

LEGACIES OF THE AGE OF DARKNESS

Talons of the Emperor

VERSION 1.0

FOREWORD

Within this PDF you will find the Legio Custodes and Anathema Psykana Army Lists, alongside the Agents of the Divisio Assassinorum for Warhammer: The Horus Heresy – Age of Darkness. These supplement the Army Lists found in the various Warhammer: The Horus Heresy – Liber army books, and collectively contain all of the Units and Rules required to select a complete Legio Custodes Army, as well as profiles for detachments of the Sisters of Silence and Rules for including the Assassins of the Divisio Assassinorum in armies with the Loyalist Allegiance.

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

‘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.



CONTENTS

THE LEGIO CUSTODES ARMY LIST

Building a Custodian Guard Army.....	4
PARAGON	
Constantin Valdor.....	5
HIGH COMMAND	
Tribune	6
COMMAND	
Shield Captain	7
HEAVY ASSAULT	
Aquilon Terminator Sodality	8
TROOPS	
Custodian Guard Sodality	9
Sentinel Guard Sodality	10
SUPPORT	
Sagittarum Guard Sodality	11
WAR-ENGINE	
Contemptor-Achillus Dreadnought	12
Contemptor-Galatus Dreadnought	13
Telemon Heavy Dreadnought.....	14
HEAVY TRANSPORT	
Coronus Grav-carrier	15
RECON	
Venatari Sodality	16
FAST ATTACK	
Gyrfalcon Jetbike Sodality	17
Pallas Grav-Attack.....	18
ARMOUR	
Caladius Grav-Tank	19
LORDS OF WAR	
Orion Assault Dropship	20
Ares Gunship	21
Legio Custodes Advanced Reactions	22
Wargear	23
Armoury of the Legio Custodes.....	25

THE ANATHEMA PSYKANA ARMY LIST

Building a Sisters of Silence Army.....	31
Jenetia Krole.....	32
Knight-Centura	33
Anathema Cadre	34
Kharon Pattern Acquisitor	35
AGENTS OF THE DIVISIO ASSASSINORUM	
Including Assassins in Your Army	37
Vindicare Assassin.....	38
Eversor Assassin	40
Callidus Assassin	42
Culexus Assassin	44
Adamus Assassin	46
Venenum Assassin.....	48
Vanus Infocyte Assassin	50
Divisio Assassinorum Advanced Reaction	52

RULES APPENDIX

Special Rules	53
---------------------	----



LEGACIES OF THE AGE OF DARKNESS

The Legio Custodes Army List

VERSION 1.0

FOREWORD

This Army List supplements the ones found in the various Warhammer: The Horus Heresy – Liber army books, allowing Players to include a new Faction in their Battles. Within is a full Army List that can be used to select a complete Army, consisting of Army List Profiles which can be used to form Legio Custodes Armies and Detachments. This Army List 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.

‘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.



THE CUSTODIAN GUARD

THE LEGIO CUSTODES AT WAR: BUILDING A CUSTODIAN GUARD ARMY

Unlike other Army Lists, the Units in the Legio Custodes Army List do not have an optional Allegiance represented by the [Allegiance] Trait, but always have the Loyalist Trait. As such, these Units can only ever be selected in an Army with the Loyalist Allegiance.

ALLIED DETACHMENTS AND THE LEGIO CUSTODES ARMY LIST

If an Army's Primary Detachment is from the Legio Custodes Army List, any Allied Detachments in the Army may only include Units entirely composed of Models with the Talons of the Emperor Trait.

ADDITIONAL REACTION POINT

If an Army's Primary Detachment is from the Legio Custodes Army List, the Controlling Player gains one additional Reaction Point if that Detachment contains any Models with the Golden Exemplar Trait.

LEGIO TACTICA

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

Only In Death

The Legio Custodes stand alone at the pinnacle of the Emperor's fighting forces, a body of warriors established to fight at the side of the most powerful being humanity has ever known, and for whom the only fear is dereliction of duty. In those few recorded instances where Custodians are known to have failed their assigned charge, the annals speak of dolorous last stands in the face of overwhelming opposition, for each Custodian would rather spend their life in service of the Emperor than take a single step backwards in the prosecution of his decree.

Units which only contain Models with this Special Rule become Stunned instead of Routed in Combat and cannot Fall Back or Disengage from a Combat.

Whenever a Model with this Special Rule would gain the Routed Tactical Status in the Make Panic Checks Step of the Resolution Sub-Phase of the Assault Phase, that Model instead gains the Stunned Tactical Status, unless there are any Models without this Special Rule in the same Unit as that Model. Additionally, a Unit which only contains Models with this Special Rule may never have the Disengage or Fall Back aftermath options selected for it, unless it is entirely composed of Models which also have the Antigrav Sub-Type, in which case it may still have the Disengage aftermath option selected for it.





CONSTANTIN VALDOR

Captain-General of the Legio Custodes, The Shield of the Emperor, Magisterium Ultima

UNIT COMPOSITION: 1 CONSTANTIN VALDOR

400 Points

Constantin Valdor sits at the Emperor's right hand as his most trusted companion and guardian, a watcher of inviolable purpose and all but unmatched fighting skill. Such is Valdor's martial power and superhuman physical and mental abilities that there are those, even within the Imperial Court, who have called him 'Primarch' in all but name. This is no doubt a disingenuous claim, as Valdor serves a different and far more focused purpose – that of Lord Commander of the Custodian Guard – and to Valdor the petty concerns of conquest and glory, dominion and victory are as nothing when compared to his own sworn duty.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Constantin Valdor	8	7	6	5	5	6	6	6	12	10	10	10	2+	4+

WARGEAR

- The Apollonian Spear
- Misericordia
- Arae-shrike

TRAITS

- Loyalist
- Legio Custodes
- Golden Exemplar

SPECIAL RULES

- Bulky (4)
- Eternal Warrior (2)
- Hatred (Paragon)
- Master of the Golden Legion
- Vanguard (3)

TYPE

- Paragon (Unique)

WARGEAR

The Apollonian Spear

Believed to be crafted by the hand of the Emperor himself and once wielded by his own hand in battle as far back as the Unification Wars in which he rose to power on Terra, the Apollonian Spear was given to Valdor upon his accession to the mantle of Chief Custodian, and it has served no other since. Like the signature armament of the Custodian Guard, it incorporates both a power blade and an in-built bolt weapon, though in both cases these are of a potency far exceeding those even the Emperor's elite carry into battle.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
The Apollonian Spear (Ranged)	18	2	5	2	2	Suppressive (1)	Assault, Bolt
Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
The Apollonian Spear (Melee)	1	A	+2	2	2	Critical Hit (5+), Duellist's Edge (2), Impact (AM)	Power

SPECIAL RULES

Master of the Golden Legion

Upon the battlefield Valdor is as a demigod of vengeance made incarnate: unstoppable and unrelenting, and at his command the Legio Custodes are a terrifying force of destruction more powerful even than the Legiones Astartes.

If a Model with this Special Rule is part of an Army, then the Fear (1) Special Rule is granted to all Models with the Legio Custodes Trait and the Infantry, Cavalry, Walker or Paragon Type in the same Army until the end of the first Battle Turn.

Furthermore, if a Model with this Special Rule is part of an Army, then once per Turn, when the Controlling Player makes a Reserves Test for a Unit which only contains Models with the Legio Custodes Trait and the Deep Strike Special Rule, before the Reserves Test is made, that Player can select to modify that roll by +1. If this modifier is applied, that Unit must be deployed using the Deep Strike Special Rule.





TRIBUNE

UNIT COMPOSITION: 1 TRIBUNE

250 Points

Below the Captain-General's absolute authority lies the Custodian Tribunate: the Legio Custodes' council of war and policy, granted the incomparable privilege of providing counsel to the Emperor himself. Each Tribune must have earned at least ten names and won three great victories to be considered for service, and such figures are held in immense esteem by their fellow Custodians. Only by a Tribune's authority may an entire Shield Host of the Legio Custodes be mustered for battle, for they are among the greatest warriors and strategists in the Imperium, and where they tread, death follows.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Tribune	8	7	5	5	5	5	6	6	12	10	10	10	2+	4+

WARGEAR

- Sentinel warblade
- Misericordia
- Arae-shrike

TRAITS

- Loyalist
- Legio Custodes
- Golden Exemplar

OPTIONS

- This Model may have its sentinel warblade exchanged for one of the following:
 - Paragon spear.....+5 Points
 - Adrasite spear.....+5 Points
 - Pyrithite spear.....+5 Points
 - Paragon blade..... Free

SPECIAL RULES

- Bulky (2)
- Eternal Warrior (2)
- Lightning Blows
- Vanguard (3)

TYPE

- Infantry (Command)

- This Model may have one Praesidium shield selected for it for +5 Points.





SHIELD CAPTAIN

UNIT COMPOSITION: 1 SHIELD CAPTAIN

175 Points

Elevated both through the trust of their peers and by the Emperor's direct approval, Shield Captains are warriors of not only consummate and superhuman ability but also rare insight, acumen and knowledge. Afforded the finest of the Imperium's arms, each of these legendary fighters commands the Legio Custodes against all manner of threats, and whether their Shield Company numbers a handful of Sodalities detached to mete out the Emperor's judgement or over a hundred warriors assembled for mass battle, they bear with them the might and power of the Legio manifested in a single indomitable warrior.

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

WARGEAR

- Sentinel warblade
- Misericordia

TRAITS

- Loyalist
- Legio Custodes

SPECIAL RULES

- Officer of the Line (2)
- Bulky (2)
- Eternal Warrior (1)
- Lightning Blows
- Vanguard (3)

TYPE

- Infantry (Command)

OPTIONS

- This Model may have its sentinel warblade exchanged for one of the following:
 - Paragon spear.....+5 Points
 - Adrasite spear.....+5 Points
 - Pyriethite spear.....+5 Points
 - Paragon blade..... Free
- This Model may have one Praesidium shield selected for it for +5 Points.
- This Model may have one arae-shrike selected for it for +50 Points.





AQUILON TERMINATOR SODALITY

UNIT COMPOSITION: 3 AQUILON TERMINATORS

255 Points

- May include up to 6 additional Aquilon Terminators at +85 points per Model.

Advancing further upon the Cataphractii Terminator armour patterns of the Legiones Astartes, Aquilon plate is designed around the Custodians' enhanced physiques, fitted with additional integrated power systems and capacitors to ameliorate the original pattern's failings. Aquilon Terminator Sodalities were employed only as absolute need dictated, including the rare occasions which required the Custodians to operate in 'Zone Mortalis' environs, where the Legio was loath to risk unwarranted loss of life and relied on the superior defences of Aquilon Terminator armour to provide a platform of mobile heavy firepower.

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

WARGEAR

- Infernus firepike
- Solarite power talon
- Misericordia

TRAITS

- Loyalist
- Legio Custodes

OPTIONS

- Any Model in this Unit may have its infernus firepike exchanged for one of the following:
 - Lastrum storm bolter..... Free
 - Adrathic combi-destructor +5 Points per Model

SPECIAL RULES

- Bulky (3)
- Eternal Warrior (1)
- Implacable Advance
- Vanguard (3)

TYPE

- Infantry (Heavy)

- Any Model in this Unit may have its Solarite power talon exchanged for one Solarite power gauntlet for +5 Points per Model.





CUSTODIAN GUARD SODALITY

UNIT COMPOSITION: 3 CUSTODIAN GUARDS

135 Points

- May include up to 9 additional Custodian Guards at +45 Points per Model.

Stronger, faster and more resilient than even the transhuman Space Marines, the Custodian Guard are terrifyingly potent fighters, the uniquely alloyed armour and lethal guardian spears they carry serving to render them into both living symbols of the Emperor's authority and unrivalled warriors. Both in their duty of guardianship and in those shadowed situations requiring the action of the Legio Custodes abroad from the Emperor's holdings, the Custodian Guard are the first to be deployed in service, and across its history, the majority of the Hykanatoi which made up the Legio Custodes' ranks fought in this manner.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Custodian Guard	8	5	5	5	5	2	5	3	10	10	8	8	2+	6+

WARGEAR

- Guardian spear
- Misericordia

TRAITS

- Loyalist
- Legio Custodes

SPECIAL RULES

- Bulky (2)
- Eternal Warrior (1)
- Lightning Blows
- Vanguard (2)

TYPE

- Infantry

OPTIONS

- Any Model in this Unit may have its guardian spear exchanged for one of the following:
 - Adrasite spear.....+15 Points per Model
 - Pyrithite spear.....+15 Points per Model
- One Custodian Guard in this Unit may have its guardian spear exchanged for one magisterium vexilla for Free.





SENTINEL GUARD SODALITY

UNIT COMPOSITION: 3 SENTINEL GUARDS

120 Points

- May include up to 9 additional Sentinel Guards at +40 Points per Model.

Sentinel Guard Sodalities are principally deployed to protect emissaries on hazardous ground and hold defensive positions against the most grievous onslaught, outfitted with energy field-reinforced 'Praesidium' shields – a precursor to the Legiones Astartes' later storm shields – that are capable of resisting the heaviest weapons fire. In spite of this protective role, the physical prowess of each Custodian and the peerless wargear with which they are outfitted also affords the Sentinel Guard the mobility to perform far more aggressive functions in open battle, where their resilience makes them formidable linebreakers.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Sentinel Guard	8	5	5	5	5	2	5	3	10	10	8	8	2+	5+

WARGEAR

- Sentinel warblade
- Misericordia
- Praesidium shield

TRAITS

- Loyalist
- Legio Custodes
- Shield

OPTIONS

- One Sentinel Guard in this Unit may have its sentinel warblade exchanged for one magisterium vexilla for Free.

SPECIAL RULES

- Bulky (2)
- Eternal Warrior (1)
- Lightning Blows
- Vanguard (2)

TYPE

- Infantry



SAGITTARUM GUARD SODALITY

UNIT COMPOSITION: 3 SAGITTARUM GUARDS

120 Points

- May include up to 9 additional Sagittarum Guards at +40 Points per Model.

Though less common within the ranks of the Legio Custodes than their peers, those warriors who comprise the Sagittarum Guard nevertheless fulfil a vital role within the Legio's order of battle, for their art of war – unlike much of the Custodian Guard – is focussed on the slaying of the foe at range and upon the devastating application of firepower. When the Emperor walked the battlefields of the Great Crusade, their task was to precisely excise the greatest threats among the enemy assault, annihilating it in the actinic fire of weapons whose like had been unseen in such numbers since the dreaded Dark Age of Technology.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Sagittarum Guard	8	5	5	5	5	2	5	2	10	10	8	8	2+	6+

WARGEAR

- Adrastus bolt caliver
- Misericordia

TRAITS

- Loyalist
- Legio Custodes

SPECIAL RULES

- Bulky (2)
- Eternal Warrior (1)
- Vanguard (2)

TYPE

- Infantry

OPTIONS

- One Sagittarum Guard in this Unit may have its Adrastus bolt caliver exchanged for one magisterium vexilla for Free.





