Model in a Unit due to this Oath of Moment, then that Unit suffers 1D3+1 wounds with a Damage of 1 and an AP of -.



OATH OF MOMENT: THE SPOILS OF VICTORY

Now severed from the vast network of resources that fed the Space Marine Legions, Blackshield warbands must scavenge for what they need. In battle many of their ilk would place loot above even the need to finish off a beaten foe, for to continue the fight bullets were more valuable than blood.

A Unit that includes Models with this Special Rule can score Victory Points for looting the fallen, but loses the Line (X) or Vanguard (X) Special Rules.

All Models with the Blackshields Trait in a Detachment with this Oath of Moment lose any variants of the Line (X) or Vanguard (X) Special Rule they may have, and may not thereafter gain any version of Line (X) or Vanguard (X) from any source, and a Unit that includes any Models with this Oath of Moment may not Control or Contest any Objective Marker.

Models that have lost either the Line (X) or Vanguard (X) Special Rule due to this Oath of Moment instead gain the Loot the Dead (X) Special Rule – the value of X on the Loot the Dead (X) Special Rule depends on the value of X on the Special Rule variants that were removed:

- For Models that have had any variant of Vanguard (X) removed by this Special Rule, the value of X on Loot the Dead is equal to half the value of X on the variant of Vanguard (X) that was removed.
- For Models that have had any variant of Line (X) removed by this Special Rule, the value of X on Loot the Dead is equal to the value of X on the variant of Line (X) that was removed.

This Oath of Moment may not be selected if the Detachment already has the Reapers of Lives Oath of Moment.

Loot the Dead (X)

Rather than clinch victory, some Blackshield forces instead chose to focus on looting the fallen. In their fervour to claim the spoils of victory, such units were often left vulnerable to counter-attack as they pawed at the corpses of the slain.

This Special Rule grants a new option for Units that win a Combat, allowing them to score Victory Points but forcing them to become Pinned.

When a Unit that is composed entirely of Models with this Special Rule is on the winning side of a Combat, the Loot and Pillage aftermath option may be selected for that Unit as long as all enemy Units involved in that Combat have been destroyed, are Falling Back or have Disengaged. Only one Unit may select this aftermath option per Combat:

Loot and Pillage – A Unit that chooses to Loot and Pillage cannot move or make any attacks as part of this aftermath option, but instead scores Victory Points equal to the value of X attached to the variant of the Loot the Dead (X) Special Rule that the Unit has. Once these Victory Points have been scored, all Models in the Unit for which this aftermath option was selected gain the Pinned Tactical Status.



OATH OF MOMENT: AN ETERNITY OF WAR

For some warriors, the treachery that had begun the Horus Heresy could be answered with rage. Many such warbands cared not on whom they vented their wrath, while others reserved their ire for those they held in particular contempt. Whatever the target of their fury, these warriors did not relent or retreat, but continued to charge forward, even if it meant their death.

A Unit that includes Models with this Special Rule may Fall Back in any direction, but can become Routed when not locked in Combat.

When the Controlling Player of any Unit composed entirely of Models with the Blackshields Trait, and that is part of a Detachment with this Oath of Moment, is called upon to make a Fall Back Move during the Movement Phase, that move may be made in any direction. Models from a Unit affected by this Oath of Moment can be moved into Base Contact with enemy Models as part of a Fall Back Move made during the Movement Phase, and if any Model in such a Unit does so then all Models in that Unit lose the Routed Battlefield Status if they had it.

However, if in the Effects Sub-Phase of the Controlling Player's End Phase in any Battle Turn after Battle Turn One, a Unit affected by this Oath of Moment is not Locked in Combat, then it must have a Cool Check made for it. If this Check is failed then all Models in the Unit gain the Routed Battlefield Status.

OATH OF MOMENT: THE FLESH IS WEAK

The Horus Heresy brought many warriors to madness, for it shattered oaths and broke all bonds of loyalty. In such times of turmoil, many would turn to the most extreme of methods to restore their sanity, some giving themselves over to the machine, remaking themselves in steel and cogitator.

A Model with this Special Rule gains the Automata Type and other Special Rules.

All Models with the Blackshields Trait and the Infantry Type in a Detachment with this Oath of Moment must replace the Infantry Type with the Automata Type. They also replace the Blackshields Tactica Special Rule, Bastard Sons of Fate, with the following Special Rule:

Linked Cogitator Units

Along with more commonplace augmetics, Space Marines that have given themselves over to the machine also sported other more esoteric enhancements. With human logic proven fallible by the Horus Heresy, only the cold logic of the machine seemed true to such warriors.

