

LEGACIES OF THE AGE OF DARKNESS

The Shattered Legions

VERSION 1.0

FOREWORD

Across the galaxy, Legiones Astartes warriors who had been severed from their Legion, either forcefully or voluntarily, banded together to form ad hoc strike forces. For most, this was a practical solution, allowing them to continue the fight as best they could. These formations were generally formed of a collection of warriors from several Legions, resulting in chimaeric tactics led by the warriors who made up the bulk of the force, but influenced by the other Legionaries who fought alongside them.

THE SHATTERED LEGIONS

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 Shattered Legions Detachments in their battles.

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’ RULES

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



THE SHATTERED LEGIONS TRAIT

The Shattered Legions 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 as described in *Liber Astartes* and *Liber Hereticus*. When selecting a Detachment using the Legiones Astartes Army List, this Trait can be selected instead of one of the eighteen Legion Faction Traits listed. If the Shattered Legions Trait is selected, then one Shattered Legions Rite of War must be selected that applies to all Detachments in the Army that are using that Trait. This document includes one Rite of War, but additional ones may be made available in future.

If any Detachments with the Shattered Legions Trait are selected for an Army, then the Controlling Player must select either two or three Legions from the following list and note them on their Army Roster:

- Dark Angels
- Emperor's Children
- Iron Warriors
- White Scars
- Space Wolves
- Imperial Fists
- Night Lords
- Blood Angels
- Iron Hands
- World Eaters
- Ultramarines
- Death Guard
- Thousand Sons
- Sons of Horus
- Word Bearers
- Salamanders
- Raven Guard
- Alpha Legion

These Legions will affect which Shattered Legions Rites of War can be selected, and how this Rite of War will interact with the Units in the Controlling Player's Army.

Designer's Note: The selected Legions should be represented by a painting solution in the Controlling Player's Army, and the Models in each Unit should, as far as possible, represent the Legions selected at this stage with Models painted in the appropriate schemes as far as possible.



LEGION ARMOURIES

Models with the Shattered Legions Trait may have additional Wargear options (but not Prime Advantages) selected for them from specific Legion Armoury pages in *Liber Astartes* and *Liber Hereticus*. The Controlling Player may select from any of the Armoury pages selected as part of the Shattered Legion Faction Trait, with each Model only able to have options from one Legion Armoury, and treated as a Model with the appropriate Trait for the purposes of these options only.

For example, Quinn has a Shattered Legions Army and has selected the Iron Hands, Salamanders and Raven Guard Legions. When they select to include a Tactical Squad in their Army, that Unit includes a Sergeant painted in the colours of the Salamanders Legion. As such, Quinn can select options from the Armoury of the Salamanders (see pages 262-263 of Liber Astartes). They select to replace the Sergeant's power maul with a forge-crafted power maul.

PRIME ADVANTAGE: EXEMPLARS OF THE LEGIONS

While the Shattered Legions were often an eclectic mix of Legionaries of various origins, on occasions they contained within their number small groups of specialists, shorn from their parent Legions, who brought particular tactics and wargear to the battlefield. Such warriors retained their cohesion, allowing them to perform their particular role with expertise rather than dilute their skills by fighting alongside those of other Legions.

If a Unit that has the Command Battlefield Role, and which only includes Models with the Shattered Legions Trait, is selected to fill a Prime Force Organisation Slot, the following Prime Advantage can be selected:

Exemplars of the Legion

Add one additional Force Organisation Slot to the Detachment that includes the Unit selected to fill a Prime Force Organisation Slot with this Prime Advantage. The Slot added may be of any Battlefield Role other than High Command, Command, Warlord or Lord of War (note that a Detachment may gain more than one additional Force Organisation Slot if this option is selected for multiple Units in the same Detachment).

Each Unit selected to fill such a Slot must:

- Be from the Legiones Astartes Army List.
- Not include any Models that have the Unique Sub-Type.
- Have a Faction Trait that matches the Legion that is represented by the Model that was selected to fill the Battlefield Role Slot with this Prime Advantage.

