

LEGACIES OF THE AGE OF DARKNESS

The Legiones Inductii

VERSION 1.1

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 Expanded Units in their battles.

Within are a selection of Units 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 PDF 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.

SPECIAL RULE

The Inductii Special Rule

All Army List Profiles in this document include the Inductii Special Rule:

Inductii

While the creation of the Inductii became necessary as the forces of the Emperor and the Warmaster tore the Imperium asunder, they were, by their very nature, incomplete. Records indicate that a variety of experimental or proscribed measures were employed to boost the fighting numbers of the Legions, often with a significantly increased attrition rate. While these recruits bore the appearance of their brother Legionaries, they lacked their experience, and were often less well versed in the culture and traditions of their Legion. Nevertheless, they played a valuable role in the conflict.

A Unit containing any Models with this Special Rule may never be used to select a Prime Advantage.

When a Unit that includes any Models with this Special Rule is selected to fill a Prime Force Organisation Slot, no corresponding Prime Advantage may be selected.



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This document includes amendments to the original version, made in response to players' frequently asked questions. As this document will be periodically revised, it has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and newly updated entries will be highlighted in blue, while entirely new additions will be highlighted in magenta.





DARK ANGELS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- May include up to 10 additional Inductii at +9 Points per Model.

Recruited in the wake of the Crusade of Vengeance, and equipped with deadly weaponry from the darkest vaults of the First Legion, the Inductii of the Dark Angels are the Lion's weapon against the Traitors. Though not party to the secrets of the Hexagrammaton, these recruits nevertheless provided the Dark Angels with the resources to prosecute their crusade across a wide front.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	6	6	3+	-

WARGEAR

- Volkite charger
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Line (1)
- Inductii

TRAITS

- [Allegiance]
- Dark Angels

TYPE

- Infantry

OPTIONS

- One Inductii in this Unit may have a vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.





EMPEROR'S CHILDREN INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

As the fruits of Chief Apothecary Fabius' work spread throughout the Legion, more and more recruits were subjected to experimentation by the Legion's Apothecarion. Empowered by a potent cocktail of experimental combat stimulants and physical modifications, their tortured minds strove even more self-destructively towards a desire for perfection.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (2)
- Perfection Embodied
- Inductii

TRAITS

- [Allegiance]
- Emperor's Children

TYPE

- Infantry

OPTIONS

- Any Inductii in this Unit may have its chainsword exchanged for one charnabal sabre for +5 Points per Model.
- For every four Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Heavy chainsword.....+5 Points per Model
 - Power weapon..... +10 Points per Model
- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Perfection Embodied

The Inductii of the Emperor's Children fought in a state of bliss that saw them fight on despite casualties. Only when they failed to completely annihilate their enemies was their resolve seen to waver, however briefly.

An additional Dice is rolled when making a Check to avoid Tactical Statuses for a Unit containing any Models with this Special Rule, discarding the worst result in the Shooting Phase and the best result in the Combat Phase.

When a Check is made for a Unit containing any Models with this Special Rule to avoid gaining a Tactical Status, the Controlling Player must roll an additional Dice, discarding the Dice which, once rolled, has the highest result if the Check is made in the Morale Sub-Phase, or the Dice which, once rolled, has the lowest result if the Check is made in the Resolution Sub-Phase.





IRON WARRIORS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- May include up to 10 additional Inductii at +9 Points per Model.

Utterly indoctrinated into their unyielding master's methods of waging war, the Inductii of the Iron Warriors were likened to the automata of the Cybernetica cohorts. Many observers compared them to statues, lurching into life to destroy their foe with roaring bolters before returning to unmoving silence.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	8	6	5	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Iron Warriors

SPECIAL RULES

- Line (1)
- Expendable (1)
- Implacable Advance
- Inductii

TYPE

- Infantry

OPTIONS

- Any Model in this Unit may have its bolter exchanged for one Astartes shotgun for +2 Points per Model.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
- 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





WHITE SCARS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

Recruited during the years of the Horus Heresy, many Inductii of the White Scars were noticeably more pragmatic than their brethren, a generation of Legionaries raised under the shadow of death. Often receiving training from the Imperial Fists and Blood Angels alongside the recruitment masters of their own Legion, these warriors were typically first deployed in 'Kharash' vanguard formations by the contingents they fought alongside, before joining their Legion proper.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (2)
- Expendable (1)
- Proof of Valour
- Inductii

TRAITS

- [Allegiance]
- White Scars

TYPE

- Infantry

OPTIONS

- Any Model in this Unit may have its chainsword and bolt pistol exchanged for one heavy chainsword for +5 Points per Model.
- For every four Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Power weapon..... +10 Points per Model
 - Charnabal sabre.....+5 Points per Model
- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Proof of Valour

The Inductii of the White Scars often sought to prove their worth to their Legion through feats of arms, testing their skill against their foes' elite warriors in order to win the approval of their more experienced brethren.

