WARHAMMER: THE HORUS HERESY – AGE OF DARKNESS

LEGIONES ASTARTES PRIMARY DETACHMENTS

DESIGNER'S COMMENTARY

In this update you will find a number of new Primary Detachments available to Legiones Astartes Armies. These can be used in place of the Crusade Primary Detachment in your Army and are intended to allow Players to more easily replicate popular Legiones Astartes army archetypes from previous editions of the game.

Each Primary Detachment provides unique Special Rules, along with a number of restrictions, and leans towards a very particular playstyle. Included among these is a Primary Detachment that includes rules for conducting orbital drop assaults. This provides a significant amount of additional rules as well as naturally skewing the narrative of the battle in a particular direction. As such, we recommend this Primary Detachment is used only in pre-arranged games as it is less suitable for standard 'pick-up' games. This Primary Detachment is currently included as a placeholder allowing players to represent these tactics until a full Mission Pack for conducting, and defending against, planetary assaults is published.

– The Horus Heresy Team

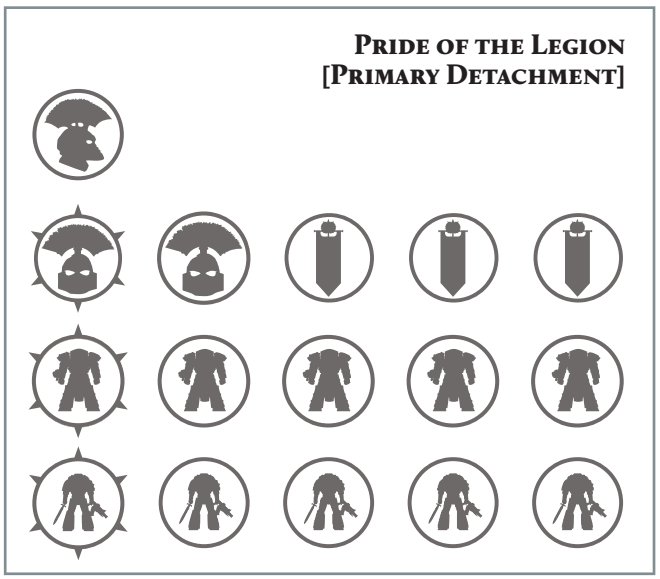
HOW TO USE THESE RULES

If the Legiones Astartes Army List is selected for an Army's Primary Detachment, one of the Primary Detachments found on the following pages may be used in place of the Crusade Primary Detachment. Each will present its own benefits as well as a list of restrictions, alongside the battlefield role slots it makes available to the Player selecting it.

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PRIDE OF THE LEGION

Every Legion featured entire companies of more experienced warriors, veterans from the earliest days of the Great Crusade whose skills in battle were the stuff of legends even among their own brothers. Many of these would be utilised by their Primarch as honour guards while others were given access to the finest equipment and deployed to conflicts that were deemed insurmountable, only to add another honorific to their already lengthy roll of victories.



Benefits

- For each Retinue, Heavy Assault or Elites Battlefield Role Slot filled, one Heavy Transport Slot may be added to this Detachment.
- When adding a Unit in this Detachment to an Army Roster, all Models in that Unit with the Vanguard (X) Special Rule may have it exchanged for the Line (1) Special Rule.