All Models in any of these Units have their Faction Trait replaced with 'Shattered Legions' and have the following additional Special Rule:

Legion Specialists

If Models in this Unit would benefit from the Mutable Tactics Legion Tactics, they may only benefit from the bonus related to their Legion whose Trait was replaced as part of this Prime Advantage.

For example, for their Iron Hands, Salamanders and Raven Guard Shattered Legions Army, Quinn has selected a Centurion painted to represent the Iron Hands Legion to fill a Prime Force Organisation Slot and selected the Exemplars of the Legion Prime Advantage. Quinn can then select an appropriate Unit that only contains Models with the Iron Hands Trait. Quinn selects an Iron Hands Medusan Immortals Squad. An additional Troops Slot is added to the same Detachment as the Centurion, containing this Medusan Immortals Squad. During the Battle, Models in that Unit can only benefit from the Iron Hands Iron Resolve benefit and not the Salamanders Scions of the Flame benefit or the Raven Guard Masters of Obfuscation benefit.



COMMANDERS OF THE SHATTERED LEGIONS

Throughout the Horus Heresy many notable warriors made their name not through their actions fighting alongside their Legion, but when forced to fight alongside other Legions for a common cause.

The following Units from *Liber Astartes* and *Liber Hereticus* can be selected as part of a Shattered Legions Detachment, but only if the appropriate Legion, noted in brackets for each of the following Units, as part of the Rules for the Shattered Legion Faction Trait (see page 2). Note that each Unit's Allegiance Trait still applies in all cases. When such a Unit is added to a Shattered Legions Detachment, the Faction Trait of Models in that Unit is replaced with 'Shattered Legions'.

- Hibou Khan (White Scars)
- Alexis Polux (Imperial Fists)
- Shadrak Meduson (Iron Hands)
- Saul Tarvitz (Emperor's Children)
- Garviel Loken (Sons of Horus)

RITE OF WAR: THE LEGIONS SHATTERED

LEGION TACTICA

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

MUTABLE TACTICS

Shattered Legions strike forces typically comprise Legionaries from several Legions, and each brings their own tactical doctrines and approaches to warfare. As such, over the course of routine training and the heat of battle, each Shattered Legions force finds its warriors adapting to play to the strengths of all the warriors that make up its number.

Models with the Shattered Legions Trait have variable bonuses from this Special Rule based on which Legions have been selected for the Army.

Models subject to this Special Rule gain a benefit for each Legion that is selected for this Army's Shattered Legions Detachments. The Mutable Tactics benefits for each Legion can be found on pages 6-10. If only two Legions were selected, Models subject to this Special Rule also have the Bound in Blood benefit, below:

BOUND IN BLOOD

Shorn from their Legion and Primarch, these warriors know that they can only rely on their brothers and their own unshakeable resolve.

Models subject to this benefit gain positive Modifiers to their Leadership and Cool Characteristics as the Battle progresses.

Models from this Army subject to the Mutable Tactics Special Rule modify their Leadership and Cool Characteristics by +1 during the second and third Battle Turn, and by +2 during the fourth and any subsequent Battle Turns.



MUTABLE TACTICS

DARK ANGELS: CHILDREN OF OLD NIGHT

The 1st Legion have fought all the horrors the galaxy has to offer, steadfastly holding their ground no matter what assails them.

Models subject to this benefit are only affected by the Fear (X) Special Rule while they are within 6" of a Model with that Special Rule instead of 12".

If the Dark Angels Legion was selected for this Army's Shattered Legions Trait, Models from that Army subject to the Mutable Tactics Special Rule are only affected by the Fear (X) Special Rule while within 6" of a Model with that Special Rule instead of while within 12".

EMPEROR'S CHILDREN: UNPARALLELED SKILL

The IIIrd Legion have an affinity for single combat, and are a match for any other Legion's warriors. Those who fight alongside them learn much from their perfect bladecraft.

