

LEGACIES OF THE AGE OF DARKNESS

Legiones Astartes

VERSION I.I

FOREWORD

This PDF supplements the army lists found in the *Warhammer: The Horus Heresy – Liber Astartes* and *Warhammer: The Horus Heresy – Liber Hereticus* army books, allowing players to include expanded units in their battles. Within are a selection of units that can be included in any Space Marine Legion, along with a number of units that are available only to specific Legions with either the Loyalist or Traitor allegiance.

This PDF 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. Additionally, certain specific units, Rites of War and special rules may require other Liber books for the use of that unit or rule only – in such cases it will be specifically noted as part of that rule which books are required.

‘CORE’ AND ‘EXPANDED’ ARMY LIST PROFILES

All Army List Profiles for the *Warhammer: The Horus Heresy – Age of Darkness* range are divided into two categories: Core units and Expanded units. All of the units in this PDF are ‘Expanded’ units. These represent many of the little-known, rarified units that were part of the Legiones Astartes during the Great Crusade and the Horus Heresy that may not have official miniatures and instead offer the collector an opportunity to convert their own interpretations.

Both ‘Core’ and ‘Expanded’ 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.

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn’t as clear as it could be. We’ve taken the opportunity to listen to player feedback and to update several rules accordingly. As they are updated, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta.

KNIGHTS-ERRANT AND BLACKSHIELDS

In the previous edition of the Horus Heresy, we have presented rules for the Knights-Errant and Blackshields. This PDF provides rules for several unique characters, but does not contain the full rules for these iconic factions of the Age of Darkness. Instead both the Blackshields and Knights-Errant will be presented as Factions with complete rules in a forthcoming *Warhammer: The Horus Heresy – Age of Darkness* publication.

DESIGNER’S NOTE

Some of the profiles listed here (in particular those for the Macharius variants, Crassus and Praetor) are named so in order to make it clear which miniatures are appropriate to be used to represent them and to allow players to continue to use their existing collections on the tabletop. It is intended that these profiles and models are used to represent the vast and divergent array of armoured vehicles and tanks that were in use at the time of the Horus Heresy but not yet included in any army list.

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AGENTS OF THE EMPEROR

KNIGHTS-ERRANT

The following comprises a selection of Expanded Army List Profiles representing members of the Knights-Errant. These units can be included in any Detachment, either Primary or Allied, that is part of an army that has the Loyalist Allegiance. Further publications may include updated rules or new profiles for the units included in this Expanded list. In these instances, the most recently published version of any profile should be used.

HQ

The foremost of the Knights-Errant, Nathaniel Garro was once a Battle-Captain of the Legiones Astartes Death Guard. Though he served his Primarch with honour and dedication, he was condemned as unworthy and, along with countless thousands of Legionaries who could not be counted on to tread the path of the Traitor, was betrayed at Isstvan III. Against all odds however Garro survived, escaping on the Eisenstein to carry word of the Warmaster's treachery to Terra.

It was Garro's warning that forced the Warmaster to abandon his plans for a shock invasion of the Throneworld and instead undertake a grinding advance, affording Terra the opportunity to fortify.

Having renounced his oaths to the Traitor Death Guard, Garro bent knee to Malcador the Sigillite, swearing to undertake whatever mission, no matter how perilous, was called for in the ultimate defence of humanity. The first of many such tasks was to recruit more warriors like himself, the first two dozen or so names provided to Malcador by the Loyalist Luna Wolf Severian. This quest would take Garro and his growing band of Legion-orphans the length and breadth of the galaxy, and bring him into conflict with his fallen battle-brothers of the Traitor Legiones Astartes and other, still more horrifying foes.

NATHANIEL GARRO 170 POINTS Knight-Errant, Former Battle-Captain of the Death Guard 7th Battle Company, The Agentia Primus, Hand of the Sigillite

	M	WS	BS	S	T	W	I	A	Ld	Sv
Nathaniel Garro	7	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 Nathaniel Garro

Wargear

- Paragon bolter
- Libertas
- Bolt pistol
- Frag grenades
- Krak grenades
- The Aquila Imperator

Unit Type

- Infantry (Character, Unique)

Special Rules

- Independent Character
- Battle-hardened (1)
- The Emperor Protects
- Loyalist

Nathaniel Garro can be included in an army as a non-Compulsory HQ choice, but may never be the army's Warlord.

Libertas

It is said that this masterfully wrought broadsword was constructed from remnants of a far older device, a weapon so ancient it predates the fall of Mankind and the coming of Old Night. Whatever the truth, Garro wielded it against countless xenos foes throughout his service in the Great Crusade and, tragically, must now use it to spill the blood of his erstwhile brother Legiones Astartes.

Weapon	Range	Str	AP	Type
Libertas	-	+1	2	Melee, Two-handed, Edge of Truth

Edge of Truth: When fighting in a Challenge, attacks made by Nathaniel Garro using Libertas gain the Reach (1) and Brutal (2) special rules.

The Aquila Imperator

The Aquila Imperator grants Nathaniel Garro a 2+ Armour Save and a 4+ Invulnerable Save, increased to 3+ when Nathaniel Garro is fighting in a Challenge.

The Emperor Protects

Though he dares not reveal it even to his closest brothers, Nathaniel Garro holds within him the seed of a secret faith, having heard and heeded the words of the Lectitio Divinitatus. The central credo of this nascent faith is that the Emperor has the power to watch over those who ask for his protection, a belief that has proven true on more occasions than can be accounted for by mere happenstance.