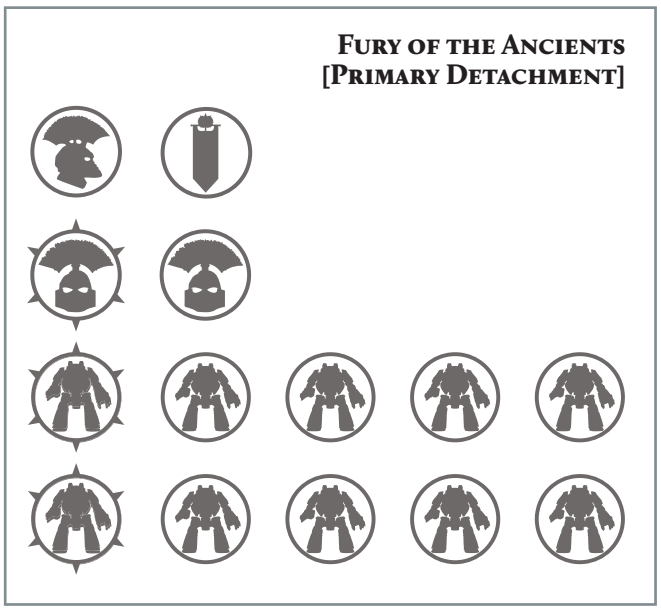
Restrictions

- An Army using this Primary Detachment must include at least one Model with the Master of the Legion Trait.
- Prime Advantages which add additional Battlefield Role Slots to a Detachment may not be selected.
- Only the following additional Detachments may be selected:
  - Officer Cadre
  - Shock Assault
  - Heavy Support
  - Warlord
  - Lord of War (may only be used to select Models with the Transport Sub-Type)
- Each time a Unit with the Elites or Heavy Assault Battlefield Roles in an Army with this Primary Detachment is Destroyed, the Controlling Player's Opponent scores 1 Victory Point.

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FURY OF THE ANCIENTS

In an endeavour as demanding as the Great Crusade, there was no shortage of mortally wounded Legionaries whose records in battle and physical fortitude made them ideal candidates to be interred within a Dreadnought's sarcophagus. As the Horus Heresy pitted Legion against Legion, many battles saw heavy assault cadres utilising Dreadnoughts in concentrated force, led to battle by veteran warriors who have had many years to acclimatise to fighting within these deadly ceramite colossi.



Benefits

- Prime Slots in this Detachment may have the Ancient of War Prime Advantage selected for them.

Restrictions

- Models with the Command and Specialist Sub-Types may only be selected if they also have the Battlesmith (X) Special Rule.
- Prime Advantages which add additional Battlefield Role Slots to a Detachment may not be selected, unless that Battlefield Role is War-engine.
- Only the following additional Detachments may be selected:
  - Techmarine Covenant
  - Heavy Support
  - Lord of War (may only be used to select Models with the Transport Sub-Type)
- Each time a Unit with the War-engine Battlefield Role in an Army with this Primary Detachment is Destroyed, the Controlling Player's Opponent scores 1 Victory Point.

Ancient of War

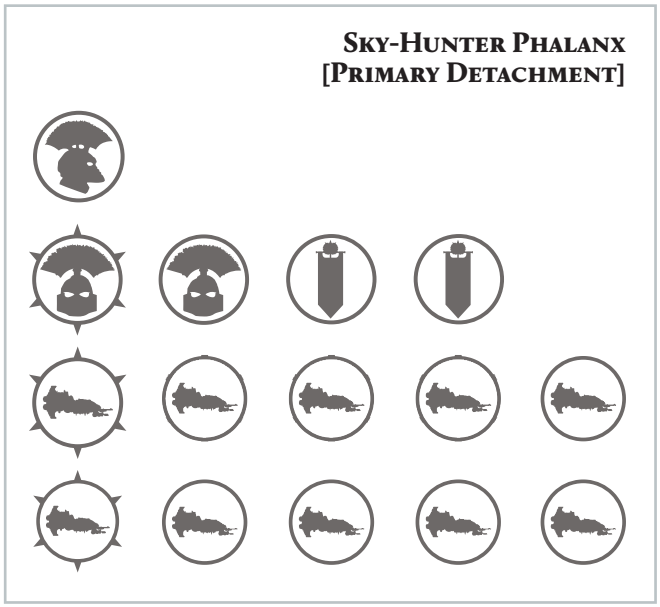
Some veterans adapt quickly to being interred within a Dreadnought. Utilising skills accumulated throughout the Great Crusade, such warriors lead their brethren into battle, the formidable protection afforded by their armoured chassis allowing them to shrug off all but the most deadly attacks.