CONTEMPTOR-ACHILLUS DREADNOUGHT

UNIT COMPOSITION: 1 CONTEMPTOR-ACHILLUS DREADNOUGHT

250 Points

There is little short of utter destructive force able to fell a Custodian, and few injuries they cannot fully recover from given time. However, in those isolated cases where a Custodian has sustained irrevocable harm with their mind intact, internment within the cold and unyielding body of a Dreadnought is assured, for no Custodian would countenance an end to their service short of death. The Legio Custodes' few Dreadnoughts were singularly advanced, with the most common being the Contemptor-Achillus, a general battle unit that wed phenomenal strength and speed with the interred Custodes' own unmatched martial skill.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Contemptor-Achillus Dreadnought	8	5	5	8	7	6	4	5	12	10	9	5	2+	5+

WARGEAR

- Achillus dreadspear
- Two infernus incinerators

TRAITS

- Loyalist
- Legio Custodes
- Smokescreen

SPECIAL RULES

- Bulky (6)
- Eternal Warrior (1)
- Explodes (6+)
- Implacable Advance
- Lightning Blows
- Vanguard (2)

TYPE

- Walker

OPTIONS

- Each of this Model's infernus incinerators may be exchanged for one of the following:
 - Lastrum storm bolter..... Free
 - Adrathic combi-destructor +5 Points each



CONTEMPTOR-GALATUS DREADNOUGHT

UNIT COMPOSITION: 1 CONTEMPTOR-GALATUS DREADNOUGHT

225 Points

A sub-variant of the Contemptor-Achillus, the Contemptor-Galatus is designed to provide a mobile anchor point for the Legio Custodes in the field. The immense power blade with which the Contemptor-Galatus is armed allows it to swiftly and efficiently reap a murderous toll of any massed infantry assault, or indeed hack through armoured vehicles and monstrous xenos with equal ease. It is the defensive power of the hulking Praesidium shield, however, that is the Contemptor-Galatus' most singular feature, as with it the already durable Contemptor chassis becomes nigh on impregnable, even against the heaviest firepower.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Contemptor-Galatus Dreadnought	8	5	5	8	7	6	4	5	12	10	9	5	2+	4+

WARGEAR

- Galatus warblade
- Gravis Praesidium shield

TRAITS

- Loyalist
- Legio Custodes
- Shield
- Smokescreen

SPECIAL RULES

- Bulky (6)
- Eternal Warrior (1)
- Explodes (6+)
- Implacable Advance
- Lightning Blows
- Vanguard (2)

TYPE

- Walker

WARGEAR

Gravis Praesidium Shield

Combining both a series of energy fields and a formidable barrier of reinforced plasteel and ceramite, the Gravis Praesidium presents a near impenetrable shield against attacks. Such is its sheer size and weight that no normal warrior could make use of it; only the armoured shell of a Dreadnought can carry such a device into battle.

A Model with a Gravis Praesidium shield gains a 4+ Invulnerable Save and the Shield Trait.



TELEMON HEAVY DREADNOUGHT

UNIT COMPOSITION: 1 TELEMON HEAVY DREADNOUGHT

360 Points

The Telemon is thought to be the rarest among the Legio Custodes' arsenal of masterwork Dreadnought patterns, each intended to stand sentinel over its charges no matter the force brought against it. The cost in labour and resources to create even a single of these superlative engines of war is immense, and each bears at least one plate worked by the Emperor's own hand. Despite this, the sheer power of an unleashed Telemon class Dreadnought far outweighs the trials of its construction, for few can stand against its array of esoteric, hand-crafted weapons or the ferocious warrior skill of the Custodian veteran interred within.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Telemon	7	5	5	9	8	8	3	3	12	10	9	3	2+	4+
Heavy Dreadnought														

WARGEAR

- Spiculus missile launcher

TRAITS

- Loyalist
- Legio Custodes
- Smokescreen

SPECIAL RULES

- Bulky (8)
- Eternal Warrior (1)
- Explodes (5+)
- Implacable Advance
- Vanguard (2)

TYPE

- Walker (Heavy)

OPTIONS

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

- Two options from the following list:
 - Telemon caestus and one proteus plasma projector Free
 - Arachnus storm cannon.....+20 Points each
 - Iliastus accelerator culverin.....+15 Points each
- Paired Telemon caestus and two proteus plasma projectors +10 Points



CORONUS GRAV-CARRIER

UNIT COMPOSITION: 1 CORONUS GRAV-CARRIER

180 Points

The Legio Custodes employ a range of heavily protected grav-craft, granting their forces a degree of speed and agility unmatched by the grinding armour of the Imperium's other hosts, and which allows them to deploy, redeploy and evade without risk of being pinned down by enemy troops or hazardous terrain. The Coronus grav-carrier is perhaps the most widespread example of this, being both the primary transport for the Sodalities of the Legio and the initial template upon which several later armoured grav-craft would be based, furnishing the Legio Custodes with an arsenal of exclusive and highly advanced armoured vehicles.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Coronus Grav-carrier	12	5	13	13	11	8	12

WARGEAR

- Turret Mounted twin Arachnus blaze cannon
- Hull (Front) Mounted twin Lastrum bolt cannon

TRAITS

- Loyalist
- Legio Custodes

SPECIAL RULES

- Assault Vehicle
- Auto-repair (3+)
- Deep Strike
- Explodes (6+)

TYPE

- Vehicle (Antigrav, Transport)

ACCESS POINTS

This Model has one Access Point on the Rear Facing.



VENATARI SODALITY

UNIT COMPOSITION: 3 VENATARI

- May include up to 3 additional Venatari at +55 Points per Model.

165 Points

Vaunted as a high honour among their Legio, the role of Custodian Venatari is reserved for those who have proven themselves both with success in the Blood Games – an exercise designed to test the Emperor's personal defences – and through aptitude with the sophisticated flight systems and archaeotech weaponry which are the hallmark of the Venatari. Their domain resides both among the rooftops and spires of the Imperial Palace and in the skies above any Legio Custodes assault, overseeing and assessing potential threats below before swooping into a killing dive – be it from their eyries on Terra or a dropship's assault bay.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Venatari	14	5	5	5	5	2	5	3	10	10	8	8	3+	6+

WARGEAR

- Kinetic destroyer
- Tarsus buckler
- Misericordia

TRAITS

- Loyalist
- Legio Custodes

SPECIAL RULES

- Bulky (3)
- Deep Strike
- Eternal Warrior (1)
- Firestorm
- Outflank
- Vanguard (3)

TYPE

- Infantry (Light, Antigrav)

OPTIONS

- Any Model in this Unit may have its kinetic destroyer and tarsus buckler exchanged for one Venatari lance for Free.

WARGEAR

Tarsus Buckler

These small shields do not offer much protection on their own, but the complex energy fields lodged within serve to diffract and weaken radiation and kinetic energy directed at the wielder. These fields are directional and relatively small, and must be angled precisely to affect incoming strikes – a feat that only the Legio Custodes can easily accomplish.

The Ranged Strength of attacks made as part of a Volley Attack or Overwatch Reaction are modified by -1 when resolving Wound Tests against a Unit that includes one or more Models with a tarsus buckler.





GYRFALCON JETBIKE SODALITY

UNIT COMPOSITION: 3 GYRFALCON AGAMATUS

210 Points

- May include up to 6 additional Gyr Falcon Agamatus at +70 Points per Model.

One of several customised jetbike designs used by the Legio Custodes, the heavy duty, plasma motor-boosted Gyr Falcon pattern is favoured by Agamatus Sodalities due to the design's increased power, which can support both a heavily armoured Custodian pilot and one among a slew of potent on-board armaments. So equipped, Agamatus Sodalities operate as rapid response and suppression units, screening the main Custodian force from potential encirclement, reacting quickly to blunt enemy attacks and mercilessly hunting down any foe which flees before the might of the Legio Custodes, ensuring the enemy's utter extermination.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Gyr Falcon Agamatus	16	5	5	5	5	3	5	2	10	10	8	8	3+	6+

WARGEAR

- Lastrum bolt cannon
- Solarite power lance
- Misericordia

TRAITS

- Loyalist
- Legio Custodes

SPECIAL RULES

- Bulky (5)
- Deep Strike
- Eternal Warrior (1)
- Implacable Advance
- Outflank
- Vanguard (3)

TYPE

- Cavalry (Antigrav)

OPTIONS

- Any model in this Unit may have its lastrum bolt cannon exchanged for one of the following:
 - Adrathic devastator +10 Points per Model
 - Twin corvae las-pulser +10 Points per Model



PALLAS GRAV-ATTACK
UNIT COMPOSITION: 1 PALLAS GRAV-ATTACK

110 Points

A high manoeuvrability hunter-killer, the Pallas pattern grav-attack affords the Legio Custodes with a rapid strike capacity greater than any ground asset. Based upon advanced repulsor-lift technology pioneered by the Coronus, the Pallas' battlefield role is centred around its superior agility, enabling it to inflict devastating hit-and-run assaults on the enemy and hunt down fleeing targets. Thanks to the unparalleled technology and craft afforded to the Legio Custodes' arsenal, the Pallas also boasts a remarkable durability and weight of fire for its size, factors only amplified by the martial skill of its Custodian pilot.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Pallas Grav-attack	16	5	12	11	11	4	-

WARGEAR

- Centreline Mounted twin Arachnus blaze cannon

TRAITS

- Loyalist
- Legio Custodes

SPECIAL RULES

- Auto-repair (3+)
- Deep Strike
- Explodes (6+)

TYPE

- Vehicle (Antigrav, Rapid)



CALADIUS GRAV-TANK

UNIT COMPOSITION: 1 CALADIUS GRAV-TANK

225 Points

Based upon the technology of the Coronus, the Caladius grav-tank is designed to provide a highly mobile, protected platform upon which to mount some of the heaviest elements of the Legio Custodes' arsenal in the form of a twin Iliastus accelerator cannon or Arachnus blaze carronade. Given this fusion of advanced systems and weapons, the Caladius is perhaps the most powerful battleline armoured unit of its size in the Imperium's forces, utilising technologies and materials derived not only from the Dark Age of Technology, but also developments made as a result of the Great Crusade's two centuries of warfare.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Caladius Grav-tank	14	5	13	13	11	7	-

WARGEAR

- Turret Mounted twin Iliastus accelerator cannon
- Hull (Front) Mounted twin lastrum bolt cannon

TRAITS

- Loyalist
- Legio Custodes

OPTIONS

- This Model may have its Turret Mounted twin Iliastus accelerator cannon exchanged for one Turret Mounted twin Arachnus blaze carronade for +10 Points.

SPECIAL RULES

- Auto-repair (3+)
- Deep Strike
- Explodes (6+)

TYPE

- Vehicle (Antigrav, Rapid)



ORION ASSAULT DROPSHIP

UNIT COMPOSITION: 1 ORION ASSAULT DROPSHIP

600 Points

Created as a dedicated super-heavy assault dropship for the Legio Custodes, the Enyalas pattern Orion is capable of carrying multiple Custodian Sodalities into combat and unleashing punishing aerial salvos in support of an ongoing assault. Protected by frontal armour unmatched for an aircraft of its size, the Orion's twin Arachnus blaze carronade can tear through both aircraft and ground armour, while a combination of spiculus pods and lastrum bolt cannon scour its landing zone clear, allowing the warriors within to deploy before it soars back into the sky to unleash death upon any foe who dares approach.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Orion Assault Dropship	18	5	13	13	11	12	24

WARGEAR

- Centreline Mounted twin Arachnus blaze carronade
- Two Hull (Front) Mounted twin lastrum bolt cannon
- Two Hull (Front) Mounted spiculus heavy missile pods
- Eclipse shield

SPECIAL RULES

- Assault Vehicle

TYPE

- Vehicle (Transport, Super-heavy, Flyer)

TRAITS

- Loyalist
- Legio Custodes

ACCESS POINTS

This Model has one Access Point on the Rear Facing.



ARES GUNSHIP

UNIT COMPOSITION: 1 ARES GUNSHIP

650 Points

Constructed around a redesigned Orion fuselage, the Ares Gunship mounts an Arachnus magna-blaze cannon in its midst, a nightmarishly destructive weapon which requires immense resources to construct and which is only feasible on the Ares' airframe due to a stripped-back rear housing, facilitating an array of massive power and cooling mechanisms. Fielded as a weapon of terror and utter devastation, the Ares is used by the Legio Custodes to obliterate both hardened fortresses and revered monuments, crushing an enemy's defence and breaking their will such that none can doubt the Emperor's absolute dominion.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Ares Gunship	18	5	13	13	10	12	-

WARGEAR

- Centreline Mounted twin Arachnus storm carronade
- Centreline Mounted Arachnus magna-blaze cannon
- Two Centreline (Front, Rear) Mounted infernus firebomb clusters
- Eclipse shield

SPECIAL RULES

- None

TYPE

- Vehicle (Super-heavy, Flyer)

TRAITS

- Loyalist
- Legio Custodes

LEGIO CUSTODES ADVANCED REACTIONS

SHIELDWALL!

Many warriors go to battle carrying large protective shields, commonly issued when the fighting is expected to be conducted at close ranges, such as Zone Mortalis or breach storming engagements. With sufficient training, these warriors can form a moving bulwark, layering and overlapping such shields to provide protection against all but the most determined attacks.

This Reaction allows the Reactive Player to gain a bonus to the Toughness Characteristic of Models in a Unit targeted by a Shooting Attack or Volley Attack if the majority of those Models have the Shield Trait.

Trigger: The Reactive Player may declare a Shieldwall! Reaction in the Shooting Phase, at the start of Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player, or at the start of Step 4 of a Charge declared by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Shieldwall! Reaction, this cost paid as soon as the declaration is made.

Target: For a Shieldwall! Reaction, the Reacting Unit is always the Unit that was the target of the Shooting Attack or Charge that triggered the Reaction. This Unit must include a majority of Models with the 'Shield' Trait at the point when the Reaction is declared.

Process:

1. The Active Player continues to resolve this Shooting Attack as normal.
2. All Models in the Unit for which this Advanced Reaction is declared have their Toughness Characteristic modified by +1 for the duration of the Phase in which this Reaction was declared.

SMOKESCREEN

Many troops and even vehicles are fitted with an array of deployable defensive measures, ranging from high-tech sensor disruptors, to chaff dispensers and even simple smoke grenade launchers. Despite their variety, all have the same simple purpose: to hide the users from the enemy.

This Reaction allows the Reactive Player to gain Shrouded Damage Mitigation Rolls for a Model with the Smokescreen Trait.

Trigger: The Reactive Player may declare a Smokescreen Advanced Reaction in the Shooting Phase, at the start of Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Smokescreen Advanced Reaction, this cost paid as soon as the declaration is made.

Target: For a Smokescreen Advanced Reaction, the Reacting Unit is always the Unit that was the target of the Shooting Attack that triggered the Advanced Reaction. This Unit must include a majority of Models with the Smokescreen Trait at the point where the Advanced Reaction is declared.

Process:

1. The Active Player continues to resolve this Shooting Attack as normal.
2. All Models in the Unit for which this Reaction was declared gain a 5+ Shrouded Damage Mitigation Test against any wounds, Penetrating Hits or Glancing Hits inflicted during any Shooting Attack made in the same Phase in which this Reaction was declared.

WARGEAR

ARAE-SHRIKE

Rendered as living representations of the Aquila, arae-shrikes conceal an array of ancient mechanisms within the cyber-corpus of a Terran preybird of antiquity. Considered blasphemous in principle and arcane in function by the Mechanicum, these devices facilitate both precise telemetry for the Legio Custodes' teleporter crucibles and counter-intelligence purposes by means of malifica-djinn and hostile blight-code. Together, these allow the Custodians to conduct rapid, pinpoint teleport assaults while impeding their foe's efforts at counterattack and reinforcement, leaving utter disarray in their wake.

A Model with an arae-shrike gains the Deep Strike Special Rule and confers it to any Unit it joins, and can apply a penalty to Enemy Reserve Tests.

A Model with an arae-shrike gains the Deep Strike Special Rule, and if it joins a Unit entirely composed of Models with the Legio Custodes Trait in Reserves, all Models in that Unit also gain the Deep Strike Special Rule.

In addition, in the Effects Sub-Phase of the End Phase of their Player Turn, the Controlling Player of a Model with an arae-shrike which is on the Battlefield can make an Intelligence Check for that Model. If that Check is successful, then the opposing Player must apply a -1 modifier to the result of the first Reserves Test they make in the Reserves Sub-Phase of the subsequent Player Turn. Any Reserves Test may only be modified by a single arae-shrike in this manner.