Models with this Special Rule can Control Objectives, and score bonus Victory Points based on the size of the Unit.

A Model with this Special Rule and the Automata Type can Control and Contest Objectives. However, such Models may not benefit from the Line (X) Special Rule, but instead gain a bonus to the number of Victory Points scored when controlling an Objective based on the number of Models with this Special Rule in the Unit.

- If the Unit contains four or less Models with this Special Rule then it scores one less Victory Point when Controlling an Objective, to a minimum of 0.
- If the Unit contains ten or more Models with this Special Rule then it scores one additional Victory Point when Controlling an Objective.

Further, any Model with the Transport Sub-Type selected as part of a Detachment that has this Oath of Moment gains the following Special Rule:

Augmetic Transport Bay

Just as they remodelled themselves, warriors given over to the machine rebuilt their transports to facilitate their new forms.

Transports can embark Automata and have increased Capacity.

A Model with this Special Rule may only have Models with the Automata Type and the Blackshields Trait Embark upon it. In addition, a Model with this Special Rule also increases its Transport Capacity by 3.



OATH OF MOMENT: THE LEGACY OF NIKAEA

Some Blackshields embraced the psychic powers that had once been forbidden – such warbands were dangerous in battle but prone to self-destruction as they abused their power.

Models with this Special Rule and specific Traits gain a Psychic Discipline.

Any Model with the Blackshields Trait and the Sergeant, Champion, Specialist or Command Sub-Type in a Detachment with this Oath of Moment gains the Psyker Trait. Furthermore, such Models gain the following Psychic Discipline (if such a Model already has the Psyker Trait and access to other Psychic Disciplines, they retain those in addition to this Psychic Discipline):

MALIGNANT

A Model with the Malignant Discipline gains the following benefits:

- The Malignant Special Rule
- The Warp Torrent Psychic Weapon
- The 'Malignant' Trait

Warp Torrent (Psychic Weapon)

Freed from restriction, those that opened their minds to the Warp found they could channel near-endless torrents of power – as long as they were willing to pay the price.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Warp Torrent							
- Torrent	12	4	5	4	1	Deflagrate (5), Overload (1), Force (FP)	Assault
- Malignant	12	1	5	2	2	Deflagrate (5), Overload (2), Force (RS)	Assault

Malignant

Those that have given themselves wholly to the Warp are the most vulnerable to its influence, and when its power rages out of control they are at the centre of the storm.

Models with this Special Rule suffer more harm from Perils of the Warp.

When a Unit that includes any Models with this Special Rule suffers Perils of the Warp and gets a result of Warp Rupture, all Models with this Special Rule in that Unit have their Willpower Characteristic set to 5 while resolving that incident of Perils of the Warp.



OATH OF MOMENT: THE BROKEN HELIX

Unable to claim recruits from the fiefdoms of old, some warbands of the Blackshields turned to fouler means to fill their dwindling ranks – the old sin of gene-cloning or crude progenoid replication. Denied the training camps of Terra or the complex hypnoindocination forced upon the recruits of the later Legions, the warriors they produced had none of the discipline that had once been the pride of the Space Marine Legions, but instead bore terrible mutations and scars as the mark of their forbidden origins.

For each Unit that includes any Models with this Special Rule, the Controlling Player must choose from one of two possible options that grant new Special Rules that replace existing ones.

A Model with the Blackshields Trait in a Detachment with this Oath of Moment, loses all variants of the following Special Rules and may not thereafter gain any version of Line (X) or Vanguard (X) from any source:

- Fury of the Legion
- Line (X)
- Vanguard (X)

Instead, such Models gain one of the following two Special Rules, chosen by the Controlling Player – all Models in a Detachment with this Oath of Moment must have the same Special Rule selected for them:

- Clone
- Aberrant

Clone

Cloning, though efficient, quickly reduces the stock produced to stumbling drones all but incapable of independent thought. Such deviancy can produce vast armies, but they are but poor copies of the original.

Models with this Special Rule must reduce certain Advanced Characteristics, but gain increased resilience.

All Models with this Special Rule that do not also have the Command, Champion, Specialist or Sergeant Sub-Types must reduce their Leadership, Willpower, Intelligence and Cool Characteristics by 1. Furthermore, a Unit that includes any Models with this Special Rule cannot make Reactions or Advanced Reactions, but gains a Damage Mitigation Test of 5+ – known as a Cloned Resilience Damage Mitigation Roll.