This Prime Advantage may only be selected for a Battlefield Role slot that contains a Model with the Walker Type that does not have the Malefic Sub-Type. Models in a Unit selected to fill a Slot with this Prime Advantage gain the Eternal Warrior (1) Special Rule.

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SKY-HUNTER PHALANX

Primarily utilised for rapid-reaction strikes, as well as scouting and outrider duties, the Legions maintained formations of warriors skilled in the use of antigrav craft, able to weave their way through the tumult of battle before deploying heavy firepower where it was required before withdrawing. While some Legions saw such warriors as rash or headstrong, others, notably the Vth and VIIIth, actively encouraged this proclivity, on occasion deploying entire companies in such a fashion.



Benefits

- Prime Slots in this Detachment may have the Skilled Riders Prime Advantage selected for them.
- If this Detachment is from the White Scars Faction:
  - Any number of Retinue Slots may each be exchanged for one Elites Slot that may only be filled with Golden Keshig Units.
  - Any number of Fast Attack Slots may each be exchanged for one Support Slot that may only be filled with Kyzagan Assault Speeder Units.

Restrictions

- Prime Advantages which add additional Battlefield Role Slots to a Detachment may not be selected.
- Only the following additional Detachments may be selected:
  - First Strike
  - Combat Pioneer
  - Lord of War
- Every Unit in an Army with this Primary Detachment must only include Models with the Antigrav or Flyer Sub-Type or begin the Battle Embarked on a Transport with the Flyer Sub-Type. Any other Units may not be Deployed and are Removed as Casualties.

Skilled Riders

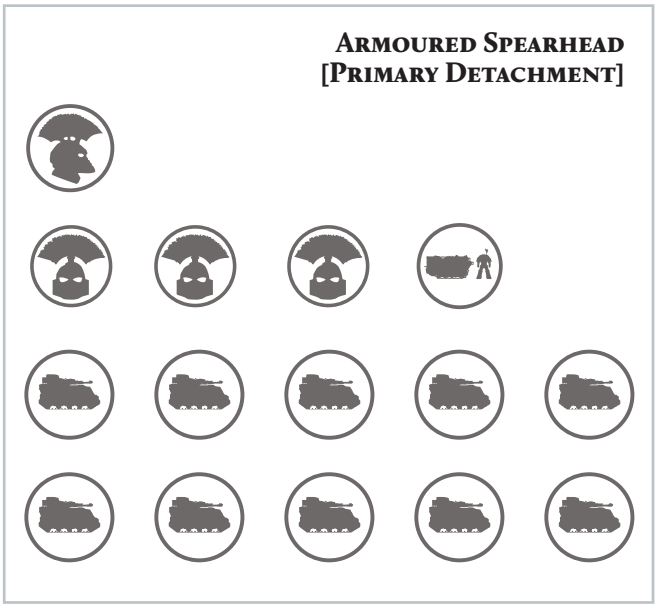
Those with the most experience in their antigrav craft had an almost preternatural sense for danger, guiding their craft skilfully to avoid obstacles and enemy fire alike.

Models with the Cavalry Type in a Unit selected to fill a Slot with this Prime Advantage gain the Shrouded (6+) and Move Through Cover Special Rules.

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ARMOURED SPEARHEAD

Across the Legions, numerous storied formations of vehicles were deployed en-masse to crush their enemies. From the Iron Hands Subjugator Battalions, to the Desert Lions of the Ultramarines or the Night Lords' infamous Black Knights battalion, each utilised their own bespoke tactics and formations, but all were equally deadly, whether pummelling foes with their massed firepower or grinding them beneath iron treads.



Benefits

- Models with the Vehicle Type in an Army using this Primary Detachment gain the Squadron Tactics Special Rule.
- Models with the Decurion Magna upgrade may be used to fill High Command Slots in this Detachment. Models with other Decurion upgrades may be used to fill Command Slots in this Detachment.