The first time in any battle that Nathaniel Garro loses his last Wound, or is otherwise removed from play as a casualty, the controlling player must immediately roll a D6. On a 4+, he remains in play with a single Wound remaining instead of being removed or destroyed.

Paragon Bolter

The Knights-Errant have been outfitted with the finest crafted panoply of arms and armour that the Sigillite's household can procure, the plain grey heraldry belying the peerless quality of the underlying workmanship.

All weapons listed here are counted as 'Bolt' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Paragon bolter	24"	5	4	Assault 2, Shred

HQ

Tylos Rubio, erstwhile Librarian of the Legiones Astartes Ultramarines, was the first to be recruited into the Knights-Errant by Nathaniel Garro, who upon the Sigillite's order travelled across the entire Imperium to reach Calth at the very moment of the Word Bearers' betrayal of the Calth Conjunction. But Garro had no intention of bolstering the defence and instead sought out the former Librarian and demanded he set aside his oaths to the XIIIth Legion and travel to Terra. Rubio refused, but during subsequent fighting was forced by circumstance to use his psychic powers, which he had foresworn in accordance with the Edict of Nikaea. Though Rubio saved their lives, his battle-brothers turned their backs upon him and he saw he had no choice but accede to Garro's request.

Upon joining the Knights-Errant, Tylos Rubio renounced not just his Legion, but the Edict of Nikaea, donning a psychic hood and taking up his force sword once more. In the battles to come, the ability to predict and counter the powers of the Warp would prove as valuable to the Sigillite's cause as a thousand boltguns.

TYLOS RUBIO 150 POINTS Knight-Errant, Former Codicier of the Ultramarines

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tylos Rubio	7	5	5	4	4	2	5	3	10	2+

Unit Composition

1 Tylos Rubio

Wargear

- Paragon bolter
- Bolt pistol
- Polaris
- Frag grenades
- Krak grenades
- The Aegis Argentum

Unit Type

- Infantry (Psyker, Character, Unique)

Special Rules

- Independent Character
- The Emperor Protects
- Echoes of Fate
- Loyalist

Tylos Rubio can be included in an army as a non-Compulsory HQ choice, but may never be the army's Warlord.

Polaris

Part of Rubio's panoply in his former role as Codicier of the XIIIth Legion, Polaris is a finely wrought force blade that shares much of its styling with the short, robust swords that were preferred by many of the Ultramarines. In the hands of one such as Rubio however, the blade is a conduit for psychic power, seemingly seeking out the foe with a will and intuition of its own.

Weapon	Range	Str	AP	Type
Polaris	-	4	3	Melee, Rending (6+), Master-crafted, Divine Guidance

Divine Guidance: Any Psyker with a weapon or ability with this special rule may choose to make a Psychic check before making any attacks with that weapon or resolving the ability. If the Check is successful, then the Strength value of all attacks made with weapons or abilities with this special rule is increased by +2 (in addition to any modifiers the attack or weapon may already possess), and gain the Reaping Blow (3) special rule. These benefits are applied only in the Phase in which these attacks are made and ends immediately after that Phase is resolved. If the Check is failed then Perils of the Warp is resolved targeting the unit containing the model that failed its Check. If the Psyker survives Perils of the Warp then it may attack as normal.

The Aegis Argentum

The Aegis Argentum grants a 2+ Armour Save and a 4+ Invulnerable Save. Additionally, a model equipped with the Aegis Argentum counts as having a psychic hood.

Echoes of Fate

At Calth, Tylos Rubio heard the pre-echo of disaster as the Word Bearers' betrayal approached, yet he rejected it, heeding instead his oath to his Primarch and to the Emperor to uphold the Edict of Nikaea. Having since foresworn that oath and replaced it with one of still greater portent, Rubio now listens for the ever-present ghost-voices that warn of approaching betrayal, knowing that to ignore them as he did at Calth would be to invite still greater a tragedy even than befell that world.

Tylos Rubio may use Psychic Powers and Psychic Weapons from either the Divination Discipline or the Telepathy Discipline.

Paragon Bolter

The Knights-Errant have been outfitted with the finest crafted panoply of arms and armour that the Sigillite's household can procure, the plain grey heraldry belying the peerless quality of the underlying workmanship.

All weapons listed here are counted as 'Bolt' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Paragon bolter	24"	5	4	Assault 2, Shred

EXPANDED LEGIONES ASTARTES UNITS

The following comprises a selection of Expanded Army List Profiles representing additional units for Legiones Astartes armies. Further publications may include updated rules or new profiles for the units included in this Expanded list. In these instances, the most recently published version of any profile should be used.

LEGIONES CONSULARIS

With the increase of uncontrollable occurrences of daemonic incursion across the galaxy, many officers within the Legiones Astartes on both sides of the conflict resorted to arcane and superstitious means to counter the little-understood threat. These pioneers sanctioned research into esoteric artefacts and weapons, and openly sought prohibited lore in the hope that it would provide wisdom capable of combating the galaxy's intangible horrors. These commanders, who were first among the Nullifiers, forged an example and encouraged those serving under them to also seek out by any means necessary the answers to the arcane threat.

LEGION PRIMUS NULLIFICATOR CONSUL..... +45 POINTS

Legiones Consularis

A Legion Cataphractii Centurion may take the Legion Primus Nullificator Consul type.

Wargear

A Legion Primus Nullificator Consul must exchange their power weapon for an Aether-shock maul* for no additional points cost.

- A Legion Primus Nullificator Consul may exchange their combi-bolter for one of the following:
 - Toxiferran flamer +10 points
 - Disintegrator +20 points

Special rules

A Legion Primus Nullificator Consul gains the Psyker Sub-type and has only the Psychic Discipline: Aetherbane (see below) and does not gain access to any other Disciplines.