Aberrant

Forced replication of the progenoid is a dangerous endeavour, for it always results in unintended mutation of the recipient and increases the chance of fatal rejection tenfold. Those that survive implantation will be half-mad beasts, little more than weapons to be unleashed upon the foe.

Models with this Special Rule must reduce certain Advanced Characteristics, but gain increased combat powers.

All Models with this Special Rule that do not also have the Command, Champion, Specialist or Sergeant Sub-Types must reduce their Leadership, Willpower, Intelligence and Cool Characteristics by 1, but increase their Strength and Attacks Characteristics by 1. Furthermore, a Unit that includes any Models with this Special Rule and begins the Assault Phase with any Model in that Unit within 12" of an enemy Model must declare a Charge targeting the Unit that includes that enemy Model – even if they cannot reach the Target Unit.



OATH OF MOMENT: IN DISGRACE ALL ARE EQUAL

Many Blackshields warbands are little more than disparate associations of the lost and the fallen, with little direction or leadership other than war and battle. Composed of dozens of petty warlords, such forces are powerful but divided, for each fellowship follows only the commands of its own chief and cares not for any greater strategy.

A Detachment with this Oath of Moment cannot take Command or High Command Choices, but gains bonus Prime Advantages.

A Detachment with this Oath of Moment may not include any Command or High Command Choices. All other Slots in all Detachments with this Oath of Moment become Prime Slots, but the only Prime Advantage that may be selected for any Slot in this Detachment is Petty Warlord. If a Unit is unable to have Petty Warlord selected for it then it may not have a Prime Advantage selected for it.

Petty Warlord – One Model in the Unit selected to fill the Prime Slot that has the Sergeant Sub-Type gains +1 to its Attacks, Weapon Skill and Leadership Characteristics and the Champion Sub-Type (if it already has the Champion Sub-Type it instead increases its Leadership by an additional +1).

Further, if this Prime Advantage is selected for a Unit in a Primary or Allied Detachment, then an Auxiliary Detachment may be attached to that Detachment as if this Unit was a Command Choice. All Slots in Auxiliary Detachments selected using this Prime Advantage become Prime Slots, but the only Prime Advantage that may be selected for any Slot in such a Detachment is Petty Warlord.

OATH OF MOMENT: PRIDE IS OUR ARMOUR

Whether Terran recruits from the original Crusade fleets, battle-scarred survivors of the Great Crusade or elite warriors from the far-flung Legion home worlds, some Blackshields bands were composed only of the most renowned veterans of their Legion.

Any Detachment with this Special Rule must have all Troops Slots in a Primary or Allied Detachment replaced with Elites Slots.

A Primary or Allied Detachment with this Oath of Moment replaces all Troops Slots with Elites Slots. Furthermore, a Detachment with this Oath of Moment may not include any Troops Choices, including in any Auxiliary or Apex Detachment attached to that Detachment.



OATH OF MOMENT: THE TAIN OF THE XENOS

There exist many terrifyingly powerful xenos technology weapons encountered during the Great Crusade, which, though incredibly effective, have been declared prohibited by the Mechanicum and Emperor alike for their detrimental effects on the body and mind of a human wielder. The desperation of certain Blackshields forces, however, has overcome such concerns.

Any Unit that includes Models with this Special Rule may select additional options as part of certain weapons lists.

When selecting Weapons for Models with the Blackshields Trait in a Detachment with this Oath of Moment, the following Weapons are considered part of the Legion Special Weapons list, with a Deathlock costing +15 Points and a Doomlock +10 Points:

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Deathlock	18	2	6	2	1	Shred (6+), Overload (2)	Xenos
Doomlock	9	2	6	2	1	Pistol, Shred (6+), Overload (2)	Xenos, Assault

Likewise, the following Weapons are considered part of the Legion Officer Wargear list, costing +15 Points:

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Halo blade	1	A	+2	2	1	Shred (5+)	Xenos

OATH OF MOMENT: THE WEAPONS OF DESPERATION

This band of Legiones Astartes warriors makes no use of the common weapons of their brethren, whether having purposefully cast them aside as tainted by the sins of their fellows or having been imprisoned and forcefully deprived of them. Returned to the fight, they are forced to make use of lesser weaponry, wielding mortal longarms as though they were but pistols and making desperation into a virtue. For amid the ceaseless carnage of the Horus Heresy, even the least of weapons fed the slaughter taking place on battlefields across the galaxy.

A Model with this Special Rule must swap bolters and bolt pistols for other Weapons.