A Hit Test result of 4+ is always successful for Models subject to this benefit.

If the Emperor's Children Legion was selected for this Army's Shattered Legions Trait, when making a Hit Test for a Melee Attack for a Model from that Army subject to the Mutable Tactics Special Rule, a result of 4+ is always successful.

IRON WARRIORS: ACCUSTOMED TO DEVASTATION

The warriors of the IVth Legion stand firm in the face of even the most savage fusillade, their silent stoicism an inspiration to those who fight by their side.

A Leadership Check result of 9 or less is always successful for Models subject to this benefit in the Shooting Phase.

If the Iron Warriors Legion was selected for this Army's Shattered Legions Trait, when making a Leadership Check in the Morale Sub-Phase for a Unit from that Army subject to the Mutable Tactics Special Rule, a result of 9 or less is always successful.

WHITE SCARS: SWIFT OF ACTION

The White Scars fight ever on the front foot, able to swiftly take advantage of any opportunity they may create. Those who fight alongside them soon learn to capitalise on even the briefest opening.

Models subject to this benefit have their Initiative modified by +1 while making Set-up Moves or Rushing.

If the White Scars Legion was selected for this Army's Shattered Legions Trait, when a Unit that only includes Models subject to the Mutable Tactics Special Rule makes a Set-up Move or is selected to Rush, modify the Initiative Characteristic of Models in that Unit by +1 until the end of that Sub-Phase.



SPACE WOLVES: SPIRIT OF FENRIS

The warriors of the VIth Legion have been observed surging forth to engage the foe without warning, inspiring their allies with their battle-lust.

Models with this benefit can make longer Set-up Moves than normal.

If the Space Wolves Legion was selected for this Army's Shattered Legions Trait, when making a Set-up Move for a Model from that Army subject to the Mutable Tactics Special Rule, the Controlling Player can add +1" to the distance moved, to a maximum of 6".

IMPERIAL FISTS: DEVASTATING VOLLEYS

The Imperial Fists drill themselves and those they fight alongside to unleash coordinated volleys of bolter fire at even the shortest of ranges, striking down whole ranks of the foe.

Models subject to this benefit can make Volley Attacks with bolters.

If the Imperial Fists Legion was selected for this Army's Shattered Legions Trait, when making a Volley Attack for a Model from that Army subject to the Mutable Tactics Special Rule, that Model can make Volley Attacks with a bolter as if it had the Assault Trait.

NIGHT LORDS: MURDEROUS REPUTATION

All know the dread fate that befalls those who fall beneath the blades of the sons of the Night Haunter. Even a few of these warriors can send a foe fleeing in terror.

If any Models are destroyed by a Model subject to this benefit, the Controlling Player scores 1 additional Combat Resolution Point.

If the Night Lords Legion was selected for this Army's Shattered Legions Trait, if a Unit that includes any Models from that Army subject to the Mutable Tactics Special Rule causes any enemy Models to be Removed as a Casualty, the Controlling Player scores 1 additional Combat Resolution Point when resolving that Combat during that Player Turn.

BLOOD ANGELS: VENGEFUL BLOWS

The Blood Angels visit furious vengeance against those who would cut down their brothers or those sworn to fight by their side.

Models subject to this benefit get bonuses to Wound Tests if any Models in their Unit have been Removed as a Casualty during that phase.

If the Blood Angels Legion was selected for this Army's Shattered Legions Trait, when making a Wound Test for a Melee Attack for a Model from that Army subject to the Mutable Tactics Special Rule, add a modifier of +1 to the result if any Models from the same Unit have been Removed as a Casualty during that Phase.



IRON HANDS: IRON RESOLVE

The warriors of the Xth Legion are expert at enduring short-ranged barrages of fire, shielding their allies with their own resilient bodies and augmented armour.

Models subject to this benefit gain the Feel No Pain (4+) Special Rule against Volley Attacks.