Restrictions

- Prime Advantages which add additional Battlefield Role Slots to a Detachment may not be selected.
- Only the following additional Detachments may be selected:
  - Armoured Support
  - Combat Pioneer
  - First Strike
  - Techmarine Covenant
  - Armoured Fist
  - Lord of War
- Models without the Vehicle Type may only be included in an Army that uses this Primary Detachment if they have the Battlesmith (X) Special Rule.
- Units that include any Models with a Move Characteristic of '0' or '-' may not be selected.

Squadron Tactics

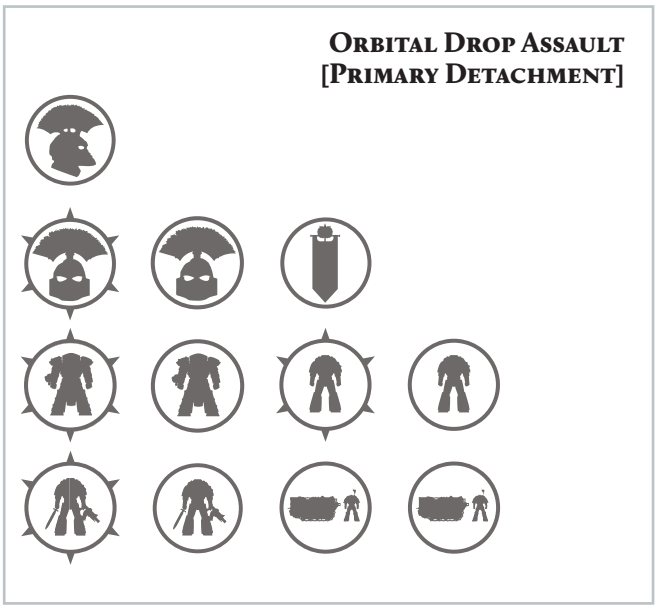
Legiones Astartes vehicles frequently operate in tight-knit squadrons, each vehicle providing support to its fellows. When operating in close formation, vehicles will often work to shield their squadron-mates or provide covering fire, allowing crews under fire to recover or effect emergency repairs.

While a Model with this Special Rule is within 6" of another Model with this Special Rule, the Controlling Player may add 2 to Repair Rolls made for that Model.

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ORBITAL DROP ASSAULT

It was not for nothing that the Legiones Astartes were known as the 'Angels of Death'. A favoured deployment tactic would be to strike from orbit, entire companies of elite warriors plunging from the skies into the heart of their foes. Before the enemy even knew they were under attack, Legion warriors would already be striking them down, shattering their resolve.



Benefits

- For each non-Vehicle Unit in an Army using this Primary Detachment, one Transport or Heavy Transport Slot may be added to this Detachment.

Restrictions

- Prime Advantages which add additional Battlefield Role Slots to a Detachment may not be selected.
- Only the following other Detachments may be selected:
  - Tactical Support
  - First Strike (maximum of 1)
  - Shock Assault
  - Heavy Support
  - Warlord
  - Lord of War
- All Units in an Army which uses this Primary Detachment must use the Orbital Drop Protocols deployment method, as described below.

ORBITAL DROP PROTOCOLS

The Legiones Astartes have long specialised in massed drop assaults, coordinating hundreds of assets even as they plunge from orbit, their landing sites allocated for maximum tactical advantage.

During the Mission Step in which Reserves are declared, an Army using the Orbital Drop Protocols deployment method must use the following sequence:

1. Units with the Deep Strike or Orbital Assault Vehicle Special Rule must be placed into Reserves.

2. Units with the Flyer Sub-Type must be placed into Aerial Reserves.

3. All Units without the Deep Strike or Orbital Assault Vehicle Special Rules or the Flyer Sub-Type (along with any Models joined to them) must then be Embarked onto a Transport they are eligible to Embark upon which is in Reserves or Aerial Reserves. Any such Unit which cannot Embark upon an eligible Transport is Destroyed.