ECLIPSE SHIELD

These energy fields are designed to absorb and reflect incoming kinetic and energy strikes, a powerful defence that few weapons can penetrate. The only flaw of these ancient and inscrutable devices is the huge power drain they exert and the rarity of their construction.

Eclipse shields grant a 5+ Shrouded Damage Mitigation Roll against Shooting Attacks once a Model suffers a Penetrating Hit.

The first time in a Battle Turn a Model with an eclipse shield suffers a Penetrating Hit, it gains a 5+ Shrouded Damage Mitigation Roll against all subsequent Shooting Attacks until it is returned to Aerial Reserves.

MAGISTERIUM VEXILLA

The icons and standards borne by the Legio Custodes represent the inviolable and nigh-omnipotent authority of the Emperor; a seal of ultimate sanction and the might of humanity. Known as the Magisterium, their mere presence on the battlefield is enough to wrack those who face his wrath with fear and dread, for where the Legio Custodes walk, there can be no hope of victory.

Units within 8" of a Model with a magisterium vexilla must pass a Leadership Check when scoring an Objective or only a single Victory Point is scored.

In the Victory Sub-Phase of any End Phase, when a Unit with at least one Model within Line of Sight and 8" of a Model with a magisterium vexilla would score Victory Points for Controlling or Contesting an Objective, it must first make a Leadership Check. If this Check is failed, that Unit may only score 1 Victory Point for Controlling or Contesting the Objective in that Victory Sub-Phase, regardless of other Special Rules like Line (X) or Comptroller (X). If the Check is successful there is no further effect.

MISERICORDIA

For long centuries of unbridled internecine carnage on Ancient Terra during the Age of Strife, the 'Blade of Mercy' or 'Misericordia' came to represent the complete power of life and death, for the bearing of such a blade – usually in the form of a long dagger or short sword made to perpetrate a single, killing thrust – marked one with the dread authority of the executioner-judge. Beyond the power it represented, the Misericordia might also be used in practice to carry out a 'clean' sentence of death on a transgressor, or to offer terminal surcease to a warrior grievously wounded in battle at their master's discretion, in either case living up to its name as an agent of mercy as well as death. When the Emperor attained dominion over Terra and ended the bloody cycle of the warlords' reign, his agents and judges, and only they, came to carry the Misericordia as his mastery eclipsed all others, and it is a tradition the Legio Custodes still uphold.

A Unit containing any Models with a Misericordia may select a unique aftermath option in which it makes a special attack against an enemy Unit from the same Combat.

A Unit which contains any Models with a Misericordia may have the Blade of Mercy 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 Blade of Mercy – The Controlling Player selects a single Model in this Unit which has a Misericordia to resolve Steps 4-10 of the Resolving an Initiative Step sequence with, targeting one enemy Unit from the selected Combat which has had the Fall Back aftermath option selected for it. Attacks made as part of this aftermath option are resolved using the following profile:

IM	AM	SM	AP	D	Special Rules	Traits
1	1	S	3	*	Precision (2+), Breaching (5+)	Power

** This Melee Weapon's Damage Characteristic is equal to the number of Models with a Misericordia in the Unit for which this aftermath option has been selected.*

PRAESIDIUM SHIELD

Ornate precursors to the later storm shields, the Praesidium shields of the Legio Custodes are forged from all but indestructible layered ceramite and resilient alloys reinforced with inbuilt field generators.

Praesidium shields grant a 5+ Invulnerable Save and the Shield Trait.

A model with a Praesidium shield gains a 5+ Invulnerable Save and the Shield Trait.

ARMOURY OF THE LEGIO CUSTODES

The Legio Custodes made use of a number of Weapons and items of Wargear that were unique to that legendary host. This section presents the Rules for these Weapons and artefacts of the Horus Heresy.

RANGED WEAPONS

ADRATHIC WEAPONS

Relics of the Dark Age of Technology believed to be all but unique to Terra, Adrathic weaponry uses a potent but dangerously unstable energy beam to sever the internal bonds of matter, causing objects caught in their path to unravel in a spectacularly destructive manner, leaving only a flaring afterimage of what was. Such weapons were legend during the Age of Strife, and devastating wars were fought on anarchic Old Terra solely over the possession of some unearthed cache of Adrathic guns and the promise of the power they held. When the Emperor came to dominion and ended Old Night on Ancient Terra, all Adrathic weapons were given over to him on pain of death, not simply to the one who retained them but to their entire land and nation, such was the importance he placed on controlling this technology. These weapons have remained in his care ever since, and only his own personal weaponsmiths gained and kept the knowledge of how to replicate them in small numbers, much to the jealousy of Mars.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Adrathic combi-destructor	12	2	5	2	2	Rending (6+)	Disintegrator
Adrathic devastator	18	1	6	2	4	Rending (5+)	Disintegrator

INFERNUS FLAME WEAPONS

Though they may seem rudimentary compared to the array of exclusive and esoteric weapons also counted among the Legio Custodes' arsenal, the masterwork 'infernus' flame armaments wielded by the Emperor's Custodians are testament to the Legio's willingness to wield fire as a weapon of terror.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Infernus incinerator	Template	1	6	4	1	Template, Panic (1)	Flame
Infernus firepike	Template	1	6	4	1	Template, Panic (2)	Flame
Infernus firebomb clusters	18	1	6	4	2	Blast (7"), Panic (2), Limited (1)	Flame

ILLIASTUS ACCELERATOR WEAPONS

Developed by the Dyzanique techno-esoteric cult upon the Solar satellite of Iliastus, the Iliastus accelerator weapons of the Legio Custodes represent perhaps the most successful attempt at miniaturising the Imperium's magnetic accelerator technology, which had previously only proved efficacious for titan- or voidship-grade projectile weapons. Each is a masterwork weapon that easily outclasses analogous autocannon patterns in both penetrative force and effective range, armaments of such power and versatility that they were retro-engineered to form the basis of a more widespread – albeit less potent – arsenal of accelerator weaponry for the Legiones Astartes.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin Iliastus accelerator cannon	60	6	8	3	2	Breaching (6+), Rapid Tracking	Auto
Iliastus accelerator culverin	36	4	9	3	2	Breaching (5+), Rapid Tracking	Auto

KINETIC WEAPONS

The Custodians' kinetic armaments comprise a class of archaeotech weaponry both extremely rare in nature and of ancient pedigree. Unearthed from a stasis vault within the skeletal remains of a crashed voidship deep below the sediment of what was once one of Terra's ancient oceans, the few examples of these weapons that yet exist are dated back to the earliest ages of Mankind's expansion amongst the stars. When fired, they release a huge amount of directed kinetic force through the expenditure of energy shells, each an irreplaceable munition sourced from the same cache as the weapons themselves. Though tens of thousands were uncovered alongside the kinetic armaments, they will one day be completely exhausted as the science of their making is beyond even the greatest of the Imperium's weaponsmiths.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Kinetic destroyer	12	3	7	4	1	Breaching (5+)	Assault

LAS WEAPONS

In the Imperium the term 'las' is applied to a wide variety of weapons, from crude particle weapons, such as the ubiquitous laspistol, to more complex and deadly weapons such as the neutron laser beam cannon. The defining features that link these disparate weapons are their nature as energy weapons, rather than projectile weapons, and their reliance on rechargeable power packs or portable generators instead of conventional magazines.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Twin Corvae las-pulser	18	1	10	3	3	Armourbane, Armour-breaker (4+)	Las
Twin Arachnus blaze cannon							
- Concentrated fire	48	2	9	2	2	Heavy (D), Armourbane	Las
- Burst fire	36	5	6	3	1	Heavy (FP)	Las
Twin Arachnus blaze carronade							
- Concentrated fire	72	2	10	2	2	Ordnance (D), Armourbane	Las
- Burst fire	48	6	7	3	2	Heavy (FP)	Las
Twin Arachnus storm carronade							
- Concentrated fire	30	2	10	2	2	Heavy (D), Armourbane	Las
- Burst fire	24	6	7	3	2	Heavy (FP)	Las
Arachnus storm cannon							
- Concentrated fire	30	2	9	2	3	Heavy (FP), Armourbane	Las
- Burst fire	24	4	6	3	2	Heavy (FP)	Las
Arachnus magna-blaze cannon	24	1	12	2	6	Blast (3"), Armourbane	Las

LASTRUM BOLT WEAPONS

Lastrum bolt weapons are named for the weaponsmiths of the Lastrum Core Clan of the Appolyne workshops of Terra, exemplars of their craft made remarkable by the hand-manufactured, customised mass-reactive heliothermic warheads they produce for the Legio Custodes. Once within their target, these munitions burst into brief, but sun-hot incendiary detonations, incinerating their victims from within. These shells are uncommonly dense, requiring a far stronger charge to launch than common bolt shells, and only the Lastrum's uniquely sturdy construction for a weapon of their size can withstand the stresses of their repeated firing. The sheer resources and artifice of these weapons are immense, and they could never hope to be mass produced to arm the Space Marine Legions, with the output of entire generations of the Lastrum Clan barely able to satisfy the Legio Custodes' demands.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Lastrum storm bolter	24	4	5	4	1	Shred (5+)	Bolt
Lastrum bolt cannon	36	3	6	4	2	-	Bolt
Twin Lastrum bolt cannon	36	6	6	4	2	-	Bolt
Adrastus bolt caliver							
- Bolt volley (Primary)	24	2	6	4	2	Heavy (FP), Combi	Bolt
- Adrathic beam (Secondary)	24	1	6	2	2	Rending (6+), Limited (1), Combi	Disintegrator



SPICULUS LAUNCHERS

The 'spiculus' weapons of the Legio Custodes house heliothermic warheads akin to those of lastrum bolt rounds, albeit within a significantly larger missile housing which allows for both a greater range and higher intensity incendiary detonation. Launched as clusters of unguided missiles, the sheer volume of fire from these weapons can throw an enemy advance into chaos and see even the toughest abomination burst and blasted into ruin. When the Legio Custodes advance, it is the thunderous roar of these weapons that sound as its drums and the screams of the enemy that mark its arrival.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Spiculus missile launcher	36	6	5	4	1	Breaching (6+), Suppressive (2)	Missile
Spiculus heavy missile pod	48	4	6	4	2	Breaching (5+), Suppressive (1)	Missile

MISCELLANEOUS WEAPONS

Populated by artificer-wrought wargear and archaeotech relics, the arsenal of the Legio Custodes holds many devices reserved for their exclusive use, most of which defy easy classification.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Proteus plasma projector	Template 1		7	4	2	Template, Breaching (5+)	Plasma

GUARDIAN WEAPONS

Named for the iconic glaive- or axe-bladed polearms which stand as the hallmark of the Custodian Guard, guardian weapons are an uncommon fusion of ranged and melee weapons, the use of which is central to the unique fighting arts practiced by the Legio Custodes. Each incorporates some configuration of powered blade, from colossal Dreadnought-scale broadswords to precision lance-tips, outfitted with disruption field emitters of such potency that little other than an energy shield stands a chance of resisting their devastating touch.

These Weapons have both a Ranged and Melee Profile.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Paragon spear - (Ranged)	18	2	4	3	1	Shred (5+)	Assault, Bolt
Sentinel warblade - (Ranged)	8	3	4	4	1	Shred (6+)	Assault, Bolt
Guardian spear - (Ranged)	18	2	4	4	1	Shred (5+)	Assault, Bolt
Adrasite spear - (Ranged)	12	1	5	2	2	Rending (6+)	Assault, Disintegrator
Pyrithite spear - (Ranged)	6	1	8	2	2	Melta (3)	Assault, Melta
Venatari lance - (Ranged)	12	3	7	4	1	Breaching (5+)	Assault
Achillus dreadspear - (Ranged)	18	1	10	3	2	Armourbane, Armour-breaker (4+)	Las
Galatus warblade - (Ranged)	Template 1		6	4	2	Template, Panic (2)	Flame

MELEE WEAPONS

GUARDIAN WEAPONS

Named for the iconic glaive- or axe-bladed polearms which stand as the hallmark of the Custodian Guard, guardian weapons are an uncommon fusion of ranged and melee weapons, the use of which is central to the unique fighting arts practiced by the Legio Custodes. Each incorporates some configuration of powered blade, from colossal Dreadnought-scale broadswords to precision lance-tips, outfitted with disruption field emitters of such potency that little other than an energy shield stands a chance of resisting their devastating touch.

These Weapons have both a Ranged and Melee Profile.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Paragon spear - (Melee)	1	A	+1	2	1	Critical Hit (6+), Impact (AM)	-
Sentinel warblade - (Melee)	1	A	S	2	1	-	Power
Guardian spear - (Melee)	1	A	+1	2	1	Impact (AM)	Power
Adrasite spear - (Melee)	1	A	+1	2	1	Impact (AM)	Power
Pyrithite spear - (Melee)	1	A	+1	2	1	Impact (AM)	Power
Venatari lance - (Melee)	1	A	+1	2	1	Precision (5+), Impact (AM)	Power
Achillus dreadspear - (Melee)	1	A	+3	2	3	Armourbane, Impact (AM)	Power
Galatus warblade - (Melee)	1	A	S	2	2	Aflame (2), Reaping Blow (3)	Power

PARAGON WEAPONS

Weapons forged of consummate artistry or irreplaceable relics of the ancient might of the Dark Age of Technology, paragon blades are few in number and may take many forms. The most common paragon blades are two-handed power weapons of extraordinary balance and durability, although even more rarely unique chain weapons wrought from the teeth of terrifying xenos-beasts and certain night-black sickle swords found on remote death worlds on the edges of the Halo Stars have been known to hold similar phenomenal killing power. Regardless of their form, paragon blades are valued beyond price by the Imperium's warriors.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Paragon blade	1	A	+1	2	1	Critical Hit (6+)	-

SOLARITE WEAPONS

First fashioned to arm the elite of the Thunder Warriors, the Solarite power gauntlets and their raptor-taloned variants are potent weapons. They differ from the standard power fists and claws utilised by the Legiones Astartes in both the near-irreplaceable artefact power coils which energise their disruption field generators and the nigh-indestructible materials their casings and blades are fashioned from, forged as they are in furnaces recovered from the ancient Tempest galleries near Terra's molten core.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Solarite power gauntlet	-3	A	+4	2	2	Critical Hit (6+)	Power
Solarite power talon	1	A	S	2	1	Critical Hit (6+), Reaping Blow (2)	Power
Solarite power lance							
- Charging strike	+4	0	+5	2	3	Impact (AM), Critical Hit (6+), Armourbane	Power
- Defensive strike	-1	A	S	2	1	Critical Hit (6+)	Power
Telemon caestus	1	A	+3	2	3	Critical Hit (6+), Shock (Pinned), Armourbane	Power
Paired Telemon caestus	1	+1	+3	2	4	Critical Hit (6+), Shock (Pinned), Armourbane	Power

LEGACIES OF THE AGE OF DARKNESS

The Anathema Psykana Army List

VERSION 1.0

FOREWORD

This army list supplements the ones found in the various Warhammer: The Horus Heresy – Liber Army books, allowing Players to include a new Faction in their Battles. Within is an Army List that can be used to select an Army, consisting of Army List Profiles which can be used to form Anathema Psykana Armies and Detachments. This Army List 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.

‘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.

THE SILENT SISTERHOOD

THE ANATHEMA PSYKANA AT WAR: BUILDING A SISTERS OF SILENCE ARMY

Unlike other Army Lists, the Units in the Anathema Psykana Army List do not have an optional Allegiance represented by the [Allegiance] Trait, but always have the Loyalist Trait. As such, these Units can only ever be selected in an Army with the Loyalist Allegiance.

DIVISIO TACTICA

All Models with the Anathema Psykana Trait (excluding Models with the Vehicle Type) are subject to the Anathema Special Rule.