If the Iron Hands Legion was selected for this Army's Shattered Legions Trait, when any attacks as part of a Volley Attack are allocated, if the Target Model is a Model from that Army subject to the Mutable Tactics Special Rule, that Model has the Feel No Pain (4+) Special Rule until that attack is resolved.

WORLD EATERS: FRENZIED PURSUIT

Warriors of the World Eaters cannot be restrained and will attempt to chase down even the swiftest of foes. Their allies are forced to follow in their wake, lest these foolhardy berserkers be overwhelmed.

Models subject to this benefit move further when Pursuing.

If the World Eaters Legion was selected for this Army's Shattered Legions Trait, when a Unit that includes a Model from that Army subject to the Mutable Tactics Special Rule pursues an enemy Unit, the Controlling Player can add +2" to the distance moved.

ULTRAMARINES: METHODOICAL FIGHTERS

Acting in concert with their fellows, the sons of Ultramar execute complex attack patterns in unity, allowing the enemy fewer opportunities to strike back.

Shooting Attacks made as part of a Reaction that target a Unit that includes any Models subject to this benefit must be made as Snap Shots.

If the Ultramarines Legion was selected for this Army's Shattered Legions Trait, when an enemy Unit makes a Shooting Attack as part of a Reaction that Targets a Unit that includes any Models from that Army subject to the Mutable Tactics Special Rule, attacks made as part of that Shooting Attack are made as Snap Shots.

DEATH GUARD: CHILDREN OF BARBARUS

The Death Guard are at home among horrific environments, guiding their allies through even the most deadly battlefield conditions.

Models subject to this benefit gain the Move Through Cover Special Rule.

If the Death Guard Legion was selected for this Army's Shattered Legions Trait, Models from that Army subject to the Mutable Tactics Special Rule ignore the effects of Difficult Terrain and Dangerous Terrain. If called upon to take a Dangerous Terrain Test then such a Model is assumed to automatically pass without any Dice being rolled.



THOUSAND SONS: CONJURED ILLUSIONS

The sons of Magnus are able to create psychic facsimiles of themselves, distracting their foes as they break away, granting themselves and their fellows time to rally and regroup.

Enemy Units cannot Pursue a Unit that contains Models subject to this benefit.

If the Thousand Sons Legion was selected for this Army's Shattered Legions Trait, enemy Units cannot have the Pursue Aftermath option selected for them if any Units that had the Fall Back option selected for them include any Models from that Army subject to the Mutable Tactics Special Rule.

SONS OF HORUS: BRUTAL TRADITION

Those who fight alongside the Warmaster's own sons soon learn that mercy is weakness. When surrounded by foes, only tenacity and skill count.

Models subject to this benefit gain a bonus to Hit Tests while outnumbered.

If the Sons of Horus Legion was selected for this Army's Shattered Legions Trait, when making a Hit Test for a Model from that Army subject to the Mutable Tactics Special Rule, add a modifier of +1 to the result if its Controlling Player controls the fewest Models in that Combat. Models with the Bulky (X) Special Rule count as a number of Models equal to the value of X in the variant of the Bulky (X) Special Rule that Model has.

WORD BEARERS: ZEALOUS DEVOTION

The Word Bearers' belief in their cause drives them forward, inspiring even the most intractable allies.

When making a Charge Roll for a Unit that includes Models subject to this benefit, three Dice are rolled and the lowest two discarded.

If the Word Bearers Legion was selected for this Army's Shattered Legions Trait, when making a Charge Roll for a Unit that includes any Models from that Army subject to the Mutable Tactics Special Rule, the Controlling Player rolls one additional Dice and discards the two Dice with the lowest results.

SALAMANDERS: SCIONS OF THE FLAME

The sons of Nocturne know well that fire is a gift, and not to be feared. As they stand firm against its touch, so too do their allies.

Models subject to this benefit are not affected by the Panic (X) Special Rule on Flame weapons.

If the Salamanders Legion was selected for this Army's Shattered Legions Trait, a Unit that includes a Model from that Army subject to the Mutable Tactics Special Rule is unaffected by any variant of the Panic (X) Special Rule on Weapons with the Flame Trait.