Hit Tests resolved for Models with a Weapon Skill of 5 against a Unit entirely composed of Models with this Special Rule are only successful on a 4+.

For any Strike Group in which the attacking Combatants have a current Weapon Skill Characteristic of 5, the Target Number of any Hit Test resulting from that Strike Group is always 4+ if that Strike Group's Target Unit is entirely composed of Models with this Special Rule.





SPACE WOLVES INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

The Inductii of the Space Wolves were conditioned to idealise warrior traditions of Fenris, each seeking to prove their skill with blade and shield. With little time for training or indoctrination, these warriors were physically augmented, and then thrust into the crucible of battle, there to be forged into true Legionaries.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (2)
- Headstrong
- Inductii

TRAITS

- [Allegiance]
- Space Wolves

TYPE

- Infantry

OPTIONS

- Every Model in this Unit may have its bolt pistol exchanged for one combat shield for +2 Points per Model.
- Any Inductii in this Unit may have its chainsword exchanged for one chainaxe for Free.
- For every four Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Heavy chainsword.....+5 Points per Model
 - Power weapon..... +10 Points per Model
 - Charnabal sabre.....+5 Points per Model
- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Headstrong

The Inductii of the Space Wolves were prone to bravado, each warrior trying to outpace their fellows to cross blades with the enemy. While effective as shock tactics, such charges lacked the cohesive impact that more disciplined units were able to bring to bear.

Models with this Special Rule may make a Charge in the same Turn they Rush, but become Stunned and Pinned if they fail such a Charge.

A Unit which only includes Models with this Special Rule may have a Charge declared for it in the same Player Turn that it made a Rush move, but if that Charge's Charge Roll is failed all Models in that Unit immediately gain the Stunned and Pinned Tactical Statuses.





IMPERIAL FISTS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- May include up to 10 additional Inductii at +9 Points per Model.

As Mankind's civil war ground on, it became increasingly clear that the conflict would ultimately be decided upon Terra. With this in mind, Rogal Dorn turned his Legion's training towards a defensive focus. Each new warrior was to be another brick in the defensive bastion of Terra, holding their designated position until slain. Such warriors were effective, if lacking in initiative, a necessary evil during those dark days.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	6	6	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Line (1)
- Supporting Fire
- Inductii

TRAITS

- [Allegiance]
- Imperial Fists

TYPE

- Infantry

OPTIONS

- For every ten Models in this Unit, one Inductii in this Unit may have its bolter exchanged for one of the following:
 - Heavy bolter +10 Points per Model
 - Autocannon..... +15 Points per Model
- One Inductii in this Unit may have a vexilla selected for it for +10 Points.
 - Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
 - 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

SPECIAL RULES

Supporting Fire

The Imperial Fists' creed of resilience permeated the mindset of their Inductii. Such warriors refused to give up even the most insignificant position in the face of their foe, pinning their enemy in place, allowing their supporting artillery to obliterate them at a distance.

In the Controlling Player's Shooting Phase, Shooting Attacks made by Models with this Special Rule which are part of a Unit that remained Stationary in the Controlling Player's previous Movement Phase gain the Pinning (0) Special Rule.





NIGHT LORDS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

The scattered warbands of the Night Lords Legion reaved throughout the Imperium, each warlord recruiting the most vicious killers they could find and demanding their obedience. Such Inductii were undoubtedly skilled killers, though their psychological makeup would have horrified the recruitment masters of more disciplined Legions.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Killer's blade
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (2)
- Unscrupulous Murderers
- Inductii

TRAITS

- [Allegiance]
- Night Lords

TYPE

- Infantry

OPTIONS

- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

WARGEAR

Killer's Blade

Constructed to no standardised design, these vicious, improvised weapons are the embodiment of their owners' cruelty and spite; an echo of the Night Lords' murderous lineage.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Killer's blade	1	A	S	-	1	Breaching (6+), Precision (6+)	-

SPECIAL RULES

Unscrupulous Murderers

The Inductii of the Night Lords employed every underhand trick imaginable to kill their foes, feigning honourable intent to distract a powerful foe before ensuring they were laid low with a murderer's blade in their back.