All Models with the Blackshields Trait in a Detachment with this Oath of Moment must exchange all bolters and bolt pistols for a Weapon from the Weapons of Desperation list shown below. All Weapon exchanges required by this Oath of Moment are Free.

Weapons of Desperation

- Reclaimed autogun
- Reclaimed autopistol
- Reclaimed lasgun
- Reclaimed laspistol
- Reclaimed shotgun
- Reclaimed heavy stubber*

**In any Unit only one Model in every three may select this option.*

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Reclaimed autogun	18	3	3	-	1	Pistol	Auto, Assault
Reclaimed autopistol	9	3	3	-	1	Pistol	Auto, Assault
Reclaimed lasgun	24	2	3	6	1	Pistol	Las, Assault
Reclaimed laspistol	12	2	3	6	1	Pistol	Las, Assault
Reclaimed shotgun	12	2	4	-	1	Stun (0)	Auto, Assault
Reclaimed heavy stubber	36	5	4	-	1	Suppressive (0)	Auto, Assault



OATH OF MOMENT: THE BLADE OF THE JUST

With the noble goals of the Great Crusade sundered by the outbreak of the Horus Heresy, some Blackshield bands have made it their purpose to embody what has been lost. These doomed seekers go from one lost cause to another, defending the weak and opposing those they see as unjust. They cannot stop the darkness to come, nor mend the wound that has felled the Imperium, but they have vowed to die in the attempt.

A Unit which includes mostly Models with this Special Rule scores additional Victory Points for winning hard combats.

All Models with the Blackshields Trait in a Detachment that has this Oath of Moment lose all variants of the Line (X) or Vanguard (X) Special Rule and may not thereafter gain any version of Line (X) or Vanguard (X) from any source. Such Models gain the Doomed Heroics (X) Special Rule, with the value of X on Doomed Heroics being equal to twice the value of X on the Special Rule lost. Models with the Blackshields Trait in a Detachment that has this Oath of Moment, but that have no variant of either the Line (X) or Vanguard (X) Special Rule gain the Doomed Heroics (3) Special Rule.

Doomed Heroics (X)

Whenever at least one Unit that includes a majority of Models with this Special Rule is on the winning side of a Combat where one or more of the following was true at the start of the Fight Sub-Phase, then the Controlling Player scores a number of Victory Points equal to the value of X (where there are multiple variants of this Special Rule in a Combat, use only the single highest value of X):

- The total number of Models on the enemy side is more than twice the number of Models on the Blackshields side.
- The enemy side includes more Models with the Command Trait or any Models with the Paragon Type.
- The enemy side includes a majority of Models with a higher Weapon Skill Characteristic than the majority of Models on the Blackshields side.

This Oath of Moment may not be selected if the Detachment already has the Reapers of Lives or Spoils of Victory Oaths of Moment.

OATH OF MOMENT: REAPERS OF LIVES

No longer governed by the laws of the Imperium, which even Horus himself had cast aside, some bands of Blackshields fought solely to cause more death and suffering. Whether out of spite, misplaced anger or perverse enjoyment, these warriors sought to deepen the chaos around them, to drag the Imperium into an even deeper despair.

Units that include mostly Models with this Special Rule score Victory Points when used to destroy enemy Units.

All Models with the Blackshields Trait in a Detachment with this Oath of Moment lose any variants of the Line (X) or Vanguard (X) Special Rule they may have, and may not thereafter gain any version of Line (X) or Vanguard (X) from any source, and a Unit that includes any Models with this Oath of Moment may not Control or Contest Objectives. Instead the Controlling Player of a Detachment with this Oath of Moment gains D3 Victory Points for each enemy Unit entirely Removed as Casualties as part of a Shooting Attack made for any Unit that includes a majority of Models with this Oath of Moment or as part of a Combat which includes any Models with this Oath of Moment under that Player's Control. If the enemy Unit whose destruction triggers this Special Rule includes any Models with the Expendable (X) Special Rule, then the number of Victory Points scored for this Special Rule is reduced by the value of X on that variant of the Expendable (X) Special Rule, to a minimum of 0.

This Oath of Moment may not be selected if the Detachment already has the Spoils of Victory Oath of Moment.



OATH OF MOMENT: ALONE AND FORGOTTEN

In many cases, Space Marine forces abandoned and betrayed during the Horus Heresy were reduced to just a few combat-hardened survivors. Heroes with no purpose left but to fight and die, warriors from which the war had taken everything they held dear. Such forgotten heroes were drawn to each other, and swore binding oaths to find for themselves a worthy place to die in combat.