ADDITIONAL REACTION POINT

If an Army's Primary Detachment is from the Anathema Psykana Army List, the Controlling Player gains one additional Reaction Point if that Detachment contains any Units with the Investigatus-Militant Trait.



JENETIA KROLE

Knight-Commander of the Silent Sisterhood, The Witch-Bane, The Soulless Queen

UNIT COMPOSITION: 1 JENETIA KROLE

125 Points

One of the most mysterious and feared warlords of the Imperium, Jenetia Krole, or as the remembrancers were wont to name her 'The Soulless Queen', was the indomitable Knight-Commander of the Silent Sisterhood. The foremost battle leader of her Order, Jenetia Krole stalked the shadows of the Great Crusade at the behest of her master, the Emperor. She commanded whole armies of the Sisters of Silence on those dread occasions when such were required to take to the field, sought out and slew psykers turned would-be gods, and cut the lives short of any who aimed either to deny or subvert the Great Tithes.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Jenetia Krole	6	6	5	3	3	4	5	5	10	10	12	10	2+	4+

WARGEAR

- The Sword of Oblivion
- Archaeotech pistol

TRAITS

- Loyalist
- Anathema Psykana
- Talons of the Emperor
- Investigatus-Militant

SPECIAL RULES

- Eternal Warrior (1)
- Ex Oblivio
- Fear (1)
- Hatred (Psyker, Malefic)
- Precision (5+)
- The Soulless Queen

TYPE

- Infantry (Unique, Command, Light)

WARGEAR

The Sword of Oblivion

Fashioned in the manner of a highly ornate Execution blade, the Sword of Oblivion is in fact the pattern from which all others of its kind were said to have been made, and stands as the symbol of the High Commander of the Silent Sisterhood. The sword's true mystery lies in the substance of the blade itself, for it can cut almost anything without evidence of any kind of power field or disruption generator, its origins an enigma to all save perhaps the Emperor.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
The Sword of Oblivion	1	A	+2	2	2	Critical Hit (6+), Duellist's Edge (2)	
Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Archaeotech pistol	12	1	6	4	2	Pistol, Breaching (3+)	Assault

SPECIAL RULES

The Soulless Queen

One of the most potent psychic nulls in the Imperium, Jenetia Krole is capable of harnessing and focussing the emptiness within her, inflicting a moment of crippling weakness and terror upon an opponent.

This Gambit allows the Controlling Player to apply a modifier to their Focus Roll equal to the difference between Krole's and the Enemy Model's Willpower Characteristics.

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

Abyssal Strike: When this Gambit is selected, the Controlling Player gains a positive modifier to their Focus Roll equal to Jenetia Krole's Base Willpower Characteristic minus the current Willpower Characteristic of the opposing Model in the Challenge.



KNIGHT-CENTURA

UNIT COMPOSITION: 1 KNIGHT-CENTURA

75 Points

Drawn from the elite ranks of the Chamber of Oblivion, the Knights-Centura serve as the battlefield commanders of the Sisters of Silence. Elevated as a result of their seniority, martial prowess and power as psychic nulls, they are charged with the inviolate duty of commanding both the tactical operations of the Great Tithe and the sworn duty of destroying rogue psykers deemed too dangerous to live. Each Knight-Centura is the unquestioned mistress of her own mission force through not only the strict customs of the Order but also the trust placed in her abilities by those under her command.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Knight-Centura	6	5	4	3	3	3	5	3	9	8	12	8	2+	5+

WARGEAR

- Paragon blade

TRAITS

- Loyalist
- Anathema Psykana
- Talons of the Emperor
- Investigatus-Militant

SPECIAL RULES

- Ex Oblivio
- Fear (1)
- Hatred (Psyker, Malefic)
- Precision (6+)

TYPE

- Infantry (Command, Light)

WARGEAR

Paragon Blade

Weapons forged of consummate artistry or irreplaceable relics of the ancient might of the Dark Age of Technology, paragon blades are few in number and may take many forms. The most common paragon blades are two-handed power weapons of extraordinary balance and durability, although even more rarely unique chain weapons wrought from the teeth of terrifying xenos-beasts and certain night-black sickle swords found on remote death worlds on the edges of the Halo Stars have been known to hold similar phenomenal killing power. Regardless of their form, paragon blades are valued beyond price by the Imperium's warriors.

Melee Weapon

Paragon blade

IM

AM

SM

AP

D

Special Rules

Critical Hit (6+)

Traits

-



ANATHEMA CADRE

UNIT COMPOSITION: 4 NULL SISTERS AND 1 NULL MISTRESS

65 Points

- May include up to 5 additional Null Sisters at +10 Points per Model.

Beyond their unique abilities as psychic nulls, the Sisters of Silence are a highly trained and relentless paramilitary force, ably equipped to their task and skilled in overcoming any opposition they may encounter in their sworn duty, be it deluded bystanders, mind-slaved soldiers, hordes of psychically puppeted corpses or even armed cults occupying a world's ruling caste. Remorseless, dedicated and as formidably skilled as any human fighting force of the Imperium, the line cadres of the Sisterhood's fighting force weaponise their null aura as a tool of fear, while their vatine armour turns aside projectiles and blades alike.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Null Sister	6	4	4	3	3	1	4	2	7	7	10	7	3+	-
Null Mistress	6	4	4	3	3	1	4	2	8	7	10	7	3+	-

WARGEAR

- Bolter

TRAITS

- Loyalist
- Anathema Psykana
- Talons of the Emperor

SPECIAL RULES

- Fear (1)
- Hatred (Psyker, Malefic)

TYPE

- **Null Mistress:** Infantry (Sergeant, Light)
- **Null Sister:** Infantry (Light)

OPTIONS

- Every Model in this Unit may have its bolter exchanged for one of the following. If this option is selected, every Model in this Unit must have its bolter exchanged for the same item:
 - Two bolt pistolsFree
 - Flamer+5 Points per Model
 - Execution blade +10 Points per Model

WARGEAR

Weapons of the Silent Sisterhood

The armoury of the Silent Sisterhood is incredibly well served, second only perhaps to the Legio Custodes in the scope and customisation of its arsenal. It has long maintained myriad different weapons and tactical systems suited to its needs, from patterns of the Terran bolter – a weapon more commonly associated with the Space Marine Legions – manufactured for use by unaugmented humans, to the exquisitely fashioned and utterly lethal executioner's power blades carried by its Vigilators.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Bolt pistol	12	1	4	5	1	Pistol	Assault, Bolt
Bolter	24	2	4	5	1	-	Bolt
Flamer	Template 1		4	5	1	Template, Panic (1)	Flame
Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Execution blade	1	A	+1	3	1	Rending (6+), Breaching (6+)	Power



KHARON PATTERN ACQUISITOR

UNIT COMPOSITION: 1 KHARON ACQUISITOR

120 Points

One of several unique and highly specialised vehicles utilised by the Silent Sisterhood, the Kharon pattern Acquisitor is a paramilitary design meant for the execution of the great psyker cull of the burgeoning Imperium. Incorporating numerous systems to approach its targets silently and with utmost stealth, it is also deliberately fashioned to be an object of mystery and terror when its presence is unveiled, cowing potential resistance through fear as much as the threat of force. When that force is required, however, the Kharon is fully capable of releasing a hail of murderous weapons fire to annihilate any opposition.

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Kharon Acquisitor	12	4	13	12	11	5	12

WARGEAR

- Hull (Front) Mounted hellion heavy cannon array
- Two Centreline Mounted Vratine heavy missiles

TRAITS

- Loyalist
- Anathema Psykana
- Talons of the Emperor

SPECIAL RULES

- Assault Vehicle
- Fear (1)
- Light Transport
- Outflank
- Shrouded (5+)

TYPE

- Vehicle (Antigrav, Transport)

ACCESS POINTS

This Model has one Access Point on the Front Facing.

WARGEAR

Hellion Heavy Cannon Array

A hull-mounted array of cogitator-slaved short-barrelled autocannon are used to lay down a hail of suppressive fire as the Kharon arrives in its target area, more than capable of tearing through both infantry and light vehicles.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Hellion heavy cannon array	24	6	7	4	1	Suppressive (1)	Auto

Vratine Heavy Missiles

Designed to send interlopers into disarray and deprive the ætherically attuned of psychic control, Vratine heavy missiles detonate in a shower of shrapnel and psychically charged ash.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Vratine heavy missiles	48	1	4	5	1	Blast (3"), Panic (1), Psy-Shock, Limited (1)	Missile



LEGACIES OF THE AGE OF DARKNESS

Agents of the Divisio Assassinorum

VERSION 1.0

FOREWORD

Agents of the Divisio Assassinorum supplements the Army Lists found in the various Warhammer: The Horus Heresy – Liber Army books, allowing Players to include a new Faction in their Battles. Within is an Army List that can be used to select additional Units in a Loyalist Army, consisting of Army List Profiles which can be used to add Divisio Assassinorum Units to Detachments selected from another Army List. This 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 one of the Warhammer: The Horus Heresy – Liber Army books.

‘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.

THE ASSASSINS

THE DIVISIO ASSASSINORUM AT WAR: INCLUDING ASSASSINS IN YOUR ARMY

Unlike other Army Lists, the Units in the Divisio Assassinorum Army List do not have an optional Allegiance represented by the [Allegiance] Trait, but always have the Loyalist Trait. As such, these Units can only ever be selected in an Army with the Loyalist Allegiance.

ASSASSIN CLADES

A Detachment may never have the Divisio Assassinorum Faction, and as such, Units from the Divisio Assassinorum Army List cannot be selected to fill standard Force Organisation Slots. Instead, Armies with the Loyalist Allegiance may include Units from the Divisio Assassinorum Army List by making use of the Clade Operative Prime Advantage.

DIVISIO TACTICA

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

Nemesis

Despite their individual differences and specialisations in the many arts of death, the core of the battle doctrine of the Assassin Clades relies on the ability of the operative to strike from an unseen position, to seize the initiative and to catch their target unawares. Each assassin wears a bodyglove which chroma-synchronises with their surroundings to aid concealment, and even their style of movement is intended to throw off their foes' perception, such that should they be discovered, accurately targeting them is almost impossible.

Unless it is the closest enemy Model, Shooting Attacks which target a Model with this Special Rule are always made as Snap Shots.

When a Unit that includes only Models with this Special Rule is the target of a Shooting Attack, all attacks made as part of that Shooting Attack must be made as Snap Shots, unless that Unit is the closest enemy Unit to the Unit making the Shooting Attack. This Special Rule has no effect on Volley Attacks and attacks made with the Precision (X) Special Rule.

THE CLADE OPERATIVE PRIME ADVANTAGE

If a Unit with the Loyalist Allegiance is selected to fill a Prime Force Organisation Slot in a Detachment, the following Prime Advantage may be selected.

Clade Operative

Each Imperial Assassin is an army of one, a living weapon with their own singular methods of murder. Even when deployed as an Execution Force, such warriors pursue their own deadly agenda with no interest in wider strategic concerns.

Add three additional Support Force Organisation Slots to the Detachment that includes the Prime Slot with this Prime Advantage. These Force Organisation Slots may only be filled by Units selected from the Divisio Assassinorum Army List. This Prime Advantage may only be selected for a single Force Organisation Slot in an Army's Primary Detachment.



VINDICARE ASSASSIN

UNIT COMPOSITION: 1 VINDICARE ASSASSIN

150 Points

The Assassins of Clade Vindicare are the subject of myth and legend across the Imperium, for it is said that once one of these unseen killers sights their quarry, death is inescapable, delivered via a single shot of unerring precision. Trained over decades to elevate their craft to a deadly artform, they utilise a combination of physical positioning, topological mapping and intricate study of their mark to deliver a swift kill from afar before vanishing and leaving only death in their wake. Of all the marksmen and sharpshooters that watch over the battlefields of the galaxy, none can claim to be the equal of Clade Vindicare.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Vindicare Assassin	8	5	7	4	4	3	5	2	10	10	7	7	4+	4+

WARGEAR

- Exitus rifle
- Exitus pistol
- Assassin's blade

TRAITS

- Loyalist
- Divisio Assassinorum
- Talons of the Emperor

SPECIAL RULES

- Deadshot
- Heedless
- Infiltrate (9)
- Move Through Cover
- Shrouded (5+)

TYPE

- Infantry (Light)

WARGEAR

Exitus Armaments

Issued as a paired set of an Exitus rifle and an Exitus pistol to every Vindicare Assassin, no two weapons are quite alike for they are artficed to the specific anatomical requirements and individual preferences of each operative. Responsibility for the creation of these fell instruments remains a closely guarded secret of the Divisio Assassinorum, although it is said that the quality of the elemental materials used exceeds even the most stringent standards of the Martian forge lords and the precision of the mechanisms within defies Imperial understanding.

Ranged Weapon

	R	FP	RS	AP	D	Special Rules	Traits
Exitus rifle	100	0	7	2	2	Heavy (FP), Precision (2+), Pinning (1)	-
Exitus pistol	12	3	6	3	1	Pistol, Precision (4+)	Assault

Assassin's Blade

Melee Weapon

	IM	AM	SM	AP	D	Special Rules	Traits
Assassin's blade	1	A	S	3	1	Breaching (6+)	Power

SPECIAL RULES

Deadshot

During the Great Crusade, Assassins of the Vindicare Clade were tasked with the execution of monstrous xenos hegemons, inviolate cybernetic overlords and undying psychic warlords, against whom even a flawlessly placed single shot proved insufficient. As such, Vindicare Assassins are outfitted with a range of specialist munitions and provided with a comprehensive dossier on any given target's anatomy and panoply, which – combined with the Assassin's unparalleled marksmanship – allows them to fell even the most resilient of foes with a sequence of precision shots.

Models with this Special Rule ignore Shrouded (X) Damage Mitigation Saves and never have to make Snap Shots if they remain Stationary, and gain one optional additional Special Rule when making a Shooting Attack.

When a Shooting Attack is made for a Model with this Special Rule in the Controlling Player's Shooting Phase, if that Model remained Stationary during the Controlling Player's previous Movement Phase, that Shooting Attack never has to be made as Snap Shots and Shrouded (X) Damage Mitigation Saves may never be made against Hits inflicted as part of that Shooting Attack.

Additionally, when a Shooting Attack is made for a Model with this Special Rule, at the start of Step 3 of the Shooting Attack procedure, the Attacking Player can select one of the following Special Rules to apply to all Weapons that Model has for the duration of that Shooting Attack:

- Murderous (5+)
- Shred (5+)
- Shock (Pinned, Suppressed)

Murderous (X)

Some weapons are so cruel of form or powerful in aspect that a well-placed strike can slay even the toughest opponent.

Wounds inflicted by a Weapon with this Special Rule can ignore the Eternal Warrior (X) Special Rule.

When any Wound Test is made for an attack with the Murderous (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Murderous (X) Special Rule, then if a wound is inflicted by that Wound Test, that wound's Damage may not be modified by any instance of the Eternal Warrior (X) Special Rule.



EVERSOR ASSASSIN

UNIT COMPOSITION: 1 EVERSOR ASSASSIN

125 Points

Eversor Assassins are a weapon released in extremis, beyond the point at which collateral damage or the return of the Assassin itself are considerations. When an Eversor is deemed ready to undertake a mission, it is frozen in stasis at the height of an artificially induced fury, and is inserted remotely into a killzone by means of orbital drop. When the Assassin emerges from stasis lock, their undiminished wrath is released to murderous effect, further fuelled by rage-inducing stim injectors. Indeed, when such a consummate killer is unleashed their target's death is all but assured, and in their wake only ruin is to be found.