This Special Rule allows a unique aftermath option to be selected in which every Inductii has a chance to inflict a Precision Hit.

A Unit which contains any Models with this Special Rule may have the Art of Murder aftermath option selected for it in Step 4 of the Resolution Sub-Phase of the Assault Phase for any Combat in which that Unit has won or drawn the Combat.

The Art of Murder – The Controlling Player rolls a single Dice for every Model in this Unit which has the Unscrupulous Murderers Special Rule. For every unmodified result of '6', the Controlling Player may allocate a single wound to any enemy Model of their choosing from the selected Combat which has had the Hold, Disengage or Fall Back aftermath option selected for its Unit. These wounds have an AP of '-' and a Damage of 1, and are resolved immediately.





BLOOD ANGELS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

Many Inductii of the Blood Angels saw none of the beauty in battle that their Legion brothers spoke of, knowing only the horror of galactic civil war. Shorn of the intensive mental conditioning that curbed the more animalistic aspects imbued by their gene-seed, these warriors were often the dark mirror to their angelic brethren.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (2)
- Eaters of the Dead
- Inductii

TRAITS

- [Allegiance]
- Blood Angels

TYPE

- Infantry

OPTIONS

- Any Model in this Unit may have its chainsword and bolt pistol exchanged for one heavy chainaxe for +5 Points per Model.
- For every four Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Heavy chainsword.....+5 Points per Model
 - Power weapon..... +10 Points per Model
 - Charnabal sabre.....+5 Points per Model
- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Eaters of the Dead

The Inductii of the IXth Legion embodied the darker side of their Legion's psyche, often stopping mid-battle to tear slain foes apart and consume their flesh.

A Unit containing any Models with this Special Rule may perform a unique aftermath option, causing every enemy Unit with at least one Model within 8" to make a Panic Check.

In Step 4 of the Resolution Sub-Phase, a Player that has won Combat must select the following aftermath option for any Units in that Combat entirely composed of Models with this Special Rule. Any Unit the winning Player controls in that Combat which is only partially composed of Models with this Special Rule may have a Cool Check made for it instead, allowing a different aftermath option to be selected for it if the Check is successful.

The Thirst – A Leadership Check must immediately be made for each enemy Unit that is not part of the Combat which has any Models within 8" of one or more Models from this Unit. If this Leadership Check is failed, then all Models in that Unit gain the Routed Status. This aftermath option is resolved after all other aftermath options from the given Combat have been completed.





IRON HANDS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- May include up to 10 additional Inductii at +9 Points per Model.

The use of cybernetic enhancements by the Iron Hands ensured that the flow of new recruits was kept high even when biological resources were running short or when implantation of other organs had failed. Following the death of Ferrus Manus, and the losses at Istvan V, these warriors would also come to see the forbidden technologies employed by their Legion as commonplace, their desire to punish the Traitors overriding any concerns about their provenance.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	6	6	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Line (1)
- Forbidden Augmentations
- Implacable Advance
- Inductii

TRAITS

- [Allegiance]
- Iron Hands

TYPE

- Infantry

OPTIONS

- One Inductii in this Unit may have phosphex bombs selected for it for +10 Points.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
- 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

SPECIAL RULES

Forbidden Augmentations

Many Inductii units were issued with augmentations derived from technologies sealed away by Ferrus Manus. While undoubtedly effective, they were also erratic to the point of being dangerous, though to the nihilistic Iron Hands these risks were considered acceptable.

Medic! Advanced Reactions may be declared for a Unit entirely composed of Models with this Special Rule, for which the Target Number of any resultant Recovery Tests is 5+.

A Unit containing only Models with this Special Rule is considered to contain one or more Models with the Medic (X) Special Rule for the purposes of declaring the Medic! Advanced Reaction. If a Unit containing only Models with this Special Rule is the Target Unit of a Medic! Advanced Reaction, all Recovery Tests made as part of that Reaction have a Target Number of 5+.