RAVEN GUARD: MASTERS OF OBFUSCATION

The Raven Guard never remain in one place for long, leaving enemy troops struggling to identify their true position. Those who fight alongside them learn the rudiments of shadowcraft.

Models subject to this benefit gain the Shrouded (6+) Special Rule if they do not remain Stationary in the Movement Phase.

If the Raven Guard Legion was selected for this Army's Shattered Legions Trait, Models from that Army subject to the Mutable Tactics Special Rule that do not remain Stationary in their Controlling Player's Movement Phase gain the Shrouded (6+) Special Rule until the start of the Controlling Player's next Turn.

ALPHA LEGION: ASSASSINATION TACTICS

The Alpha Legion have long studied even the most obscure uniform markings used throughout the Imperium, allowing them to identify and designate commanding officers to be struck down.

Volley Attacks made for Models subject to this benefit gain the Precision (6+) Special Rule.

If the Alpha Legion Legion was selected for this Army's Shattered Legions Trait, when making Volley Attacks for a Model from that Army subject to the Mutable Tactics Special Rule, those attacks have the Precision (6+) Special Rule.

GAMBIT

When selecting a Gambit, the Controlling Player of a Model with the Shattered Legions Trait can select Spiteful Strike instead of any others available to that Model:

SPITEFUL STRIKE

The Shattered Legions look to strike any blow they can in pursuit of vengeance against those who have wronged them. Even as their doom closes in, they lash out, seeking to take their foe with them to the grave.

This Gambit allows the Controlling Player to make one attack in the Focus Step, but if that attack fails to destroy their opponent's Model, their Model is destroyed instead.

This Gambit can only be selected if this Model has had its Wounds Characteristic lowered below its starting value. While this Gambit is selected, during the Focus Step, instead of making a Focus Roll, the Controlling Player instead makes one Melee Attack. Hit Tests and Wound Tests for this attack have a modifier of +1. If the enemy Model is Removed as a Casualty as a result of this attack, the Challenge immediately moves to the Glory Step. If the enemy Model is not Removed as a Casualty, this Model is removed as a Casualty instead and the Challenge immediately moves to the Glory Step.

ADVANCED REACTION

The Controlling Player of any Units that include only Models with the Shattered Legions Trait can spend Reaction Points to make the following Advanced Reaction:

EXACT THE PRICE

The Shattered Legions do not conduct war for their own glory, but to exact vengeance on those who have wronged them. Whether this be simple betrayal, or some other perceived sin, those who band together under the banners of the Shattered Legions take their toll in blood from their foes.

This Reaction allows the Reacting Unit to improve their Characteristics when Charged by an enemy Unit.

Trigger: Once per Battle, the Reactive Player may declare the Exact the Price Advanced Reaction at the end of Step 5 of the Charge process of any Charge declared by the Active Player that targets a Unit under that Player's control which only includes Models with the Shattered Legions Trait.

Cost: The Reactive Player must spend 1, 2 or 3 points of their Reaction Allotment to declare the Exact the Price Advanced Reaction, this cost paid as soon as the declaration is made.

Target: The Target Unit is always the Unit whose Charge triggered the Reaction. The Reacting Unit is always the Unit that was declared as the target of the Charge that triggered this Reaction.

Process

1. Once this Reaction is declared, the Reactive Player must declare how many Reaction Points they are spending.
2. If one Reaction Point was spent, Models in the Reacting Unit gain a modifier to their Toughness Characteristic of +1 until the end of the Phase. If two Reaction Points were spent, Models in the Reacting Unit gain a modifier to their Toughness Characteristic of +1 and Models that make attacks against the Target Unit gain a modifier to their Attacks Characteristic of +1 until the end of the Phase. If three Reaction Points were spent, Models in the Reacting Unit gain a modifier to their Toughness Characteristic of +1 and Models that make attacks against the Target Unit gain a modifier to their Attacks and Strength Characteristics of +1 until the end of the Phase.