- Hexagrammatic Wards*
- Credo Annihilato

*See Legion Nullificator Squad unit entry.

Psychic Discipline: Aetherbane

A Psyker with this Discipline gains the listed Psychic Weapon and special rules.

Aetherblast (Psychic Weapon)

Weapon	Range	Str	AP	Type
Aetherblast	18"	4	3	Assault 1, Blast (3"), Sanctic, Crude Exegesis

Sanctic: A weapon with this special rule always Wounds Daemons on a 2+ and any successful Invulnerable Saves made by Daemon models against any Wounds it inflicts must be re-rolled.

Crude Exegesis: When rolling to scatter for this weapon, if both D6 result in the same number, for example both dice show a result of 3, the template is instead positioned over the centre of the model that is making the attack, regardless of the result rolled on the Scatter dice.

Credo Annihilato

An army that includes at least one Legion Primus Nullificator Consul ignores the 0-1 restriction on Legion Nullificator Squads and may select them as Troops choices, but these units gain the Support Squad special rule.

LEGIONES CONSULARIS

In seemingly every Legion, there is a cadre of Centurions who compete for the honour to make first contact with any enemy force or lead the spear-tip of any assault. These hardened commanders are much respected for their willingness to heroically throw themselves and their soldiers into the toughest resistance, and are entrusted to prosecute shock assaults which crush a foe in a single action, breaking its lines of supply and leaving its defences in disarray. To these warriors, the informal honorific 'Warmonger' is attributed, and any who are marked as such are destined for greatness, rapidly rising in stature and rank, should they survive.

LEGION WARMONGER CONSUL +45 POINTS

Legiones Consularis

A Legion Centurion, Legion Tartaros Centurion or Legion Cataphractii Centurion may take the Legion Warmonger Consul type.

Wargear

A Legion Warmonger Consul gains an Aetheric Juncture Splicer. A Warmonger Consul may not select a Legion Spatha combat bike, Legion Scimitar jetbike or Legion Warhawk jump pack.

Special rules

A Legion Warmonger Consul gains the Tip of the Spear special rule.

Aetheric Juncture Splicer

These portable relics of the Age of Strife allow for a small body of warriors to teleport without access to a full teleportarium or the specialised targeting gear and protective fields normally required for such a hazardous gambit. However, they are renowned for their tendency to malfunction if even the slightest error is made in their calibration. As such, only the most foolhardy or vainglorious commanders will sanction their use in combat.

A model with an Aetheric Juncture Splicer, and all models in any unit it joins (including during or prior to deployment) gains the Deep Strike special rule and must be assigned to a Deep Strike Assault. Additionally, any unit that includes a model with a Aetheric Juncture Splicer that enters play using the Deep Strike special rule must roll a dice for each model in the unit after it has been completely deployed on the battlefield and any Pinning tests or Reactions required have been resolved. For each dice rolled that results in a '1', a single Wound against which only Invulnerable Saves may be taken is inflicted on the unit with the Aetheric Juncture Splicer.

Tip of the Spear

Some warriors will brook no hesitation in engaging the foe, and are ever pushing to advance further and faster. In battle they will always seek to bring battle to the foe in the most direct and violent manner possible.

A model with this special rule, and any unit it joins, must either begin any battle deployed on the battlefield or may be held in Reserve only if assigned to a Deep Strike Assault. Additionally, a unit that includes one or more models with this special rule must always have a Charge declared for it during the controlling player's Assault phase if there are any valid targets for that unit to target with a Charge. If there is more than one potential target for such a Charge, then the controlling player decides which unit will be the target.

ELITES

Only as Horus' rebels revealed the true corruption at their hearts did the Nullifiers begin to appear in the order of battle of the Legiones Astartes. The first such units were ad-hoc assemblies of veteran warriors wielding hastily manufactured weaponry and poorly understood superstition in a brave attempt to stem the tide of madness Horus had unleashed upon the Imperium. Few of these valiant warriors would survive, but the wisdom bought with their lives armed their successors all the better. By the final years of the Horus Heresy, the Nullifiers had become a highly disciplined arm of the Legions, forged in the crucible of desperation to counter the threat of the foulest xenos breeds and the daemoninc incursions that had become all too frequent.

O-I LEGION NULLIFIER SQUAD 245 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Legion Nullifier	6	4	4	4	4	2	4	2	8	2+
Legion Nullifier Sergeant	6	4	4	4	4	2	4	3	9	2+

Unit Composition

- 4 Nullifiers
- 1 Nullifier Sergeant

Wargear

- Combi-bolter
- Aether-shock maul
- Legion Cataphractii Terminator armour

Unit Type

- Nullifiers: Infantry (Heavy)
- Nullifier Sergeant: Infantry (Heavy, Character)

Special Rules

- Legiones Astartes (X)
- Relentless
- Bulky (2)
- Stubborn
- Hexagrammatic wards

Dedicated Transport

A Legion Nullifiers Squad numbering no more than five models may take a Legion Land Raider Proteus Carrier or Legion Dreadclaw Drop Pod as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- A Legion Nullifier Squad may include:
 - Up to 5 additional Nullifiers+45 points each
- Any model in the unit may exchange their aether-shock maul for:
 - Power fist+10 points each
- Any model in the unit may exchange their combi-bolter for:
 - Toxiferran flamer.....+10 points each
 - Disintegrator.....+20 points each
- Any model in the unit may take:
 - Grenade harness+10 points each
- The Nullifier Sergeant may exchange their aether-shock maul for one of the following options:
 - Power weapon..... Free
 - Thunder hammer+15 points

Aether-shock Maul

Based on a similar technology to the volkite weapons of Mars, these vicious mauls discharge pulses of stored actinic energy when they strike a foe.