WORLD EATERS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

The Inductii of the World Eaters lived short and typically brutal lives, thrown into battles with little regard for the preservation of forces or minimising attrition. Implanted with the Butcher's Nails at a young age, their tortured minds inhabited vat-grown bodies, resulting in even more unstable, but undoubtedly ferocious, killers, devoid of any sense of pain, fear or defeat.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (3)
- Heedless
- Impact (T)
- Ravening Madmen (see page 192 of *Liber Hereticus*)
- Inductii

TRAITS

- [Allegiance]
- World Eaters

TYPE

- Infantry

OPTIONS

- Any Model in this Unit may have its chainsword and bolt pistol exchanged for one heavy chainaxe for +5 Points per Model.
- For every four Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Heavy chainsword.....+5 Points per Model
 - Power weapon..... +10 Points per Model
 - Charnabal sabre.....+5 Points per Model
- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.



THE BUTCHER-SURGEON PRIME ADVANTAGE

If an Apothecary Unit which only includes Models with the World Eaters Trait is selected to fill a Prime Force Organisation Slot, the following Prime Advantage may be selected.

Butcher-Surgeon

Originating on Bodt, elements of the World Eaters' apothecarion dedicated themselves to the induction of a new generation of aspirants, Inductii who cared so little for pain they would never have to be healed. Upon the field of battle, these butcher-surgeons would employ forbidden medicae lore to goad their charges into a mindless frenzy.

All Models in an Apothecary Unit selected to fill a Prime Force Organisation Slot with this Prime Advantage gain the Ravening Madmen (see page 192 of *Liber Hereticus*) and Exhortation of Butchery Special Rules.

Exhortation of Butchery

As the Age of Darkness spread across the Imperium, the traitorous World Eaters Legion became ever more insular and brutal, the Legion's apothecaries learning techniques to deliberately amplify the Butcher's Nail implants in their brothers, driving them to ever greater heights of homicidal rage.

At the start of the Charge Sub-Phase of their Battle Turn, the Controlling Player of a Unit which contains any Models with this Special Rule may elect for that Unit to become Lost to the Nails (see page 184 of *Liber Hereticus*).



ULTRAMARINES INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- One Inductii in this Unit may be replaced with an Evocatus Intendant for +15 Points.

Throughout the Horus Heresy, Roboute Guilliman made numerous tactical adjustments to his Legion, adapting it subtly for more effective prosecution of that conflict. Newly inducted warriors would be trained to fight in more flexible formations, suited to the unpredictable engagements that would come to typify the Horus Heresy, their belief in their cause unshakeable.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	6	6	3+	-
Evocatus Intendant	7	4	5	4	4	1	4	2	8	8	7	7	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Line (1)
- Certainty and Resolve
- Inductii

TRAITS

- [Allegiance]
- Ultramarines

TYPE

- Inductii:** Infantry
- Evocatus Intendant:** Infantry (Sergeant)

OPTIONS

- Up to two Inductii in this Unit may each have their bolter exchanged for one item from the Legion Special Weapons list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
- 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
- The Evocatus Intendant in this Unit may have its bolter and/or bolt pistol exchanged for one item each from the Legion Sergeant Melee Weapons list.
- The Evocatus Intendant in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- The Evocatus Intendant in this Unit may have its bolter exchanged for one item from the Legion Combi-weapons list.
- The Evocatus Intendant in this Unit may have melta bombs selected for it for +10 Points.

SPECIAL RULES

Certainty and Resolve

Subjected to a more intensive regimen of hypno-indoctrination than longer-standing Ultramarines Legionaries, the Inductii raised by Guilliman from across the Five Hundred Worlds were imparted with a relentless drive to fight, remarked upon as being almost fearless by outside observers.

Models with this Special Rule are never removed as Casualties when they Fall Back into a Battlefield Edge, and are more likely to have the Routed Tactical Status removed from them in the End Phase.

When any Models in a Unit entirely composed of Models with this Special Rule enter contact with a Battlefield Edge within the Controlling Player's Deployment Zone as part of a Fall Back Move, that Unit automatically loses the Routed Tactical Status and gains the Suppressed Tactical Status. Additionally, when making a Leadership Check in the Statuses Sub-Phase of the End Phase to remove the Routed Tactical Status from a Unit entirely composed of Models with this Special Rule, the Controlling Player may roll an additional Dice, discarding the Dice which, once rolled, has the highest result.