4. Any Models with the Orbital Assault Vehicle Special Rule and the Transport Sub-Type which do not have a Unit Embarked upon them are Destroyed.

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During the Deploy Armies Step, if one Player is using Orbital Drop Protocols, that Player must always deploy their Army second, without a roll being made. When deploying, they must use the following sequence:

1. Any Deathstorm Drop Pods are removed from Reserves one at a time and set up on the Battlefield as if using the Deep Strike Special Rule. After each Model is placed, a roll on the Orbital Drop Table (see page 8) is made for it, with a +1 Modifier.

2. Each Model makes Shooting Attacks as per the Deathstorm Special Rule. After these have been resolved, enemy Units must have any Pinning or Panic Checks required made for them as if it were the Shooting Phase.

3. Each remaining Model with the Orbital Assault Vehicle Special Rule is removed from Reserves one at a time, and set up on the Battlefield as if using the Deep Strike Special Rule. A roll on the Orbital Drop Table (see page 8) is made for each one, with a +1 Modifier.

Simultaneous Orbital Drops
If both Players are using Orbital Drop Protocols, then during each of the steps above, Players must instead alternate setting up Units one at a time. If one Player finishes first, the other may continue to set up such Units until all have been set up. The Players then roll off to determine who takes the first Battle Turn. The Battle then proceeds as normal.

During each of their Player Turns, a Player whose Army is using Orbital Drop Protocols can select Combat Assignments as usual for Units in Aerial Reserves.

All Units in Reserves may only arrive on the Battlefield using the Deep Strike Special Rule, subject to the usual restrictions, with the exception that any number of Units in an Army using Orbital Drop Protocols may attempt a Deep Strike in a given Player's Turn. Each time such a Unit would be set up, after placing the first Model, a roll on the Orbital Drop Table must be made for that Unit.

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Orbital Drop Table

Each time a Roll is made on the Orbital Drop Table, the following Modifiers can be applied:

- If the first Model placed is within 9" of a friendly Model with a command vox or nuncio-vox, add 1 to the result.
- If the first Model placed is within 9" of a friendly Model with a strato-vox, add 2 to the result.

Scattering Units

When a result on the Orbital Drop Table requires a Model to be Scattered, move the Model as far as possible in the direction indicated, without moving it within 1" of any enemy Models or into Impassable Terrain. If any part of the Model crosses the edge of the Battlefield when scattered, the Model and its Unit are not set up and are returned to Reserves.

D6	Result
1	**Transponder Signal Lost** *The relay uplink to the ship conducting the orbital drop is temporarily interrupted.* The Unit is returned to Reserves and no further Units may arrive from Reserves or Aerial Reserves this Turn.
2	**Combat Drop Delayed** *Battle readiness of the ship conducting orbital drop asset is not achieved. Combat deployment is delayed.* The Unit is returned to Reserves.
3	**High Deviation Rate** *Incoming enemy fire forces evasive manoeuvres, leading to deviation from the target location.* Scatter the first Model 3D6", using the direction indicated by the small arrow. If the result is HIT, then place any remaining Models as normal.
4	**Atmospheric Turbulence** *Violent thermal updraughts and electrical storms disrupt the accuracy of the descent.* Scatter the first Model 2D6", using the direction indicated by the small arrow. If the result is HIT, then place any remaining Models as normal.
5	**Insufficient Retrothrust** *Damaged or malfunctioning altitude trackers results in inadequate deceleration before landing.* After setting up all Models from this Unit, the Unit gains the Stunned Status. If any Units Disembark from this Unit after it was set up, all Models in those Units also gain the Stunned Status.
6	**Clean Drop** *An acceptable combat insertion is achieved.* The Unit arrives on target with no additional effects.
7+	**Precise Coordination** *The orbital drop pattern falls through a sector of unusually calm atmosphere and the insertion is more successful than simulations predicted.* The Unit arrives on target. Add 2 to the result of the next roll on this table this turn.

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