	M	WS	BS	S	T	W	I	A	LD	CL	WP	IN	SAV	INV
Eversor Assassin	8	6	5	4	4	3	5	4	10	10	7	7	4+	4+

WARGEAR

- Executioner pistol
- Neuro-gauntlet
- Power sword

TRAITS

- Loyalist
- Divisio Assassinorum
- Talons of the Emperor

SPECIAL RULES

- Frenzon Rage
- Reaping Blow (3)
- Eternal Warrior (1)
- Explodes (2+)
- Heedless
- Infiltrate (9)
- Move Through Cover
- Shrouded (5+)

TYPE

- Infantry (Champion, Light)

WARGEAR

Executioner Pistol

These combination needle and bolt weapons were developed by the Clade Eversor to allow their nigh-psychotic Assassins to cripple their quarry with a hail of explosive bolts and toxin-enriched needle shards, leaving them vulnerable to the onslaught of the Assassin's blades.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Executioner pistol							
- Bolt pistol (Primary)	12	1	4	5	1	Pistol, Combi	Assault, Bolt
- Needle pistol (Secondary)	12	2	2	-	1	Poisoned (3+), Pistol, Pinning (1), Combi	Assault, Needle

Neuro-gauntlet

Eversor Assassins are equipped with a neuro-gauntlet, an exo-skeletal claw forged from fine but incredibly robust, molecularly sharp blades that exude a potent mixture of deadly toxins. Despite the appearance of these weapons, Clade Eversor Assassins rarely rely on the finesse offered by them and opt instead for brutal evisceration of their enemies.

Melee Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Neuro-gauntlet	+1	+1	S	3	2	Rending (4+), Poisoned (4+)	-

Power Sword

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



SPECIAL RULES

Frenzon Rage

A potent mixture of refined combat stimulants laced with dangerously volatile chemicals, frenzon could fairly be considered a lethal poison. The cocktail is continuously pumped through an Eversor Assassin's veins, and activated at will, instilling a state of murderous frenzy.

This Gambit increases the Eversor Assassin's Attacks Characteristic and the result of a Focus Roll made for it in a Challenge at the cost of suffering an automatic wound.

While a Model with this Special Rule is engaged in a Challenge, its Controlling Player must select the following Gambit – any Special Rule or Gambit that would stop the Controlling Player from selecting this Gambit is ignored and has no effect:

Biological Overload: If this Gambit is selected, the Controlling Player gains a +3 modifier to the Focus Roll in the following Focus Step, and this Model modifies its Attacks Characteristic by +3 for the duration of the following Strike Step. However, for each unmodified Hit Test result of a 1 rolled in the following Strike Step for this Model's Attacks, the Model suffers a wound, with an AP of 2 and a Damage of 1, allocated at the end of the Strike Step.



CALLIDUS ASSASSIN

UNIT COMPOSITION: 1 CALLIDUS ASSASSIN

100 Points

The Callidus Assassin is an architect of anarchy, who uses a compound substance known as polymorphine in conjunction with sub-dermal implants to change its appearance, shape and size to confuse and misdirect its enemies. Taking the forms of bodyguards, commanders and close confidants to its foe, a Callidus Assassin gives contradictory orders to cause disarray among enemy lines. Only when confusion has reached its height among an enemy force does a Callidus Assassin strike directly against its target, revealing its true nature and arsenal of deadly archaeotech weapons for the briefest of moments before making its kill.

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

WARGEAR

- Neural shredder
- Poison blades
- Phase sword

TRAITS

- Loyalist
- Divisio Assassinorum
- Talons of the Emperor

SPECIAL RULES

- Polymorphine
- Reign of Confusion
- Heedless
- Infiltrate (6)
- Move Through Cover
- Shrouded (5+)

TYPE

- Infantry (Champion, Light)

WARGEAR

Neural Shredder

An exotic and extremely rare piece of equipment bequeathed to the Clade Callidus by the wardens of the Adeptus Astra Telepathica, a neural shredder fires a psionic pulse which is capable of crippling the synapses of its victims' brains, leaving them little more than mindless husks.

Ranged Weapon

Neural shredder

R FP

RS

AP

D

Special Rules

Template, Pinning (3)

Traits

Assault

Poison Blades

The needle-like poison blades a Callidus keeps about their person enable the operative to make their kill even when appearing defenceless. Each Callidus trains in the art of driving these blades through weak spots in armour, scaly hide, or the eye sockets of protective helms.

Ranged Weapon

Poison blades

R

FP

RS

AP

D

Special Rules

Precision (3+), Poisoned (3+),
Breaching (4+), Limited (1)

Traits

Assault

Phase Sword

Thought to have its origins in an ancient xenos technology, a phase sword's provenance and exact method of function are a closely guarded secret. The blade of the weapon appears to phase in and out of reality through an ill-understood form of molecular realignment, bypassing all matter and energy, be it kinetic, potential or metaphysical.

Melee Weapon

Phase sword

IM

AM

SM

AP

D

Special Rules

Precision (5+), Rending (6+), Bypass (6+)

Traits

Power



SPECIAL RULES

Polymorphine

The mutable appearance of a Callidus Assassin can make it incredibly difficult for an enemy to rapidly determine whether they are friend or foe.

A Model with this Special Rule cannot be targeted by Shooting Attacks or Charges unless it has already attacked in the Battle or an enemy Unit has passed a specific Intelligence Check.

A Unit composed entirely of Models with this Special Rule may not be selected as the Target Unit of a Shooting Attack or a Charge.

When an enemy Unit finishes a Move within 3" of a Model with this Special Rule, that Unit's Controlling Player can make an Intelligence Check for that Unit. If that Check is passed, this Special Rule has no effect for that Model for the rest of the Battle. In addition, if a Model with this Special Rule makes a Shooting Attack or ends a Charge Move in Base Contact with an enemy Model, this Special Rule has no effect for that Model for the rest of the Battle.

Reign of Confusion

A Callidus Assassin can spend weeks or even months masquerading as a member of an enemy force, subtly spreading lies and misinformation to undermine their battle-readiness and hamper any strategic planning.

The first Unit Charged by a Model with this Special Rule in a Battle becomes Stunned.

The first time in a Battle each Model with this Special Rule has a Charge declared for it, as long as that Model is still under the effects of the Polymorphine Special Rule, the Target Unit of that Charge immediately gains the Stunned Tactical Status.

Bypass (X)

Though incredibly rare, some weapons use means esoteric or metaphysical to permeate defensive energy barriers and power fields, affording them almost inescapable lethality.

Attacks made with the Bypass (X) Special Rule can sometimes ignore all Saves and Damage Mitigation Rolls.

When any Wound Test is made for an attack with the Bypass (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Bypass (X) Special Rule, then if a wound is inflicted by that Wound Test, that wound ignores all Saving Throws and Damage Mitigation Rolls. Note that the Bypass (X) Special Rule may only be triggered by a Wound Test and has no effect when making an Armour Penetration Test.



CULEXUS ASSASSIN

UNIT COMPOSITION: 1 CULEXUS ASSASSIN

140 Points

In addition to being extraordinarily resilient and physically capable, each assassin of the Culexus Clade is an extremis-grade 'Pariah', manifesting as a dark void of nothingness in the Immaterium, a vacuum so powerful that it drains the essence of other beings and in a sense, consumes their very souls. Using arcane devices developed behind a veil of secrecy by the combined efforts of the Divisio Assassinorum and the Mechanicum's Biologis Genetors, the abilities of these Pariahs can be manipulated and their potency contained or attenuated at will, rendering them into a formidable weapon.

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

WARGEAR

- Animus speculum
- Psyk-out bombs

TRAITS

- Loyalist
- Divisio Assassinorum
- Talons of the Emperor

SPECIAL RULES

- Etherium
- Anathema
- Ex Oblivio
- Fear (1)
- Firestorm
- Heedless
- Infiltrate (9)
- Move Through Cover
- Shrouded (5+)

TYPE

- Infantry (Champion, Light)

WARGEAR

Animus Speculum

The animus speculum takes the form of an enclosed helmet integrating storage coils that can absorb and discharge focussed blasts of negative warp energy at the wearer's will. These powerful devices have a dual purpose, primarily to dampen the vile aura of the Culexus en route to its target, but once deployed in combat, its polarity can be reversed in order to magnify the anathematic horror of its wearer to lethal levels.

Ranged Weapon

Animus speculum

R

FP

RS

AP

D

Special Rules

Template, Breaching (5+), Panic (1),
Psy-Shock

Traits

Assault

Psyk-out Bombs

Produced under secret conditions within the temples of the Great Astronomican on Terra, the material that comprises the payload of these weapons is saturated with psychically charged particulates. On detonation, this substance blankets the immediate area, refracting psychic energy and distorting a psyker's abilities with potentially lethal results.

Melee Weapon

Psyk-out bombs

IM

AM

SM

AP

D

Special Rules

Aflame (2), Limited (3)

Traits

-

SPECIAL RULES

Etherium

The Etherium is an intricate, composite nodal matrix built into the Culexus' synskin bodyglove which shifts the wearer's body out of phase with realspace, making them appear ethereal and all but invisible to unenhanced eyes.

The AP Characteristic of any wounds inflicted on a Model with this Special Rule by a Shooting Attack is reduced by 2 steps.



ADAMUS ASSASSIN

UNIT COMPOSITION: 1 ADAMUS ASSASSIN

125 Points

Perhaps the oldest formal order of Assassins operating with Imperial sanction, the Adamus Clade has its roots in the forbidden blademaster traditions of the Panpacific Terran region. The Clade's history is much shrouded by the losses of the Dark Age of Technology, though scholars have posited that the Clade's very name is drawn from an ancient theologic provenance, meaning 'the first blades'. To practice the ways of Clade Adamus is to study the enemy, to learn their martial language and to reflect it against them, countering their strengths to reveal weaknesses. When these weaknesses are uncovered, the killing blow is struck.

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

WARGEAR

- Needlespine blaster
- Nemesii blade
- Nemesii grenades

TRAITS

- Loyalist
- Divisio Assassinorum
- Talons of the Emperor

SPECIAL RULES

- Death's Artisan
- Heedless
- Infiltrate (9)
- Move Through Cover
- Shrouded (5+)

TYPE

- Infantry (Champion, Light)

WARGEAR

Needlespine Blaster

The needlespine blaster combines a rapid fire bolt pistol component with a deadly needler that makes use of an enhanced synthetic venom. The preserve of Clade Adamus operatives, the needle blaster fires an intensified pulse-beam of las energy, through which darts of an exotic metallic alloy are projected at incredible speeds. In the trained hands of an Adamus Assassin this weapon can make a mockery of even the thickest armour but to the uninitiated, its bulk and complexity make it all but unusable.

Ranged Weapon	R	FP	RS	AP	D	Special Rules	Traits
Needlespine blaster							
- Bolt pistol (Primary)	12	1	4	5	1	Pistol, Combi	Assault, Bolt
- Needlespine launcher (Secondary)	12	3	6	4	1	Precision (2+), Breaching (5+), Phage (T), Limited (1), Combi	Assault, Needle

Nemesii Blade

Forged by the indentured tech-wrights of Clade Adamus, each Nemesii blade is alleged to be patterned after an Ancient Terran artefact, held in stasis within the core vaults of Temple Adamus itself. Despite having no obvious force-projectors or augmentations, these weapons are possessed with an unnaturally sharp edge, able to cut through flesh and armour with impunity.

Ranged Weapon	IM	AM	SM	AP	D	Special Rules	Traits
Nemesii blade	1	A	S	2	1	Critical Hit (5+), Shred (5+)	-

Nemesii Grenades

When thrown, nemesii grenades scatter a cluster of sub-munitons over a small area, impeding any foes which might attempt to intervene as the Adamus Assassin closes with their target.

Any Charge declared against a Unit which contains any Models with nemesii grenades and which is not Locked in Combat is always a Disordered Charge, and if a Charge Move is made for such a Charge, all Models in the Charging Unit count as moving through Dangerous Terrain.

SPECIAL RULES

Death's Artisan

The so-called 'mirror-form' practised by the Assassins of Clade Adamus requires intensive practice and the study of a specific foe's mannerisms, body language and fighting style. It has been used to deadly effect against countless master duellists, whose moment of death has been preceded by utter horror as their own movements are reflected back at them with uncanny precision.

This Gambit allows an Adamus Assassin to Hit on a fixed Target Number in a Challenge and fight in a Strike Step in which it loses its last Wound.

While a Model with this Special Rule is engaged in a Challenge, its Controlling Player must select the following Gambit – any Special Rule or Gambit that would stop the Controlling Player from selecting this Gambit is ignored and has no effect:

Mirror-Form: If this Gambit is selected, Hit Tests made for this Model in the following Strike Step are always successful on a roll of 4+, regardless of the opposing Model's Weapon Skill Characteristic. Additionally, if the Controlling Player does not have Challenge Advantage in the following Strike Step and this Model's Wounds Characteristic is reduced to 0 or less, the Controlling Player may still make attacks for this Model in that Strike Step before it is removed as a Casualty.



VENENUM ASSASSIN

UNIT COMPOSITION: 1 VENENUM ASSASSIN

125 Points

Each Assassin of the Clade Venenum is a rigorously trained and genetically enhanced shadow warrior, specialised in the study of alchemical and biological sciences. The Clade Venenum's Assassins are selected from the finest alchemists and tox-artisans of their order, each a master of creating and improvising delicate, exotic poisons, philtres of toxins, and recombinant virals which act to inflict death without leaving a metabolic trace, and in the case of some of the most deadly, without leaving more trace of their target than a steaming puddle of disassembled molecular matter.

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

WARGEAR

- Toxin ejector
- Poison globes
- Hookfang

TRAITS

- Loyalist
- Divisio Assassinorum
- Talons of the Emperor

SPECIAL RULES

- Unnatural Conditioning
- Heedless
- Infiltrate (9)
- Move Through Cover
- Shrouded (5+)

TYPE

- Infantry (Champion, Light)

WARGEAR

Toxin Ejector

Taking many forms, the toxin ejector is a concealed handheld weapon which emits, sprays or exudes a gas or thin film of horrid, caustic toxins able to corrode the hulls of tanks and liquefy exposed flesh.

Ranged Weapon

	R	FP	RS	AP	D	Special Rules	Traits
Toxin ejector	Template 1		5	4	1	Template, Breaching (5+), Poisoned (3+), Armourbane	Assault

Poison Globes

Rumoured to be of the same exotic, and possibly xenos, provenance as the venom spheres employed by the XXth Legion, these crystalline shard-filled explosives quickly disperse a potent and debilitating neuro-toxin within a small area.

Ranged Weapon

	R	FP	RS	AP	D	Special Rules	Traits
Poison globes	8	1	1	3	2	Blast (3"), Poisoned (3+), Panic (1), Limited (1)	Assault

Hookfang

A dagger styled after the razor fang of a now extinct apex predator of Old Night, the Hookfang contains a neural degenerative toxin engineered by the Grandmaster of the Clade Venenum, which is able to be transmitted through the smallest of nicks.

Melee Weapon

	IM	AM	SM	AP	D	Special Rules	Traits
Hookfang	+1	A	S	3	1	Rending (6+), Precision (2+), The Venum	-

SPECIAL RULES

Unnatural Conditioning

To counteract the constant exposure to harmful chem and rad-phages or other deadly poisons, Clade Venenum Assassins must undergo extensive surgeries and genetic manipulation to purify their bodies and build a resistance to even the most harmful agents.

The Phage (X) and Poisoned (X) Special Rules have no effect on a Model with this Special Rule.

The effects of any variant of the Phage (X) and/or Poisoned (X) Special Rules are ignored when targeting a Unit that contains a Model with this Special Rule.