Weapon	Range	Str	AP	Type
Aether-shock maul	-	+1	3	Melee, Deflagrate

Hexagrammatic Wards

Varying widely in form and efficacy based on both the origin and experience of the unit, wards either etched into or worn upon the armour of Nullifiers quickly became a standard feature of their panoply of war as the terrors of the Horus Heresy veered further into the realms of madness. By the end of the Scouring, such measures were codified as a sub-surface pattern of etched warding runes, formed of rare alloys and mineral compounds, but during the earliest years of the Horus Heresy often amounted to little more than half-understood scrawlings and pagan charms.

Any roll To Wound for an attack made with a Psychic Weapon against a model with this special rule suffers a penalty of -1.

ELITES

Although the myriad battlefields of the Great Crusade commonly saw the deployment of Contemptor-pattern Dreadnoughts, conflicts that took place in confined spaces or 'zones mortalis', also saw the use of Castra Ferrum-pattern Dreadnoughts. The materiel cost of the Horus Heresy caused many of these patterns of Dreadnought to be called up from the reserve echelons and pushed into the thick of the fighting.

The less advanced chassis of the Castra Ferrum pattern Dreadnought wasn't as compatible with the wide array of armaments that could be freely fitted and supported by the more powerful Contemptor chassis. However, adaptations such as the 'Mortis-pattern' configuration saw paired heavy weapons, such as autocannons or heavy bolter batteries slaved to helical targeting arrays, allowing talons of Castra Ferrum Dreadnoughts to unleash hails of firepower at both ground-based and airborne targets.

LEGION CASTRA FERRUM DREADNOUGHT TALON125 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Legion Castra										
Ferrum Dreadnought	6	5	5	6	6	5	2	3	9	2+

Unit Composition

- 1 Legion Castra Ferrum Dreadnought

Unit Type

- Dreadnought (Heavy)

Wargear

- Gravis bolt cannon
- Gravis power fist with in-built combi-bolter

Special Rules

- Legiones Astartes (X)
- Dreadnought Talon
- Ferromantic Deflector

Dedicated Transport

A Legion Castra Ferrum Dreadnought Talon of no more than one model may select a Legion Dreadnought Drop Pod as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- The unit may include:
 - Up to 2 additional Legion Castra Ferrum Dreadnoughts..... +125 points per model
- Any Legion Castra Ferrum Dreadnought in the unit may replace its Gravis bolt cannon and/or Gravis power fist and in-built combi-bolter with one of the following:
 - Gravis bolt cannon Free
 - Gravis autocannon +15 points each
 - Gravis missile launcher +10 points each
 - Flamestorm cannon +15 points each
 - Gravis plasma cannon +20 points each
 - Multi-melta +20 points each
 - Gravis lascannon +20 points each
 - Gravis power fist with built in combi-bolter Free*
 - Gravis chainfist with built in combi-bolter +10 points each*

*A Legion Castra Ferrum Dreadnought with two Gravis power fists, two Gravis chainfists or a Gravis power fist and Gravis chainfist gains an additional Attack.

- Any Legion Castra Ferrum Dreadnought may replace an in-built combi-bolter on either a Gravis power fist or Gravis chainfist with one of the following:
 - Heavy flamer +5 points each
 - Meltagun +15 points each
- Any Legion Castra Ferrum Dreadnought may take one of the following:
 - Havoc launcher +10 points per model
 - Searchlight +5 points per model
 - Helical targeting array +20 points per model

Gravis Missile Launcher

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Gravis missile launcher				
- Frag	48"	4	6	Heavy 1, Large Blast (5"), Pinning
- Krak	48"	8	3	Heavy 2

Ferromantic Deflector

Functioning along similar principles to the atomantic deflector shielding found on other Dreadnought chassis of the Legiones Astartes, the ferromantic deflector is constructed from cheaper, base elements and provides a comparable level of shielding, albeit for a shorter duration, and is prone to complete collapse when overloaded.

A model with an ferromantic deflector gains a 5+ Invulnerable Save and any model with a ferromantic deflector and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses three Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with a ferromantic deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 6, AP -.

FAST ATTACK

Attack bikes are larger, often two-man bikes whose expanded chassis can accommodate a single heavy weapon, making for a formidably armed and swift if somewhat fragile gun platform. Attack bikes often accompany Outrider units to provide fire support and are also deployed in squadrons as a high-speed strike force to ravage larger, slower enemy units and destroy isolated armoured vehicles with concentrated weapons fire.

LEGION SPATHA ATTACK BIKE SQUADRON55 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Legion Spatha										
Attack Bike	14	4	4	4	4	1	4	1	7	3+

Unit Composition

- 1 Legion Spatha Attack Bike

Unit Type

- Cavalry (Skirmish)

Wargear

- Bolt pistol
- Chainsword
- Power armour
- Legion Spatha attack bike

Special Rules

- Legiones Astartes (X)
- Relentless
- Firing Protocols (2)
- Hammer of Wrath (1)

Options

- The Legion Spatha Attack Bike Squad may take:
 - Up to 4 additional Legion Spatha attack bikes+50 points each
- One Legion Spatha attack bike may take a Legion vexilla +10 points
- Any model may replace their Legion Spatha attack bike's heavy bolter with:
 - Heavy flamer Free
 - Autocannon..... +15 points each
 - Multi-melta +25 points each

Legion Spatha Attack Bike

Based on the Spatha combat bike in use by the Legiones Astartes, the Spatha attack bike incorporates a mount for an additional heavy weapon and space for a second rider to act as the gunner. This allows Legions acting in highly mobile, scouting roles to supplement their advance with some degree of fire support.