DEATH GUARD INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- May include up to 10 additional Inductii at +9 Points per Model.

The Inductii of the Death Guard spent much of their training separated from the bulk of the Legion. Sent forth from smaller holdings and from Barbarus itself to fortify, endure and, if possible, expand their numbers, these warriors spread through the galaxy like a pestilence. Many foes were destroyed upon stumbling across these hidden garrisons, unaware of the threat before it consumed them.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	6	6	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Line (1)
- Barbaran Resilience
- Fury of the Legion
- Inductii

TRAITS

- [Allegiance]
- Death Guard

TYPE

- Infantry

OPTIONS

- For every five Models in this Unit, one Inductii in this Unit may have its bolter exchanged for one of the following:
 - Flamer+5 Points per Model
 - Alchem flamer.....+5 Points per Model
 - Rotor cannon +10 Points per Model
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
 - Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
 - 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

SPECIAL RULES

Barbaran Resilience

The Inductii of the Death Guard were indoctrinated and trained to be resilient in the face of anything the enemy could throw at them. The more of their brethren that were laid low, the more determined the survivors were to outlast their foes.

A Unit containing any Models with this Special Rule never gains the Routed Tactical Status due to suffering 25% or more Casualties in the Shooting Phase.

A Unit containing any Models with this Special Rule is never required to take a Leadership Check in the Morale Sub-Phase to avoid gaining the Routed Tactical Status due to having a certain number of Models removed from that Unit as Casualties from a single Shooting Attack.



THOUSAND SONS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- May include up to 10 additional Inductii at +9 Points per Model.

In the aftermath of the destruction of Prospero, the Thousand Sons were forced to be less discerning in their recruitment. Experimenting with forbidden bio-alchemy and psychic indoctrination techniques in an attempt to rapidly rebuild their scattered Legion, the resulting Inductii were undoubtedly potent warriors and sorcerers, but exhibited a greater susceptibility to the Flesh Change.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	7	6	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Thousand Sons
- Psyker
- Unattuned

OPTIONS

- For every four Models in this Unit, one Inductii in this Unit may have its bolter exchanged for one volkite caliver for +10 Points per Model.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

- Line (1)
- Unattuned Practitioners
- Inductii

TYPE

- Infantry

- 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

SPECIAL RULES

Unattuned Practitioners

The prosecution of the Horus Heresy left little time for extensive instruction in any but the most basic arcana.

Thousand Sons Inductii Models have a specific Prosperine Arcana.

A Unit that includes Models with this Special Rule cannot have a Prosperine Arcana selected for it. Instead, they have the Unattuned Prosperine Arcana. This follows all the Rules for Prosperine Arcana as described on page 220 of *Liber Hereticus*.

All Models in a Unit with the Unattuned Prosperine Arcana gain the following benefits:

- The Ætheric Guidance Psychic Power
- The 'Unattuned' Trait

Ætheric Guidance

(Psychic Power, Blessing)

One of the simplest arcana, this allowed the practitioner to form a bond between mind and weapon, ensuring each shot found the weaknesses in their foe's armour.

This Psychic Power improves the effectiveness of Ranged Attacks made by the Unit.

Trigger: The Active Player may choose to Manifest the Ætheric Guidance Psychic Power in the Shooting Phase, at the start of Step 4 of any Shooting Attack made by a Unit that includes at least one Model with the Unattuned Trait controlled by the Active Player.

Focus: The Focus of the Power must be a Model with the Unattuned Trait that is part of the Unit making the Shooting Attack.

Target: The Target Unit must be the Unit that the Focus is part of, and must only include Models with the Thousand Sons Trait.

Duration: If successfully Manifested, the effects of this Psychic Power last until the end of the Shooting Attack being resolved.

Process

1. Once the Focus and Target Unit have been decided, the Controlling Player of the Focus must make a Manifestation Check.
2. If the Manifestation Check is successful, then all ranged Weapons Models in the Target Unit have (excluding Weapons with the Blast (X) Special Rule) gain the Breaching (6+) Special Rule.
3. If the Manifestation Check fails then there is no further effect.