The Venum

Synthesized from a dizzying array of incredibly potent poisons uncovered throughout the passage of the Great Crusade, the 'Venum' employed by Clade Venenum's hookfangs is unrivalled in its ability to gradually overcome the resistance of almost any foe. The Grandmaster of the Clade Venenum keeps records in her private archive of all those who have managed to shrug off the toxin during her reign; a list with only three names upon it, one of them her own.

A Model wounded by a Weapon with this Special Rule must pass a Toughness Test at the end of each subsequent Turn or suffer an additional wound.

Any Model that suffers one or more Unsaved Wounds as a result of an attack made with a Weapon with this Special Rule must make a Toughness Test in each of the Controlling Player's subsequent Morale Sub-Phases for the remainder of the Battle. For each failed Test, that Model immediately suffers a single automatic wound with a Damage of 1 against which no Saves or Damage Mitigation Rolls can be made.



VANUS INFOCYTE ASSASSIN

UNIT COMPOSITION: 1 VANUS INFOCYTE ASSASSIN

125 Points

Assassins like no others, the Vanus are superlative warriors but are foremost manipulators, thieves and hoarders of information. The mind of a Vanus Infocyte is trained and further augmented to sift vast quantities of data; hacking into vox, wire and noospheric networks and utilising a number of scrying devices and drones to gather ever-more knowledge, forming an intricate profile of their target's life. The Clade Vanus Assassin then viciously exploits this information to manipulate others into making an assassination, through bribery, coercion and override control, whilst the Infocyte itself is safely ensconced at a distance.

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

WARGEAR

- Two laspistols
- Sympatic dataspikes

TRAITS

- Loyalist
- Divisio Assassinorum
- Talons of the Emperor
- Disruptor

SPECIAL RULES

- Autonomic Servo-limbs
- Infocyte
- Heedless
- Infiltrate (9)
- Move Through Cover
- Shrouded (5+)

TYPE

- Infantry (Light)

WARGEAR

Laspistol

Ranged Weapon

Laspistol

R

FP

RS

AP

D

Special Rules

Traits

12

1

3

-

1

Pistol

Assault, Las

Sympatic Dataspikes

Taking the form of a pair of wrist-mounted, retractable spikes, these tools are primarily intended to facilitate universal access to the data coils of cogitator banks, allowing the Infocyte to surreptitiously syphon information or to interject damaging scrap-code into enemy systems. Secondly, their shape allows them to be driven between plates and through the eye-slots of even heavily armoured foes.

Melee Weapon

Sympatic dataspikes

IM

AM

SM

AP

D

Special Rules

Traits

+1

+2

S

3

1

Rending (6+), Precision (6+), Shock (Stunned) -

SPECIAL RULES

Autonomic Servo-limbs

The mechadendrite-like appendages and captive servo-skulls incorporated into the harness of the Clade Vanus Infocyte are used to assist in data-harvesting and infiltration, but under combat conditions the appendages can be shed at will and can be remotely operated for a short time, distracting the Assassin's assailants and allowing them to slip away.

A Model with this Special Rule which is in a Combat may always have the Disengage aftermath option selected for it in the Aftermath Step of the Resolution Sub-Phase of the Assault Phase, regardless of which Player has won that Combat.

Infocyte

The multi-spectral augury scanners carried by Clade Vanus Infocytes allow them to pry into an array of data networks, from vox-matrices to the Noosphere of the Mechanicum.

The Controlling Player of any Models with this Special Rule can spend Reaction Points to make the Auspectre and Signum Shunt Advanced Reactions.



AUSPECTRE

Thanks to their advanced mental training and heightened cognisance, Clade Vanus Infocytes are able to process a bewildering amount of battlefield data in real time, detecting the arrival and location of enemy troops and even temporarily overriding their hard-wired systems to take control of navigation and guidance functions.

This Advanced Reaction allows the Reactive Player to disrupt the placement of an enemy flyer when it arrives from Aerial Reserves.

Trigger: The Reactive Player may declare an Auspectre Advanced Reaction in the Reserves Sub-Phase of the Movement Phase, when the Active Player makes a successful Reserves Test for a Unit that is in Aerial Reserves.

Cost: The Auspectre Advanced Reaction has no cost.

Target: For an Auspectre Reaction, the Target Unit is always the Unit in Aerial Reserves for which the successful Reserves Test was made which triggered this Reaction. The Reacting Unit is always a Unit with the Disruptor Trait that is under the control of the Reactive Player.

Process:

1. The Active Player must assign a Combat Assignment to the Target Unit.
2. Before the Active Player places the Target Unit on the Battlefield, the Reactive Player must make an Intelligence Check for the Reacting Unit.
3. If the Intelligence Check is passed, the Reactive Player may place the Target Unit at any valid point along a Battlefield Edge according to its Combat Assignment, instead of the Active Player. If the Intelligence Check is failed, the Reaction has no effect.
4. During the following Movement Phase, the Active Player may move the Target Unit normally, as per the Combat Assignment given to it.

SIGNUM SHUNT

The multi-spectral augury scanners carried by Clade Vanus Infocytes allow them to pry into most known signalling and vox networks, including the Noosphere; the ætheric communication channel between members of the Mechanicum used to command and control their legions of automata. Infocytes insert malicious and damaging packets of data in a process known as shunting, that allows them to manipulate the content of transmissions to further their own endeavours.

This Advanced Reaction allows the Reactive Player to attempt to Suppress or Pin a Unit that arrives from Reserves.

Trigger: The Reactive Player may declare a Signum Shunt Advanced Reaction in the Reserves Sub-Phase of the Movement Phase, when the Active Player deploys a Unit from Reserves.

Cost: The Signum Shunt Advanced Reaction has no cost.

Target: The Unit entering play from Reserves is always the Target Unit of this Reaction. The Reacting Unit is always a Unit with the Disruptor Trait that is under the control of the Reactive Player, which is also within 12" and Line of Sight to the Target Unit.

Process: The Controlling Player must make an Intelligence Check for the Reacting Unit. If this Check is passed, the Target Unit gains the Suppressed or Pinned Tactical Status (decided by the Reactive Player). If this Check is failed, this Reaction has no effect.

DIVISIO ASSASSINORUM

ADVANCED REACTION

TACTICAL DISPLACEMENT

Although each a highly trained and specialised killer, the primary domain of the Clade Assassin was not upon the open battlefield where their subtle and discriminating arts of death counted for nought against shot and shell burst. Should the gunsights of the enemy turn to gaze plainly upon them, assassins would follow a meticulously planned route of exfiltration in order to avoid the expenditure of their lives, not out of a sense of self-preservation but simply so that they could live to kill again.

This Advanced Reaction allows the Reactive Player to move Models with the Divisio Assassinorum Trait when they are targeted by a Shooting Attack.

Trigger: The Reactive Player may declare a Tactical Displacement Advanced Reaction in the Shooting Phase, during Step 3 of the Shooting Attack sequence of any Shooting Attack made by the Active Player that targets a Unit that contains only Models with the Divisio Assassinorum Trait.

Cost: The Reactive Player must spend 1 point of their Reaction Allotment to declare a Tactical Displacement Advanced Reaction, this cost paid as soon as the declaration is made.

Target: The Target Unit is always the Unit whose Shooting Attack triggered the Advanced Reaction. The Reacting Unit is always the Unit that was the target of the Shooting Attack that triggered the Advanced Reaction.

Process:

1. All Models in the Reacting Unit may be moved by up to a number of inches equal to their Intelligence Characteristic, but may not end the move within 1" of any enemy Models.
2. Once this move is resolved, if no Model within the Reacting Unit is determined to be within Line of Sight and/or Range of any Model in the Target Unit, the Active Player may select an alternative target for that Attacking Unit during the current Shooting Phase.

SPECIAL RULES

AFLAME (X)

Some weapons are wreathed in flame emitted from small projectors, or burn with otherworldly fire, stirring a primaevael aversion in even the boldest warriors.

A Weapon with this Special Rule causes additional modifiers to a Target's Leadership Characteristic.

If a Melee Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit, regardless of whether any Damage is inflicted, until the end of the Phase, that Unit is considered to be 'afame'. If the Controlling Player of a Unit that is afame is required to make a Leadership Check during that Phase for a Combat that includes that Unit, the value of X on this Special Rule is applied as an additional negative modifier to the Leadership Characteristic being used for that Check.

ARMOURBANE

Heavy beams and armour-piercing cannon rarely inflict superficial damage, but always blast and break the hull of their target. Such weapons are superior tank killers, their sheer power prized over lesser weapons when the objective is to apply maximum damage without concern for finesse.

A Weapon with the Armourbane Special Rule counts Glancing Hits as Penetrating Hits.

When making Armour Penetration Tests for an attack with this Special Rule, a result that is equal to, or greater than, the target Armour Value inflicts a Penetrating Hit. A Weapon with this Special Rule can never inflict a Glancing Hit, and any Rule that would force them to do so instead inflicts a Penetrating Hit.

ARMOUR-BREAKER (X)

Some weapons are designed to crack armour and deal massive damage to internal components of armoured fighting vehicles. Few tanks can withstand the firepower of such weapons for long.

Attacks made with the Armour-breaker (X) Special Rule can sometimes inflict an extra point of Damage.

When any Armour Penetration Test is made for an attack or Model with the Armour-breaker (X) Special Rule, and it results in a Penetrating Hit – roll a Dice. If the result of that Dice roll is equal to or greater than the value of X attached to this variant of the Armour-breaker (X) Special Rule, then the Damage Characteristic of that Penetrating Hit is increased by 1. Note that the Armour-breaker (X) Special Rule may only be triggered by an Armour Penetration Test and has no effect when making a Wound Test.

ASSAULT VEHICLE

Some vehicles are designed to deploy assault troops directly into the heart of combat. Whether by means of assault ramps or other methods, they allow the troops aboard to disembark in fighting order and engage the foe without delay.

A Vehicle with this Special Rule allows Models to Disembark and Charge without penalty.

A Unit that is Disembarked from another Model that has the Assault Vehicle Special Rule may have a Charge declared for it in the Charge Sub-Phase of the same Player Turn without being forced to make a Disordered Charge.

AUTO-REPAIR (X)

Some vehicles are either fitted with sophisticated auto-repair systems, or are simple enough in construction that their crew can effect repairs in the field. Such vehicles are able to shrug off minor damage that would otherwise reduce the fighting ability of their war machine.

A Model with this Special Rule has a bonus to Repair Tests to remove Statuses.

If the Active Player makes a Repair Test in the Statuses Sub-Phase of the End Phase for a Model with the Vehicle Type with this Special Rule, they ignore the usual Target Number of 6. Instead, the value of X attached to the variant of this Special Rule is used as the Target Number for that Repair Test. For example, a Model with the Auto-repair (4+) Special Rule would pass any Repair Tests made for it on the result of a 4 or higher.

BLAST (X)

Some weapons trade precision for indiscriminate destruction, high explosive impacts that can devastate a wide area. From artillery shells to high energy blasts, such weapons are popular tools of destruction on the battlefields of the Horus Heresy.

Attacks made with the Blast (X) Special Rule use a Blast Marker to determine how many Hits are caused.

When making attacks with a Weapon that has the Blast (X) Special Rule, before any Hit Tests are made, a Blast Marker must first be placed to determine how many Hits may be inflicted by the attack. The Player making the attack must place the Blast Marker indicated in brackets as part of the Special Rule so that the hole in the middle is entirely over the Base of any one Model in the Target Unit. Once the Blast Marker has been placed, the Player making the attack must make a Hit Test for the attack, and each Model from the Target Unit that is fully or partially under the Blast Marker will suffer 1 Hit if the Hit Test is successful.

HITS ON OTHER UNITS

If any Models from Units other than the Target Unit are fully or partially covered by the Blast Marker, then a new Fire Group must be created for those Hits and set to one side. Continue resolving the Shooting Attack on the original Target Unit, and once that Shooting Attack has been completely resolved begin a new Shooting Attack to resolve those additional Fire Groups generated for Units other than the original Target Unit.

If the Hit Test is unsuccessful then no Hits are inflicted and the Player making the attack must make a Scatter Roll for the Blast Marker (see the Rules for Scatter in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). Once a Scatter Roll has been made for the Blast Marker and it has been moved, one Hit is inflicted on a Unit for each Model from that Unit that is wholly or partially covered by the Blast Marker.

Hits can be scored on both friendly and enemy Units by attacks using the Blast (X) Special Rule. Hits inflicted by Weapons with the Blast (X) Special Rule are allocated in the same manner as other Hits, regardless of which actual Models were under the Blast Marker and the Blast Marker may not be used to inflict Hits on specific Models.

If a Fire Group includes multiple attacks made with the Blast (X) Special Rule, do not place multiple Blast Markers. A single Blast Marker is placed using the Rules detailed above, and a Hit Test is made for each attack in that Fire Group. For each successful Hit Test, one Hit is inflicted for each Model from the Target Unit that is fully or partially under the Blast Marker. If any Hit Tests are unsuccessful then, after any Hits made by successful Hit Tests are counted, a single Scatter Roll is made for the Blast Marker, regardless of the total number of unsuccessful Hit Tests. For each Hit Test that was unsuccessful, one Hit is inflicted on a Unit for each Model from that Unit that is wholly or partially covered by the Blast Marker after the Scatter Roll has been resolved.

BREACHING (X)

Designed to pierce the armour worn by heavy infantry, some weapons have gained a fearsome reputation on the battlefields of the Horus Heresy. While many such weapons are rare or temperamental in use, the sheer power of their attacks more than makes up for this.

With a Weapon that has the Breaching (X) Special Rule there is a chance that a Wound Test may result in the wound ignoring Armour Saves.

When any Wound Test is made for an attack with the Breaching (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Breaching (X) Special Rule, then if a wound is inflicted by that Wound Test, that wound becomes a 'Breaching Wound'.

A Breaching Wound is always treated as having an AP of 2 regardless of the Characteristics of the Weapon used to make the attack.

BULKY (X)

Transport vehicles are designed to balance armour and capacity, attempting to mount the most protection without compromising how many warriors they can carry. Yet, some warriors are plated in such imposing armour or even spawned in such an aberrant nature that they occupy far more space than any regular fighter. Such warriors are mighty in both power and stature, but prove more difficult to ferry into battle.

Models with the Bulky (X) Special Rule take up more space on Transport Models.

A Model with the Bulky (X) Special Rule does not use up 1 point of Transport Capacity when it Embarks on a Model with the Transport Sub-Type. Instead it uses up a number of points of Transport Capacity equal to the value of X attached to the variant of the Bulky (X) possessed by that Model.

COMBI

Some weapons feature multiple weapons systems linked to the same trigger. Often each weapon will have a specific role, but in extremis, both can be fired simultaneously, blasting the foe with a variety of deadly munitions.

A Weapon with this Special Rule can fire multiple profiles simultaneously.

Each time a Model makes a Shooting Attack with a Weapon Profile with this Special Rule, the Controlling Player can select another Profile from the same Weapon with this Special Rule and make attacks with it as part of the same Shooting Attack. Note that if that Profile also has the Limited (X) Special Rule, this does not allow it to be selected to make attacks more than the number of times equal to the value of X on that Special Rule.

CRITICAL HIT (X)

Whether by dint of superior skill or exemplary wargear, some warriors are better able to place strikes on enemy weak points. Such attacks can fell even the most powerful foes with a single well-placed shot.

Attacks made with the Critical Hit (X) Special Rule have a chance to automatically cause a wound and inflict 1 extra point of Damage.

When any Hit Test is made for an attack with the Critical Hit (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Critical Hit (X) Special Rule, then if a Hit is inflicted by that Hit Test, that Hit becomes a 'Critical Hit'.

A Critical Hit automatically inflicts a wound without any Dice being rolled, counting as the roll of a '6' for any variable Special Rules that might be triggered by a Wound Test, and increases the Damage of the Hit by +1.

DEEP STRIKE

Deep strike deployments are usually conducted en masse and at a distance from the enemy, lest the attacking force be destroyed in detail as it lands.