A Legion Spatha attack bike has one twin-linked bolter and one heavy bolter. In addition, a model with a Legion Spatha attack bike that chooses to Run gains the Shrouded (5+) special rule until the start of the controlling player's next turn.

FAST ATTACK

Possessed of formidable firepower, automated weapons platforms and sentry gun batteries are used by many of the Imperium's diverse armed forces to take on the mundane duties of point defence and security, both planet-side and aboard ship. The most common of these designs is the Tarantula, whose ease of construction, multiple weapons configurations and general reliability have made it a staple of the arsenals of the Great Crusade and a well-regarded, if perhaps inglorious, tool of war.

The Space Marine Legions, in particular, make use of Tarantulas in a forward deployment role and see them as entirely disposable assets, often utilising them in the thick of battle to defend a forward position, draw out enemy forces for attack or even to guard a withdrawal or pin an enemy force during a feint. To this end, Tarantulas may be dropped into forward positions on the battlelines immediately prior to suspected engagement via hovering servo-carriers or placed by reconnaissance forces under concealment to provide an unpleasant surprise for an attacker.

LEGION TARANTULA SENTRY GUN BATTERY60 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tarantula Sentry Gun	-	1	2	1	4	2	1	1	5	3+

Unit Composition

- 3 Tarantula Sentry Guns

Wargear

- Two heavy bolters

Unit Type

- Infantry (Automated Artillery)

Special Rules

- Sentry Protocols
- Bulky (4)
- **Firing Protocols (2)**

Options

- A Tarantula Sentry Gun Battery may take:
 - Up to 2 additional Tarantula Sentry Guns..... +20 points each
- Any Tarantula Sentry Gun in the battery may exchange both of their heavy bolters for:
 - Two lascannon..... +20 points each
 - One Hyperios missile launcher..... +5 points each
- All Tarantula Sentry Guns in the unit may take:
 - Augury scanners +20 points per unit
 - Searchlights +5 points per unit

Hyperios Missile Launcher

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Hyperios missile launcher	48"	7	3	Heavy 3, Skyfire

Sentry Protocols

A unit that includes any models with this special rule must make a Shooting Attack targeting the enemy unit which has the closest model in line of sight to any model in the attacking unit in the controlling player's Shooting phase.

Automated Artillery Sub-type

The following rules apply to all models with the Automated Artillery Sub-type:

- A unit that includes one or more models with the Automated Artillery Sub-type may not Run, declare or otherwise make Charge moves, or make Reactions.
- A unit that includes one or more models with the Automated Artillery Sub-type may not make Sweeping Advances and if targeted by a Sweeping Advance automatically fails without rolling any dice and is destroyed.
- A unit that includes one or more models with this Unit Sub-type may never hold or deny an Objective.

TROOPS

As the cost of the galactic civil war mounted, it became necessary to develop expedient solutions to plug gaps that had formed in Legionary arsenals due to losses, or simply to increase the number of serviceable troops in any region, in order to overwhelm the highly capable enemy forces that operated within them. To do so often meant compromise, since the resources in both time and materiel to produce the equipment previously relied upon by the Legiones Astartes was simply not available. Indomituspattern Terminator armour was the result of such a compromise, offering neither the outright protection of the Cataphractii suits nor the technological advances of the Tartaros pattern armour, but instead promising plentiful supply and less reliance on costly and increasingly sparse resources.

LEGION TERMINATOR INDOMITUS SQUAD175 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Legion Indomitusp	6	4	4	4	4	2	4	2	7	2+
Legion Indomitusp Sergeant	6	4	4	4	4	2	4	3	8	2+

Unit Composition

- 4 Legion Indomitusp
- 1 Legion Indomitusp Sergeant

Wargear

- Combi-bolter
- Power fist
- Legion Indomitusp Terminator armour

Unit Type

- Legion Indomitusp: Infantry (Heavy)
- Legion Indomitusp Sergeant: Infantry (Heavy, Character)

Special Rules

- Legiones Astartes (X)
- Relentless
- Inexorable
- Bulky (2)
- Support Squad

Dedicated Transport

A Legion Terminator Indomitusp Squad may take a Legion Land Raider Proteus Carrier or a Legion Dreadclaw Drop Pod. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- A Legion Terminator Indomitusp squad may include:
 - Up to 5 additional Legion Indomitusp.....+30 points per model
- One model in the unit may take a Legion vexilla +10 points
- One Legion Indomitusp may take an augury scanner +10 points
- One Legion Indomitusp may take a nuncio-vox..... +10 points
- For every five models in the unit, one Legion Indomitusp may exchange their combi-bolter for one of the following:
 - Heavy flamer +5 points each
 - Proteus assault cannon +15 points each
- Any model in the unit may exchange their combi-bolter for one of the following:
 - Magna combi-weapon..... +10 points
 - Minor combi-weapon..... +5 points
 - Proteus pattern storm shield..... +10 points
- Any model in the unit may exchange their power fist for one of the following:
 - Chainfist +5 points each
 - Thunder hammer +5 points each
- Any model in the unit may exchange both their combi-bolter and power fist for:
 - Two lightning claws..... +10 points per model
- The Legion Indomitusp Sergeant may exchange their power fist for a Master-crafted power weapon..... Free
- The Legion Indomitusp Sergeant may take a grenade harness +5 points

Legion Indomitus Terminator Armour

Representing a culmination of the Tactical Dreadnought Armour project, Indomitus armour combined many features of both Tartaros and Cataphractii armour into a single unit that could be more easily mass produced by surviving, operational Forge Worlds. In the final years of the Horus Heresy, as the Legions desperately sought to rebuild their numbers, Indomitus suits were valued as a means to swiftly bulk up the size of desperately needed heavy assault companies and most Legions ignored its deficiencies when compared to the more advanced prototypes.