SONS OF HORUS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

The Sons of Horus were reasonably indiscriminate in their recruiting practices, operating as they did at the forefront of the civil war. Their most successful Inductii, however, were taken from worlds whose gang traditions mirrored those of Cthonia, ensuring the new Legionaries already understood the culture of strength and the requirement to prove their worth in the eyes of their superiors.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Sons of Horus

SPECIAL RULES

- Vanguard (2)
- Creed of Brutality
- Inductii

TYPE

- Infantry

OPTIONS

- Any Inductii in this Unit may have its chainsword exchanged for one chainaxe for Free.
- For every four Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Heavy chainsword.....+5 Points per Model
 - Power weapon..... +10 Points per Model
 - Charnabal sabre.....+5 Points per Model
- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Creed of Brutality

Inducted into the Warmaster's own Legion, the Inductii of the Sons of Horus sought ever to prove their worth to their superiors in a Legion which increasingly placed value on brutality and resilience.

If a Unit containing any Models with this Special Rule succeeds on a Leadership Check in the Start Phase, they gain the Impact (S) Special Rule until the end of the Battle Turn.

In the Effects Sub-Phase of their Start Phase, the Controlling Player of a Unit containing any Models with this Special Rule can make a Leadership Check for that Unit, and if any Model in that Unit is within 6" of a friendly Model with the Sons of Horus Trait and a Weapon Skill Characteristic of 5 or more, that friendly Model's Leadership Characteristic may be used to resolve this Leadership Check. If that Check is successful, every Model in the Unit gains the Impact (S) Special Rule until the end of that Battle Turn. If the Check is unsuccessful, every Model in that Unit immediately gains the Stunned Tactical Status.



WORD BEARERS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.

As the civil war progressed, the Word Bearers' mastery of profane lore became a core part of their strategies, unleashing the powers of the Empyrean upon their unsuspecting foes. Marked with diabolic runes and brands, their Inductii were routinely exposed to the energies of the Warp, hardening their souls, and preparing their bodies for the eventual binding of malevolent warp entities.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

SPECIAL RULES

- Vanguard (2)
- Empty Vessels
- Inductii

TRAITS

- Traitor
- Word Bearers

TYPE

- Infantry

OPTIONS

- Any Model in this Unit may have its chainsword and bolt pistol exchanged for one heavy chainsword for +5 Points per Model.
- For every four Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Power weapon..... +10 Points per Model
 - Charnabal sabre.....+5 Points per Model
- For every four Models in this Unit, one Inductii in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.

SPECIAL RULES

Empty Vessels

The Inductii of the Word Bearers strove to attract the eye of their newfound gods through their actions, their ritually marked bodies a beacon to the denizens of the Warp.

A Unit containing any Models with this Special Rule gains the Malefic Sub-Type and the Feel No Pain (6+) Special Rule once it scores Victory Points due to the Vanguard (X) Special Rule, after suffering D3 wounds.

A Unit containing Models with this Special Rule may never be joined by a Model without this Special Rule. Additionally, the first time in a Battle each Unit which includes Models with this Special Rule scores Victory Points due to the Vanguard (X) Special Rule, that Unit immediately suffers D3 automatic wounds with an AP of 2 and a Damage of 1 against which no Saving Throws of any kind may be made. Once these wounds are resolved, every Model in that Unit immediately gains the Malefic Sub-Type and the Feel No Pain (6+) Special Rule for the remainder of the Battle.





SALAMANDERS INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

100 Points

- May include up to 10 additional Inductii at +9 Points per Model.
- One Inductii in this Unit may be replaced with an Inductii Master for +15 Points.

Following the events of Istvan V, the scattered remnants of the Salamanders took to recruiting from worlds liberated from Traitor oppression. These Inductii were often granted wargear taken from slain warriors of the Legion, accepting both the honour this bestowed, and the expectation it brought. Banded together under Legion veterans, these new units fought even harder to earn their place.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	2	7	7	6	6	3+	-
Inductii Master	7	5	4	4	4	1	4	2	8	8	7	7	3+	-

WARGEAR

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

TRAITS

- [Allegiance]
- Salamanders

OPTIONS

- Any Model in this Unit may have its chainsword and bolt pistol exchanged for one heavy chainsword for +5 Points per Model.
- For every five Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one item from the Legion Sergeant Melee Weapons list.
- For every ten Models in this Unit, one Inductii in this Unit may have its chainsword exchanged for one of the following:
 - Flamer+5 Points per Model
 - Meltagun.....+15 Points per Model
 - Disintegrator blaster.....+10 Points per Model
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.