A Detachment with this Oath of Moment may only have Command Choices selected for it, but gains bonuses for those Units in Combat.

A Detachment that has this Oath of Moment may only include Command Choices. All Troops Slots in a Primary or Allied Detachment with this Oath of Moment, or any Auxiliary Detachment attached to such a Detachment, are replaced with Command Slots. However, the only Units that may be chosen to fill those Command Slots are Centurions or Centurions in Terminator Armour. All Command Choices selected for a Detachment with this Oath of Moment may have two of the following Characteristic's Base Values increased by +1: Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative, or Wounds.

All Centurions and Centurions in Terminator Armour selected as part of a Detachment with this Oath of Moment gain the following Special Rule:

To Fight and Die Alone

Some warriors fight not for victory or even survival, but simply to earn a death in combat. Such warriors cannot accept suicide or simple execution, they seek an enemy that can best them in open combat.

A Model with this Special Rule cannot join Units, but gains bonuses when fighting alone.

A Model with this Special Rule may not join any other Unit, nor may it be joined by another Model. While part of a Combat where this Model is the only Model the Controlling Player controls in that Combat, that player gains a bonus of +4 to their Combat Resolution Score, with a further bonus of +1 Combat Resolution points scored for each Wound lost by that Model in that Combat Round as long as the Model ends the Combat Round with at least one Wound remaining.

If a Model with this Special Rule is Removed as a Casualty during any Initiative Step of any Combat, then the Controlling Player of this Model gains D6+1 Victory Points.



ENDRYD HAAR

The Riven Hound, Praetor of the Black Shield, The Fangs of the Emperor

UNIT COMPOSITION: 1 Endryd Haar

165 Points

Using this Unit: This Core Unit can be included in Detachments from the Legiones Astartes Army List as part of a Detachment with the Blackshields Faction.

Once of the World Eaters Legion, Endryd Haar and his command were believed long lost on-Crusade when their brethren cast in their lot with the Traitors. Endryd was driven to cold madness by the revelation of his Legion's betrayal when he returned to find the Imperium riven by civil war, and he cast off all traces of his Legion's insignia and honours, and swore a death oath to atone for the XIIth Legion's crimes. Endryd Haar fought alongside the Loyalists as a field commander in the dark days before the Siege of Terra, accepting any mission, whatever the odds of survival, so long as in doing so he could spill the blood of the enemy.

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

WARGEAR

- Archaeotech pistol
- Terrawatt-pattern power gauntlet
- Frag grenades
- Krak grenades

SPECIAL RULES

- Fangs of the Emperor
- The Riven Hound
- Hatred (World Eaters)
- Eternal Warrior (1)

TRAITS

- Loyalist
- Blackshields
- Master of the Legion

TYPE

- Infantry (Command, Unique)

SPECIAL RULES

Fangs of the Emperor

A favoured tactic of Endryd Haar's force was to pose as Traitor forces, even going so far as to mark their armour in Traitor colours, allowing them to draw close to the enemy without arousing suspicion before striking down their foes without warning.

All Units in the same Primary Detachment as Endryd Haar gain the Infiltrate (12) Special Rule.

If Endryd Haar is selected as the only High Command Choice in a Primary Detachment, then all Units from that Primary Detachment that are composed entirely of Models with the Blackshields Trait, the Infantry Type and that do not have any variant of the Bulky (X) Special Rule gain the Infiltrate (12) Special Rule.

The Riven Hound

In battle Endryd Haar suffered under the lash of his foe's onslaught so that he might fully charge the capacitors of his fist's disruption nodes, unleashing a single blow of terrifying power in reply to the Traitor's attacks.

This Gambit allows Endryd Haar to make a single attack with a higher Strength and that causes more Damage.

While a Model with this Special Rule is engaged in a Challenge, its Controlling Player can select the following Gambit:

The Riven Hound: If this Gambit is selected, then the Controlling Player may only make a single attack in the Strike Step for the Model this Gambit was selected for, regardless of the value of the Model's Attacks Characteristic. However, that Model gains a bonus of +4 to their Strength Characteristic and a bonus of +2 to the Damage Characteristic of their selected Weapon, for the single attack made for them in the Strike Step.

WARGEAR

Terrawatt-pattern Power Gauntlet

This brutal power fist is studded with additional disruption nodes, allowing a significant charge to be built up. Even the sturdiest foe is rent asunder as its energies are unleashed.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Terrawatt-pattern power gauntlet	2	-1	+4	2	3	-	Power