The Deep Strike Special Rule allows a Unit to enter play anywhere on the Battlefield.

A Unit that includes only Models with the Deep Strike Special Rule that enters play from Reserves may make a Deep Strike instead of deploying as described in the Reserves Rules. No more than one Unit may attempt a Deep Strike in a given Player Turn. The Unit attempting a Deep Strike may have another Unit without the Deep Strike Special Rule Embarked upon it if the Deep Striking Unit includes Models with the Transport Sub-Type (note that some Missions may allow more Units to attempt a Deep Strike in the same Player Turn. This will be specifically noted in the Mission Special Rules section of that Mission). Note that in Missions where the Reserves Mission Special Rule is not in use, the Deep Strike Special Rule has no effect. Furthermore, Units may not make use of the Deep Strike Special Rule during the first Battle Turn, even if they enter play from Reserves.

To perform a Deep Strike, the Active Player must declare an Eligible Unit that has entered play from Reserves in the Reserves Sub-Phase as the Deep Striking Unit. The Active Player must then select one Model from that Unit and place it anywhere on the Battlefield. This Model must be placed at least 1" away from any enemy Model, Battlefield Edge or piece of Impassable Terrain. Once this first Model has been placed, the remaining Models in the Unit must be placed within Unit Coherency with at least one other Model in the same Unit and within 6" of the first Model placed. No Models may be placed within 1" of an enemy Model, any Battlefield Edge or a piece of Impassable Terrain. Any Models that cannot be placed using these Rules must be Removed as a Casualty immediately. This deployment must take place during the Reserves Sub-Phase, and a Unit that deploys as a Deep Strike may not move in the Move Sub-Phase of the same Player Turn or have a Charge declared for it in the Charge Sub-Phase of the same Player Turn, but may make Shooting Attacks as normal. A Unit that is Embarked on a Model that is deployed as part of a Deep Strike may Disembark during the Move Sub-Phase of the same Player Turn, but may not make any move other than the move made to Disembark and may not have a Charge declared for it in the Charge Sub-Phase of the same Player Turn.

Enemy Units may declare Intercept Reactions against a Unit deployed as part of a Deep Strike, but not Reposition Reactions.

DUELLIST'S EDGE (X)

Some weapons are designed for use in personal challenges rather than the vulgar press of battle. Often light and perfectly balanced, they provide a key edge in duels and bouts of honour.

A Weapon with the Duellist's Edge (X) Special Rule grants a bonus to Focus Rolls in Challenges.

In Step 3 of the Challenge Sub-Phase, the Focus Step, if a Player has declared that the Model under their control will use a Weapon with the Duellist's Edge (X) Special Rule or has the Duellist's Edge (X) Special Rule, then that Player gains a bonus equal to the value of X on the Focus Roll.

ETERNAL WARRIOR (X)

Some warriors are either so preternaturally tough, so bitterly intransigent or so favoured by fortune that they can survive almost any attack. Devastating close combat strikes and huge explosions all fail to bring down this warrior in a single hit and only repeated attacks can end their rampage.

A Model with this Special Rule takes less Damage from attacks.

When a Model with the Eternal Warrior (X) Special Rule is allocated an Unsaved Wound, the Damage of the Unsaved Wound is reduced by the value of X attached to the specific variant of the Eternal Warrior (X) Special Rule. The effects of this Special Rule cannot reduce the Damage of an Unsaved Wound to less than 1, regardless of the value of X.

EX OBLIVIO

The most potent psychic nulls are actively lethal to psykers in their proximity. They have managed through training and discipline to harness and focus the emptiness within and wield it as a weapon against the witch.

Models with this Special Rule automatically inflict Perils of the Warp on any Unit containing Models with the Psyker Trait or Malefic Sub-Type at the end of Combat.

If, at the end of Step 5 of the Fight Sub-Phase of the Assault Phase, a Combat includes one or more Models with this Special Rule, then all Units (friendly or enemy) in that Combat which contain at least one Model with the Psyker Trait or the Malefic Sub-Type immediately suffer the Warp Rupture result on the Perils of the Warp Table.

Additionally, a Model with this Special Rule is considered to have the Psyker Trait for the purposes of nominating a Model as the Focus of the Nullify Advanced Reaction, as long as at least one Model from the Target Unit is within 12" of the Model with this Special Rule.



EXPLODES (X)

Volatile fuel, overpowered reactors or dangerous munitions can cause some war engines to explode when destroyed. Such explosions can prove devastating to friend and foe alike.

A Model with this Special Rule can explode and cause Hits to nearby Models and Units.

Before a Model with the Explodes (X) Special Rule is Removed as a Casualty, the Controlling Player must roll a Dice. If the result of that roll equals or exceeds the value of X attached to this variant of the Explodes (X) Special Rule, the Model explodes. Every Unit with one or more Models within 6" of an exploding Model suffers a number of Hits equal to the Base Wounds Characteristic or Base Hull Points Characteristic of the exploding Model. Each such Hit has a Strength of 8, an AP of '-' and a Damage of 1. Once all Hits caused by this Special Rule have been resolved, the Model with the Explodes (X) Special Rule is Removed as a Casualty as normal.

FEAR (X)

Some warriors exude such a terrifying aura that even those hardened by war and death are apprehensive in their presence. Whether this is due to a reputation for cruelty or brutal slaughter or the result of some technological device or psychic glamour makes little difference in the effect it has on the battlefield. Wise commanders will seek to keep their distance and engage such fearsome enemies at range rather than risk their wrath.

Models near an enemy Model with the Fear (X) Special Rule must reduce their Advanced Characteristics.

When any Model from a Unit is within 12" of an enemy Model with the Fear (X) Special Rule, all Models in that Unit must reduce their Leadership, Willpower, Cool and Intelligence Characteristics by the value of X. This negative modifier is removed as soon as no Models in a given Unit are within 12" of any Model with the Fear (X) Special Rule. If a Unit would be affected by multiple instances of the Fear (X) Special Rule, the value of X is not stacked and instead the single highest value is used as a negative modifier.

FIRESTORM

Many units within the Legion conduct warfare at point-blank distances, blasting their foes with a deluge of short ranged firepower.

A Model with this Special Rule does not have to make Volley Attacks as Snap Shots.

When a Model with this Special Rule makes Volley Attacks, it is not required to fire Snap Shots. In addition, after making Volley Attacks in Step 4 of the Charge Procedure, a Unit containing any Models with this Special Rule is not required to make a Charge Roll in Step 5. If the Controlling Player chooses not to make a Charge Roll in Step 5 of the Charge Procedure then the Charge Procedure ends immediately.

HATRED (X)

Hatred can be a force as potent as any munition, driving troops to fight harder and more ferociously. The Horus Heresy would stoke old hatreds and spawn many new ones, granting canny commanders ample opportunity to set troops against their chosen foes.

The Hatred (X) Special Rule grants bonuses against enemies of a specific Faction, Type or Trait.

When Locked in Combat, or Engaged in a Challenge, with any enemy Models that have the Type or Trait that is the value of X, then all Models with this variant of the Hatred (X) Special Rule gain a bonus of +1 to all Wound Tests made in that Combat.

HEAVY (X)

Some weapons are so heavy that, while they can be fired on the move, are more powerful when properly braced and made ready before shooting. Warriors on the battlefield must use their judgement to decide when speed is required and when the full firepower of their arsenal must be unleashed.

Weapons with the Heavy (X) Special Rule gain +1 to a Characteristic when Stationary.

When making a Shooting Attack with a Weapon that has the Heavy (X) Special Rule, a modifier of +1 is added to a Characteristic if the Model with that Weapon is part of a Unit that remained Stationary in the Controlling Player's previous Movement Phase. If the Characteristic listed is AP, then instead it improves the AP by one Step (see the Rules for modifying Saves and AP in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). The value of X in the specific variant of the Heavy (X) Special Rule determines which Characteristic gains the +1 modifier.

HEEDLESS

Among the tumult of battle, some warriors take no stock in tactical considerations and focus solely upon the murderous arts demanded of them.

A Unit that includes any Models with this Special Rule cannot claim Objectives.

A Unit that includes any Models with this Special Rule cannot Control or Contest any Objective Marker – this overrides any other Rule or Special Rule that may apply to the Unit regardless of the source of the Rule or effect.

IMPACT (X)

Some warriors are trained or equipped to make the most of the force of a charge. When they slam into enemy ranks, it is with the force of a thunderbolt.

On a successful Charge, a Model with the Impact (X) Special Rule temporarily increases a Characteristic by 1.

If a Unit that includes any Models with the Impact (X) Special Rule or any Models that have any Weapons with the Impact (X) Special Rule, and that Unit makes a successful Charge, then this Special Rule is triggered. Once triggered, until the end of that Assault Phase, when making Melee Attacks for Models in that Unit, each Model or Weapon that is selected for one of those Models, that has a variant of this Special Rule gains a modifier of +1 to any Characteristics that is the value of X.

IMPLACABLE ADVANCE

The wargear of many Legioneres Astartes warriors and war machines incorporates a variety of targeting and stabilisation systems, enabling larger weaponry to be brought to bear even at close ranges.

Models with this Special Rule can make Volley Attacks with other Weapons.

The Controlling Player of a Model with this Special Rule treats all Ranged Weapons such a Model has that do not have any variant of the Heavy (X) Special Rule or Ordnance (X) Special Rule as having the Assault Trait.

INFILTRATE (X)

Some warriors are skilled at infiltrating enemy lines. When battle commences the foe will find such warriors almost upon them, ready to fight even before the first shot is fired.

Models with the Infiltrate (X) Special Rule can deploy outside of their Deployment Zone.

At the start of a Mission, when deploying Units, the Controlling Player of a Unit that is composed entirely of Models with the Infiltrate (X) Special Rule may choose to deploy that Unit outside of that Player's Deployment Zone. That Unit may be deployed anywhere that is either in the Controlling Player's Deployment Zone or outside of the Opposing Player's Deployment Zone and is at least a number of inches equal to the highest value of X attached to any variant of the Infiltrate (X) Special Rule in that Unit away from any enemy Model.

Units deployed using the Infiltrate (X) Special Rule are deployed at the same time as other Units under a Player's control, unless the specific Rules of a given Mission state otherwise. The Infiltrate (X) Special Rule only has an effect when deploying Units before the start of the First Turn of a Battle, and Units deploying onto the Battlefield after the First Turn has begun gain no benefit from this Special Rule. A Unit that is deployed outside of the Controlling Player's Deployment Zone by means of this Special Rule may not have a Charge declared for it in the First Battle Turn.

LIGHT TRANSPORT

Some transports are made to carry a lighter cargo, and the bulkiest of troops cannot make use of them in combat..

Models with this Special Rule cannot carry Models with the Bulky (X) Special Rule.

Models that have any variant of the Bulky (X) Special Rule may not Embark on a Model that has this Special Rule.

LIGHTNING BLOWS

The speed and precision with which the Legio Custodes fight is terrifying to behold, and each is capable of harnessing the momentum of a charge to land a series of blows like lightning that tear apart their foe's weaknesses.

On a successful Charge, a Model with the Lightning Blows Special Rule temporarily gains the Critical Hit (6+) Special Rule on its Melee Weapons.

If a Unit that includes any Models with the Lightning Blows Special Rule makes a successful Charge, then until the end of that Assault Phase, all Models with the Lightning Blows Special Rule in that Unit gain the Critical Hit (6+) Special Rule on any Melee Weapons they have.

LIMITED (X)

Some weapons carry only a severely limited stock of munitions. Often intended as weapons of last resort, used at the correct point they can turn the tide of battle.

A Weapon with the Limited (X) Special Rule can only be used to attack a limited number of times per Battle.

A Weapon with the Limited (X) Special Rule may only be used to make attacks as part of a Shooting Attack or Combat a number of times equal to the value of X attached to the specific variant of the Special Rule. Each time it is used to make attacks, the Firepower Characteristic or Attacks Modifier Characteristic of the Weapon is not modified by this Special Rule, only the number of times it may be selected in a given Battle.

MELTA (X)

The beams of energy generated by melta weaponry dissipate over long ranges. When used at close quarters, however, their effect on armoured vehicles is devastating.

This Special Rule increases the amount of Damage against Vehicles when Shooting Attacks are made within a specific range.

If at least one Model in a Unit with the Vehicle Type that is targeted by a Shooting Attack made by a Model using a Weapon with this Special Rule is within a range equal to or less than the value specified by X, that attack has the Armourbane Special Rule and the Damage of Penetrating Hits caused by that attack is doubled.

MOVE THROUGH COVER

Pathfinders and scouts are vital parts of any army, able to lead troops through even the worst terrain at speed. Cunning generals will seek to use such troops to outflank and outmanoeuvre the foe.

The Move Through Cover Special Rule allows the penalties of terrain to be ignored.

A Unit that includes at least one Model with the Move Through Cover Special Rule ignores the effects of Difficult Terrain and Dangerous Terrain. If called upon to take a Dangerous Terrain Test then such a Unit is assumed to automatically pass without any Dice being rolled.

OFFICER OF THE LINE (X)

Some officers are not renowned for their skills in combat or for the great glories they have won, but rather for their steadfast leadership and skill in logistics. Often unassuming and under-appreciated, it is these warriors that hold the armies of the Imperium together and only the most foolish general will overlook them in favour of more vainglorious officers.

Models with this Special Rule allow more Auxiliary Detachments to be included in an Army.

If a Model with this Special Rule is selected to fill a Command Slot in any Detachment in the Crusade Force Organisation Chart, then the Controlling Player may select a number of Auxiliary Detachments equal to the value of X in the specific variant of this Special Rule instead of just one.

OUTFLANK

Whether by stealth or sheer speed, some warriors approach the battlefield from unexpected directions. Such an attack can derail even the most well-laid plans and upend the strategies of any general, turning the tide of battle.

A Unit of Models with the Outflank Special Rule can enter play from outside of Deployment Zones.

A Unit made up entirely of Models with this Special Rule that enters play from Reserves may do so from any point on the Battlefield Edge. The Unit may not enter play from any point that is within the Opposing Player's Deployment Zone or within 7" of any enemy Model.

Note that a Unit Embarked on a Model with the Outflank Special Rule does not need to have the Outflank Special Rule in order for the Model it is Embarked upon to benefit from it. A Model that enters the Battlefield from a point outside of the Controlling Player's Deployment Zone by means of this Special Rule, and any Units Embarked on such a Model, may not have a Charge declared for them in the Player Turn on which they enter play.

ORDNANCE (X)

Huge artillery cannon and vast laser weapons are commonly employed as the primary armament of the greatest war machines of the Imperium. These weapons are devastating when properly braced and prepared for firing – more than capable of destroying smaller war engines in a single blast.

Weapons with the Ordnance (X) Special Rule double the value of a Characteristic when Stationary.

When making a Shooting Attack with a Weapon that has the Ordnance (X) Special Rule, a modifier of x2 is applied to a Characteristic if the Model with that Weapon is part of a Unit that remained stationary in the Controlling Player's previous Movement Phase (if that Characteristic is AP, then the AP is instead changed to AP 2). The value of X in the specific variant of the Ordnance (X) Special Rule determines which Characteristic gains the x2 modifier.

PANIC (X)

Some weapons are so terrifyingly potent that their use instils abject fear in even the most strong-willed warriors. In the face of such wanton power the target can only flee or prepare for death, for few would live to tell of the true horrors of the Age of Darkness once they were unleashed on the battlefield.