Legion Indomitus Terminator armour confers a 2+ Armour Save and a 5+ Invulnerable Save.

Proteus Assault Cannon

Based on the design of the Illiastus pattern weapon, these prototypes cycled at a reduced rate of fire in order to control the malfunctions that the prototypes were prone to. The result is a portable assault cannon that can maintain a higher rate of fire than a traditional autocannon and can operate for extended periods without breaking down.

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Proteus assault cannon	24"	6	4	Assault 3, Rending (6+)

Proteus Pattern Storm Shield

Smaller and more reliable than early prototypes, the Proteus storm shield provides significant protection from heavy weapons fire and can be manufactured and maintained more easily. In the latter years of the Horus Heresy many Forge Worlds would produce these in sufficient numbers to supply the demands of those Space Marine Legions that they were allied with.

A model with a Proteus storm shield gains a 4+ Invulnerable Save, Invulnerable Saves granted by a Proteus storm shield do not stack with other Invulnerable Saves, and cannot be modified by any other special rule. If a model has another Invulnerable Save then the controlling player must choose one to use. A model with a Proteus storm shield may never gain an additional Attack for being armed with two close combat weapons or make attacks using a weapon with the Two-handed special rule.

Pride of the Legion

Any Legion Terminator Indomitus Squads taken in a Detachment with the Pride of the Legion Rite of War lose the Support Squad special rule and gain the Line Sub-type.

FAST ATTACK

Once again returned to the skies, atmospheric craft that predated Old Night flew above the battlefields of the Age of Darkness. Ranging wildly in their designs and configurations, some of the airframes that were returned to service were retrofitted with contemporary cannon and missiles, while others carried the primitive weapons of their era. Most were outclassed by the newer, far more advanced machines developed during the Great Crusade that boasted superior technology but the sheer quantity of these venerable craft proved a significant threat that could not be ignored.

LEGION AVENGER STRIKE FIGHTER 170 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Avenger	22	4	11	10	10	3	-

Unit Composition

- 1 Legion Avenger Strike Fighter

Unit Type

- Vehicle (Flyer)

Wargear

- Hull (Front) Mounted Avenger bolt cannon
- Two Hull (Front) Mounted lascannon
- Hull (Rear) Mounted heavy stubber*

*See *Liber Imperium*.

Special Rules

- Legiones Astartes (X)
- Deep Strike

Options

- A Legion Avenger Strike Fighter may select any one of the following options:
 - Four Hull (Front) Mounted Hellstrike missiles+15 points
 - Four Hull (Front) Mounted Skystrike missiles+20 points
- A Legion Avenger Strike Fighter may take the following:
 - Ramjet diffraction grid+30 points

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Skystrike missile	72"	8	2	Heavy 1, Skyfire, Sunder, One Use

FAST ATTACK

The Thunderbolt is a pattern of heavy fighter most commonly found within the Imperialis Armada's inter-atmospheric fighter wings. Famed for its reliability and ruggedness, many Legions maintained their use in reserve forces as indentured detachments. In this role they were able to support Legion forces, providing capability as ground-attack craft and also performing vital aerial interdiction against enemy aircraft.

LEGION THUNDERBOLT FIGHTER 170 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Thunderbolt	22	4	12	11	10	3	-

Unit Composition

- 1 Legion Thunderbolt Fighter

Unit Type

- Vehicle (Flyer)

Wargear

- Four Centreline (Front) Mounted autocannon
- Two Centreline (Front) Mounted lascannon

Special Rules

- Legiones Astartes (X)
- Deep Strike

Options

- A Legion Thunderbolt Fighter may select any one of the following options:
 - Four Hull (Front) Mounted Hellstrike missiles+15 points
 - Four Hull (Front) Mounted Skystrike missiles+20 points
- A Legion Thunderbolt Fighter may take the following:
 - Ramjet diffraction grid+30 points

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Skystrike missile	72"	8	2	Heavy 1, Skyfire, Sunder, One Use

FAST ATTACK

A relatively recent addition to the armouries of the Great Crusade, the Primaris-Lightning Strike Fighter is a high-speed sub-orbital fighter craft designed for high-speed interception, interdiction and surgical strike roles. Created by the Archmagos-Arbiter Sykosk Thule, master of the sovereign Forge World of Voss, the Primaris-Lightning represented a new paradigm in aero-warcraft, being built around a powerful forced-plasma ramjet drive and optimised for the most sophisticated munitions and avionics systems available.

While exceeding all similar patterns in service of its size for speed and payload capacity, it was extremely costly to produce, proved difficult to maintain and difficult to handle by all but the most experienced pilots —flaws Sykosk attributed purely to the failure of weak flesh. These factors, however, saw the pattern's issue limited to the elite close-support units of the most well-resourced Legions and the Mechanicum itself, and while a 'degraded' – if more easy to operate and maintain – version of the Lightning was rumoured to be under consideration just prior to the outbreak of the Horus Heresy, this reduced pattern played no part in the conflict.