SPECIAL RULES

- Vanguard (2)
- Wargear of Heroes
- Inductii

TYPE

- **Inductii:** Infantry
- **Inductii Master:** Infantry (Sergeant)

- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
- The Inductii Master in this Unit may have its chainsword and/or bolt pistol exchanged for one item each from the Legion Sergeant Melee Weapons list.
- The Inductii Master in this Unit may have its bolt pistol exchanged for one item from the Legion Pistols list.
- The Inductii Master in this Unit may have its bolt pistol and chainsword exchanged for one pair of lightning claws for +10 Points.
- The Inductii Master in this Unit may have melta bombs selected for it for +10 Points.

SPECIAL RULES

Wargear of Heroes

Following the loss of materiel at Istvan V, the Salamanders took to equipping their Inductii with masterwork weapons handed down from the slain. Thus was the trust and future of the Legion placed in the hands of each new recruit, emboldening them to carry forth the Salamanders' proud legacy.

Models with this Special Rule which inflict any unsaved wounds confer a bonus to Combat Resolution scores.

When resolving a Combat in the Resolution Sub-Phase of the Assault Phase, the Controlling Player of any Models with this Special Rule which have inflicted at least one unsaved wound in that Combat in the same Turn scores 1 additional Combat Resolution Point.





RAVEN GUARD INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

- May include up to 10 additional Inductii at +9 Points per Model.

90 Points

The history of the Raven Guard's recruitment in the wake of Isstvan V is shrouded in mystery, but it is clear that the Legion recruited from many of the worlds left in the wake of the Lion's Crusade of Vengeance. Taking the downtrodden and offering them a chance to strike back at their previous oppressors, the Raven Guard moulded a new generation of warriors in the image of those they had lost.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	6	6	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Line (1)
- Unchained Conviction
- Inductii

TRAITS

- [Allegiance]
- Raven Guard

TYPE

- Infantry

OPTIONS

- For every ten Models in this Unit, one Inductii in this Unit may have its bolter exchanged for one Nemesis bolter for +5 Points per Model.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
- 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

SPECIAL RULES

Unchained Conviction

The Inductii of the Raven Guard perpetuated the Legion's credo of never remaining stationary, extricating themselves from danger to strike anew from a different angle.

Models with this Special Rule which would gain the Pinned Tactical Status instead make an immediate Fall Back Move.

Whenever Models in a Unit entirely composed of Models with this Special Rule gain the Pinned Tactical Status, that Unit must immediately make a Fall Back Move as described on page 249 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*. Once this Move has been resolved, all Models in that Unit discard the Pinned Tactical Status.





ALPHA LEGION INDUCTII SQUAD

UNIT COMPOSITION: 10 INDUCTII

90 Points

- May include up to 10 additional Inductii at +9 Points per Model.

A thorough examination of XXth Legion activity throughout the Horus Heresy has led some to speculate that the Alpha Legion had been performing mass induction of recruits since their very inception, using what other Legions would call Inductii as the mainstay of their Legion. Utilised in holding positions while their more experienced brethren encircled the enemy, these warriors were employed in less clandestine roles than was typical of the XXth Legion's operations.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Inductii	7	4	4	4	4	1	4	1	7	7	6	6	3+	-

WARGEAR

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades

SPECIAL RULES

- Line (1)
- Treacherous Lure
- Inductii

TRAITS

- [Allegiance]
- Alpha Legion

TYPE

- Infantry

OPTIONS

- For every five Models in this Unit, one Inductii in this Unit may have its bolter exchanged for one item from the Legion Combi-weapons list.
- One Inductii in this Unit may have one vexilla selected for it for +10 Points.
- Up to two Inductii in this Unit may each have one item from the Legion Equipment list selected for them.
- 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

SPECIAL RULES

Treacherous Lure

Though relatively inexperienced, the Inductii of the Alpha Legion were still adept at mimicking the signals of their foes, luring them in close before opening fire.

A Unit entirely composed of Models with this Special Rule cannot be targeted by Shooting Attacks during the first Battle Turn.

A Unit composed entirely of Models with this Special Rule may not be selected as the Target Unit of a Shooting Attack during the first Battle Turn. This Special Rule has no effect on Volley Attacks or Shooting Attacks made as part of a Reaction.