Weapons and other attacks that have the Panic (X) Special Rule have a chance of inflicting the Routed Status on the Target Unit.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit, regardless of whether any Damage is inflicted, that Target Unit must make a Leadership Check in the Morale Sub-Phase of the same Player Turn. If this Check is failed then all Models in the Unit gain the Routed Status, if the Check is passed then there is no further effect. The value of X attached to this Special Rule is applied as a negative modifier to the Leadership Characteristic of Models in the Target Unit when making Checks caused by an attack with this Special Rule. If the attack includes multiple Weapons with different versions of this Special Rule the modifiers do not stack – use only the greatest modifier.

PHAGE (X)

Vile toxins, exotic radiation and all-consuming chemical agents all sap the abilities of warriors in the field even as they kill them. Most terrible are the effects of phosphex, choking the life and strength from those it touches, or the flesh-corroding properties of the dreaded life-eater virus.

Unsaved Wounds with the Phage (X) Special Rule reduce a Characteristic by 1.

If an attack made for a Weapon or Model with this Special Rule inflicts one or more Unsaved Wounds on a Target Unit, then once the Shooting Attack or Initiative Step in which the Unsaved Wound was inflicted has been completely resolved, all remaining Models in the Unit that was the target of the attack must reduce the Characteristic that is the value of X for that variant of the Phage (X) Special Rule by 1 for the remainder of the Battle. Models in a Unit may have any number of different Characteristics reduced by 1 by the Phage (X) Special Rule, but no individual Characteristic may be reduced by more than 1 by the Phage (X) Special Rule no matter how many Unsaved Wounds with any variant of that Special Rule are allocated to Models in that Unit.

PINNING (X)

The crack of the sniper's rifle or the burst of heavy artillery, both signal a sudden and indiscriminate death and send infantry scurrying for cover. Such weapons are meant as much to pin the foe in place as to kill them, breaking up advancing ranks of troops and shattering defensive formations.

Weapons and other attacks that have the Pinning (X) Special Rule have a chance of inflicting the Pinned Status on the Target Unit.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit, regardless of whether any Damage is inflicted, that Target Unit must make a Cool Check in the Morale Sub-Phase of the same Player Turn. If this Check is failed then all Models in the Unit gain the Pinned Status, if the Check is passed then there is no further effect. The value of X attached to this Special Rule is applied as a negative modifier to the Cool Characteristic of Models in the Target Unit when making Checks caused by an attack with this Special Rule, if the attack includes multiple Weapons with different versions of this Special Rule the modifiers do not stack – use only the greatest modifier.

PISTOL

Compact and deadly, pistols are ideal weapons in close quarters. They lack the sheer range of larger weapons, but can be brought to bear with impressive speed and are no less deadly than their larger counterparts.

A Model may attack with two Weapons that have the Pistol Special Rule.

During Step 3 of any Shooting Attack, a Player may choose to have a Model under their control make attacks with two Weapons rather than one if both Weapons have the Pistol Special Rule.

POISONED (X)

Poison is a subtle weapon, relying not on brute strength to bring harm to the foe, but on its own insidious bite. Though some consider it a dishonourable tool, there are many that are willing to make use of it in the name of victory.

A Weapon with the Poisoned (X) Special Rule has a chance to cause a wound regardless of the target's Toughness Characteristic.

When making Wound Tests for Hits that have the Poisoned (X) Special Rule, if the result of any Dice rolled is equal to or greater than the value of X attached to the specific variant of this Special Rule then a wound is caused automatically, regardless of the Toughness Characteristic used to determine the Target Number. A Hit that has this Special Rule may still inflict a wound by passing a Wound Test as normal, instead of using this Special Rule, but never inflicts more than 1 wound if it would both pass the Wound Test and trigger the Poisoned (X) Special Rule. Wounds caused using the Poisoned (X) Special Rule retain the AP and Damage Characteristics of the Weapon and Saving Throws and Damage Mitigation Tests may be made to discard them as normal. The Poisoned (X) Special Rule has no effect on Models that have the Vehicle Type, and limited effect on Models with the Automata or Walker Types (see the Rules for Walkers and Automata in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*).

PRECISION (X)

On the battlefields of the Horus Heresy, precision proves far more valuable than wanton carnage, allowing attacks to be placed on the most valuable targets and not the chaff of the enemy army. Whether through well-honed skill or artfully crafted weapons, warriors capable of such feats are highly sought after in any host.

Attacks made with the Precision (X) Special Rule are allocated by the Attacking Player, not the Defender.

When any Hit Test is made for an attack with the Precision (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Precision (X) Special Rule, then if a Hit is inflicted by that roll, that Hit becomes a 'Precision Hit'.

These Precision Hits must form a separate Fire Group or Strike Group. Wound Tests are made as normal for Precision Hits and cause Precision wounds. In Step 8 of the Shooting Attack process or Step 7 of the Initiative Step sequence, when selecting a Target Model for a Fire Group or Strike Group that is made up of Precision wounds, the Target Model is not selected using the normal Rules. Instead the attacking Player chooses which Model in the Target Unit will be the Target Model, and may select any Model that is a part of that Unit.

Note that Models Engaged in a Challenge cannot use this Special Rule to allocate Hits to any Model other than the enemy Model that is Engaged in the same Challenge and that any attacks which are made as Snap Shots, or for Weapons or attacks that have either the Blast (X), Barrage (X), Template or Reaping Blow (X) Special Rules, may never trigger the Precision (X) Special Rule no matter what the result of the Hit Test is.

PSY-SHOCK

Some weapons are created to distort and fracture ætheric space, their detonations causing panic attacks and confusion in the unattuned – but to those trained to channel the power of the Warp, they can trigger a spontaneous and uncontrolled manifestation of power that is often fatal to the psyker and those around them.

A Unit containing any Models with the Psyker Trait or Malefic Sub-Type which suffers a wound from a Weapon with this Special Rule also suffers Perils of the Warp.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more wounds on a Target Unit which contains any Models with the Psyker Trait or Malefic Sub-Type, regardless of whether any Damage is inflicted, that Target Unit suffers the Warp Rupture result on the Perils of the Warp Table at the end of Step 9 of that Shooting Attack.

RAPID TRACKING

Some weapons feature augmented motility and enhanced targeting systems, able to track and lock onto fast moving targets with ease.

Weapons with this Special Rule are better able to utilise it for intercepting new arrivals on the Battlefield.

Each time a Model makes a Shooting Attack as part of the Intercept Advanced Reaction, its Controlling Player can select a Weapon with this Special Rule for that Shooting Attack, even if it is not a Defensive Weapon.

REAPING BLOW (X)

Whether by skill or the merits of a weapon's design, some warriors are capable of sweeping strikes that scythe through the ranks of the foe.

If a Model with this Special Rule is outnumbered, it gains extra attacks.

If a Model is outnumbered in Combat and either has this Special Rule or is made to attack with a Weapon that has this Special Rule, then that Model gains a bonus to its Attacks Characteristic equal to the value of X attached to the variant of this Special Rule it has access to. To be considered outnumbered, the total number of Friendly Models Locked in the same Combat must be less than the total number of Enemy Models Locked in the same 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. This Special Rule has no effect during the Challenge Sub-Phase, and no Model that is Engaged in a Challenge may gain additional Attacks due to this Special Rule.

RENDING (X)

Some weapons cleave flesh with ease, inflicting terrible wounds that no mortal toughness can resist. Though of less use against armour and steel, such munitions are capable of tearing bloody holes in the ranks of advancing infantry and stalling any attack in its tracks.

With a Weapon that has the Rending (X) Special Rule, there is a chance that a Hit Test may result in an automatic wound.

When any Hit Test is made for an attack with the Rending (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Rending (X) Special Rule, then if a Hit is inflicted by that Hit Test, that Hit becomes a 'Rending Hit'.

When required to make a Wound Test for a Rending Hit, no Dice are rolled and the Wound Test succeeds automatically regardless of the Weapon's Strength or the Target's Toughness Characteristic. The Wound Test is treated as if the result had been '6' for the purposes of any Rules that would be triggered on certain results of a Wound Test. Wounds caused by a Rending Hit use the AP and Damage Characteristics of the Weapon used to make the attack and retain any Special Rules that Weapon had.

If the Target Unit for an attack made with a Weapon that has this Special Rule includes any Models with the Vehicle Type, then this Special Rule has no effect.

SHOCK (X)

Blasts of exotic radiation, malignant scrap-code or other targeted attacks can render the systems of complex war engines vulnerable without penetrating their armour. While such weapons are less likely to leave their target as a broken ruin, the deleterious effects of their attacks can render even the most powerful war machines impotent.

Weapons with the Shock (X) Special Rule have a chance of inflicting Statuses on Vehicles even if it does not penetrate their armour.

When making a Hit Test for a Weapon with this Special Rule against a Target Unit that includes any Models with the Vehicle Type or Walker Type, the result of the Hit Test before any modifiers are applied must be checked. If any Hit Test for a Weapon with the Shock (X) Special Rule results in a '5' or '6' before any modifiers are applied, then all Models with the Vehicle Type or Walker Type in the Target Unit gain a Status at the end of Step 11 of the Shooting Attack process or Step 10 of the Initiative Step process. The Status gained is indicated by the value of X attached to that variant of the Shock (X) Special Rule. If the Model already has the stated Status or the attack would apply the Status multiple times there is no additional effect and this Special Rule never causes a Model to lose Wounds or Hull Points. Hits inflicted by a Weapon with this Special Rule must still have Wound Tests or Armour Penetration Tests made for them, and are not discarded if they trigger this Special Rule.

SHRED (X)

Designed to rip and tear flesh, some weapons are fearsome and intimidating tools of warfare. Whether by the gnashing teeth of a chainblade or the jagged edges of flechette ammunition, these weapons scythe great holes in the lines of even the toughest of infantry and the largest of warriors.

Attacks made with the Shred (X) Special Rule can sometimes inflict an extra point of Damage.

When any Wound Test is made for an attack with the Shred (X) Special Rule, if the result of the Dice roll, before any modifiers are applied, is equal to or greater than the value of X attached to this variant of the Shred (X) Special Rule, then if a wound is inflicted by that Wound Test, the Damage of that wound is increased by 1. Note that the Shred (X) Special Rule may only be triggered by a Wound Test and has no effect when making an Armour Penetration Test.

SHROUDED (X)

Billowing clouds of smoke or fields of electromagnetic interference can hide warriors from the foe's sight. That which cannot be struck, cannot be harmed and needs not the protection of heavy and encumbering armour.

Shrouded (X) is a Damage Mitigation Test that may be taken in addition to a Saving Throw.

A Model with the Shrouded (X) Special Rule gains a Shrouded Damage Mitigation Test that may be used in Step 9 of the Shooting Attack process to discard Wounds allocated to the Model. A Damage Mitigation Test may be made after and in addition to a Saving Throw. The Target Number for a Shrouded Damage Mitigation Test is the value of X attached to the specific variant of the Special Rule. A Shrouded Damage Mitigation Test may not be made against wounds inflicted by a Melee Weapon.

SUPPRESSIVE (X)

A hail of enemy gunfire serves to keep any warrior's head down, and some weapons are designed specifically to suppress the foe. Only the most steadfast of troops will continue the advance when all they can hear is the whistle and crack of gunshots and the screams of the fallen.

Weapons and other attacks that have the Suppressive (X) Special Rule have a chance of inflicting the Suppressed Status on the Target Unit.

If a Shooting Attack made for a Weapon or Model with this Special Rule inflicts one or more Hits on a Target Unit, that Target Unit must make a Cool Check in the Morale Sub-Phase of the same Player Turn. If this Check is failed all Models in the Unit gain the Suppressed Status, and if the Check is passed then there is no further effect. The value of X attached to this Rule is applied as a negative modifier to the Cool Characteristic of Models in the Target Unit when making Checks caused by an attack with this Special Rule, if the attack includes multiple Weapons with different versions of this Special Rule the modifiers do not stack – use only the greatest modifier.

TEMPLATE

Template weapons shoot clouds of fire, gas or other lethal substances, rather than shells or bullets.

Weapons and attacks with the Template Special Rule use the Flame Template to determine how many Models they Hit.

When making attacks for a Weapon or other effect that has the Template Special Rule, or otherwise uses a Template, no Hit Tests are made for the attack. Instead, when directed to make Hit Tests for such an attack, a single Template is placed to determine how many Hits are generated. A Template must be placed so that its narrow end is touching the Base of the Model, the edge of a Model's Hull (if it has the Vehicle Type) or other point being used to make the attack, and so that no part of the Template covers or touches a friendly Model's Base, Hull or otherwise would inflict Hits on a friendly Model. Within these restrictions, the Player making the attack may place the Template in an orientation of their choosing as long as at least one Model from the original Target Unit remains under the Template. If the Template cannot be placed under these restrictions, such as if it cannot be placed without covering or touching friendly Models, then no attack may be made.

Once the Template has been placed, a number of Hits using the profile of the Weapon or effect are inflicted on the Target Unit equal to the number of Models touched or covered by the Template. If the Weapon or attack has a Firepower Characteristic greater than 1 then only a single Template is placed, but the number of Hits inflicted per Model touched or covered by the Template is equal to the Firepower Characteristic of the attack or Weapon. If more than one enemy Unit has Models that are touched or covered by the Template in its final position, then Hits are inflicted on all such Units as noted above, Hits on Units other than the original target form a new Fire Group that must be placed to one side and used to resolve a separate Shooting Attack on the additional Target Unit once all attacks and Fire Groups from the original Shooting Attack have been fully resolved. When resolving Armour Penetration Tests for Hits inflicted by a Weapon with this Special Rule, the position of the Model that was used to make the attack is used to determine which Armour Facing is used.

Note that the Rules require a Template to be placed in Base Contact with the Model being used to make the attack, but this Model is not counted as having been Hit by the attack and does not stop the attack from being made. However, this only applies to the individual Model being used to make the attack, not to other Models in the same Unit.

Weapons with this Special Rule will have their Range Characteristic as 'Template'. This does not count as a value of '0' or '-'. If a Rule requires a number for the Range Characteristic (other than for making attacks, which must be conducted using the Rules noted above) then all Weapons and attacks with this Special Rule are considered to have a Range Characteristic of '8'.

OTHER TEMPLATES

In some rare cases a Weapon may use a different Template than the standard Flame Template, in these cases the Template Rule may be expressed with a bracketed section stating which Template must be used when attacking with that Weapon. Otherwise, the Rules for its use are unchanged from those noted under the Template Special Rule.

An example of this is the use of the Hellstorm Template for certain very large Weapons. In this case the Rule would be expressed as 'Template (Hellstorm)' and the attack would be resolved using the Template Special Rule, but placing the larger Hellstorm Template.

VANGUARD (X)

Warriors trained to break the foe's lines are often at the forefront of their host, but are ill-suited to holding ground in the face of an enemy counter-attack.

A Unit that includes Models with this Special Rule scores fewer Victory Points for controlling Objectives, but can score Victory Points for destroying enemy Units that hold Objectives.

A Unit that includes a majority of Models with the Vanguard (X) Special Rule may only ever score 1 Victory Point for Controlling an Objective, regardless of that Objective's value (see Core Missions in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). However, the Player that controls a Unit that includes a majority of Models with the Vanguard (X) Special Rule gains Victory Points equal to the value of X in the Vanguard (X) Special Rule, in addition to any Victory Points scored for controlling an Objective, whenever either of the following two statuses are fulfilled:

- If an attack made for a Unit that includes a majority of Models with the Vanguard (X) Special Rule causes the last Model in an enemy Unit that is Controlling or Contesting an Objective to be Removed as a Casualty.
- If a Unit that includes a majority of Models with the Vanguard (X) Special Rule has at least one attack made for it in a Combat that results in one or more enemy Units that had at least one Model within 3" of an Objective at the start of that Assault Phase Falling Back from the Combat.

Note that the Vanguard (X) Special Rule may only be used to score Victory Points once per Objective per Player Turn – no matter how many enemy Units were Controlling or Locked in Combat near that Objective.