LEGION PRIMARIS-LIGHTNING STRIKE FIGHTER..... 170 POINTS

	M	BS	Front	Armour Side	Rear	HP	Transport Capacity
Legion							
Primaris-Lightning	26	4	11	11	10	3	-

Unit Composition

- 1 Legion Primaris-Lightning Strike Fighter

Unit Type

- Vehicle (Flyer)

Wargear

- Two Centreline Mounted lascannon

Special Rules

- Legiones Astartes (X)
- Deep Strike

Options

- A Legion Primaris-Lightning Strike Fighter may select up to three options from the following options:
 - Two **Hull (Front) Mounted** Sunfury missiles..... +25 points
 - Two **Hull (Front) Mounted** Kraken penetrator missiles..... +35 points
- A Legion Primaris-Lightning Strike Fighter may take the following:
 - Ramjet Diffraction Grid+30 points

Sunfury Missile

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Sunfury missile	36"	7	4	Heavy 1, Blast (3"), Breaching (4+), Gets Hot, One Use

Kraken Penetrator Missile

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Kraken penetrator missile	36"	8	1	Heavy 1, Armourbane (Ranged), One Use

HEAVY SUPPORT

The Land Raider is regarded by many as the finest armoured fighting vehicle of its class in the Imperium's arsenal – if not the galaxy, and the mainstay battle tank of the Space Marine Legions. It is a phenomenally powerful war machine, its multi-layered composite armour and reinforced hull is all but impervious even to heavy weapons, and it has no truly vulnerable areas, being a sealed unit designed to resist enemy attack from any approach. Intended to serve in almost any environment as both war machine and exploration vehicle, the Land Raider can operate freely in war zones ranging from acid swamps to rad-deserts to arctic wastes without any noticeable impediment to its performance, and can even operate underwater and in hard vacuum, ensuring that there is no open battlefield on which its armoured wrath cannot be unleashed. The Land Raider is a masterwork that heralds back to the might of Mankind during the lost High Dark Age of Technology, and since the rediscovery of its STC in the vaults of Mars, several patterns have been established in widespread use varying the balance of the Land Raider's battlefield role from armoured explorer, to assault tank, to command and control vehicle, but all maintain the core components of its established form and function.

LEGION LAND RAIDER PHOBOS.....220 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion							
Land Raider Phobos	12	4	14	14	14	5	12

Unit Composition

- 1 Legion Land Raider Phobos

Unit Type

- Vehicle (Transport, Reinforced)

Wargear

- Two Sponson Mounted Gravis lascannon
- Hull (Front) Mounted Twin-linked heavy bolter
- Smoke launchers

Special Rules

- Legiones Astartes (X)
- Power of the Machine Spirit
- Assault Vehicle

Access Points

- A Legion Land Raider Phobos has one Access Point on each side of the hull and one at the front.

Options

- A Legion Land Raider Phobos Squadron may take:
 - Up to 2 additional Legion Land Raider Phobos+205 points each
- Any Legion Land Raider Phobos may exchange its Hull (Front) Mounted twin-linked heavy bolter for one of the following:
 - Hull (Front) Mounted twin-linked heavy flamer Free
 - Hull (Front) Mounted twin-linked lascannon +15 points each
- Any Legion Land Raider Phobos may take one of the following options:
 - Pintle Mounted twin-linked bolter +5 points each
 - Pintle Mounted combi-weapon (any type).....+10 points each
 - Pintle Mounted heavy bolter.....+10 points each
 - Pintle Mounted heavy flamer +5 points each
 - Pintle Mounted multi-melta +20 points each
 - Pintle Mounted havoc launcher +15 points each
- Any Legion Land Raider Phobos may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile +5 points each
 - Searchlight..... +5 points each

HEAVY SUPPORT

The Land Raider Achilles shares much of its STC with the far more common Phobos pattern, with the obvious exception of the weaponry that takes up a significant portion of the tank's massive hull. The Achilles surrenders much of the internal transport capacity in preference of a directly mounted quad launcher, a weapon most commonly employed as a mobile artillery piece, and the various ammunition loads for this versatile mortar system. Less obviously, the Achilles pattern Land Raider features a far denser hull and armouring that is noticeably more resilient to much of the weaponry commonly used against such war machines. It is speculated that this resilience is owing to far more stringent purification and refinement of the raw elements used in the production of these Land Raiders in comparison to the more commonplace variants, but it has never been ascertained. Armorium records indicate the genesis of the Achilles pattern Land Raider occurred during the early years of the Great Crusade, where the VIIth Legion utilised its combined mobility and firepower to assail the entrenched defences of a xenos empire. Where other Legion vehicles were reduced to smouldering slag by the potent energy weapons wielded by the enemy, outmatching even the largest las-arrays available to the Imperium, the Achilles was able to weather such tempests and emerge intact.

LEGION LAND RAIDER ACHILLES.....320 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Land Raider Achilles	12	4	14	14	14	5	6

Unit Composition

- 1 Legion Land Raider Achilles

Unit Type

- Vehicle (Transport, Reinforced)

Wargear

- Two Sponson Mounted Gravis melta cannon
- Hull (Front) Mounted Achillius quad launcher
- Smoke launchers

Special Rules

- Legiones Astartes (X)
- Power of the Machine Spirit
- Ferromantic Invulnerability
- Galvanic Traction Drive

Access Points

- A Legion Land Raider Achilles has one Access Point on each side of the hull.

Options

- A Legion Land Raider Achilles Squadron may take:
 - Up to 2 additional Legion Land Raider Achilles+305 points each
- Any Legion Land Raider Achilles may exchange both of its Sponson Mounted Gravis melta cannon for:
 - Two Sponson Mounted volkite dual culverin Free
- Any Legion Land Raider Achilles may take one of the following options:
 - Pintle Mounted combi-weapon (any type).....+10 points each
 - Pintle Mounted heavy bolter.....+10 points each
 - Pintle Mounted heavy flamer.....+5 points each
 - Pintle Mounted multi-melta+25 points each
 - Pintle Mounted havoc launcher +15 points each
- Any Legion Land Raider Achilles may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points each

Achillus Quad Launcher

All weapons listed here are counted as 'Artillery Cannon' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Achillus quad launcher				
- Shard	24"	5	5	Heavy 1, Large Blast (5"), Shred
- Strike	24"	8	4	Heavy 4, Sunder

Ferromantic Invulnerability

The hull of the Achilles has been specially constructed to resist even the most determined assault and is almost preternaturally resilient.

The effects of any variant of the Armourbane special rule or the Lance special rule are ignored when resolving attacks made against a model with this special rule.

Galvanic Traction Drive

Constructed under the direct oversight of the producing forge's macrotek magos, the transmission and primary drive of the Achilles is far more robust, resisting failure even when abused over the most treacherous battlefield terrain.

A model with this special rule must re-roll failed Dangerous Terrain tests.

HEAVY SUPPORT

Most Legionary commanders demonstrated a clear preference for the new breed of faster, more easily maintained artillery tanks that were able to keep pace with the mobile and dynamic battlefield doctrines employed during the Great Crusade. Many Legions did, however, maintain entire reserve formations of older patterns of mobile artillery platforms, such as Basilisks, that would be called forward from the rear echelons to take part in protracted sieges. Their comparative lack of mobility was deemed less of a disadvantage and their immense guns able to steadily bombard fixed enemy positions from range in these situations. As the attrition of the Horus Heresy took its toll, these formations were pressed into service to replace the losses sustained during the cataclysmic battles that raged across the galaxy.

LEGION BASILISK SQUADRON 200 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Basilisk	10	4	13	12	10	4	-

Unit Composition

- 1 Legion Basilisk

Unit Type

- Vehicle (Bombard)

Wargear

- Centreline Mounted Earthshaker cannon
- Hull (Front) Mounted heavy bolter
- Searchlight
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Basilisk may include:
 - Up to two additional Legion Basilisks +185 points each
- Any Legion Basilisk may take one of the following:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +30 points
- Any Legion Basilisk may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Dozer blade +5 points each

Earthshaker Cannon

All weapons listed here are counted as 'Artillery Cannon' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Earthshaker cannon	240"	9	4	Ordnance 1, Barrage, Large Blast (5"), Shred, Pinning

HEAVY SUPPORT

The Legion Medusa shares many common components with the Basilisk but in place of the long-ranged Earthshaker cannon, is fitted with a massive calibre siege mortar. In doing so, the Medusa sacrifices range for outright destructive power in a trade-off that is only exacerbated by being mounted on a relatively lightly armoured and slow moving platform. Despite this, these venerable tanks were called upon to provide close fire support on the front lines of the myriad battles of the Horus Heresy, their crews knowing only too well the vulnerabilities of the vehicles they operated.

LEGION MEDUSA SQUADRON..... 200 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Medusa	10	4	13	12	10	4	-

Unit Composition

- 1 Legion Medusa

Unit Type

- Vehicle (Bombard)

Wargear

- Centreline Mounted Medusa mortar
- Hull (Front) Mounted heavy bolter
- Searchlight
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Medusa Squadron may include:
 - Up to two additional Legion Medusas..... +185 points each
- Any Legion Medusa may take one of the following:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +30 points
- Any Legion Medusa may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Dozer blade +5 points each

Medusa Siege Mortar

All weapons listed here are counted as 'Artillery Cannon' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Medusa mortar	36"	9	4	Ordnance 1, Barrage, Large Blast (5"), Pinning, Rendering (6+)

HEAVY SUPPORT

As cohesive fighting forces able to operate and conquer in any theatre of war, the Space Marine Legions maintain their own mobile heavy artillery units, although to nowhere near the extent that the hosts of the Imperial Army do in terms of numbers. This is in no small part due to the fact that static warfare does not suit the character or indeed the strengths and advantages of the Space Marines themselves, although there are those whose extensive practice of siege craft, such as the Imperial Fists and Iron Warriors, lends them more reliance and trust in the 'big guns.' One of the most common artillery vehicles employed is the relatively light and mobile Whirlwind multiple missile launcher tank, which has the advantage of being based on the Rhino chassis and therefore easy to repair and support.

LEGION WHIRLWIND 120 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Whirlwind	12	4	11	11	10	3	-

Unit Composition

- 1 Legion Whirlwind

Unit Type

- Vehicle

Wargear

- Turret Mounted Whirlwind missile launcher
- Pintle Mounted twin-linked bolter
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Whirlwind may take one of the following:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted havoc launcher+15 points
 - Pintle Mounted heavy bolter.....+10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta+30 points
- A Legion Whirlwind may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Dozer blade +5 points each
 - Searchlight..... +5 points each

Whirlwind missile launcher

The Whirlwind missile launcher is equipped with three types of missile, the controlling player must declare which type of missile is being used, before firing, each time the weapon fires.

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
- Talonis HE missile	48"	6	4	Ordnance 1, Barrage, Large Blast (5")
- Thermios AP missile	48"	7	4	Ordnance 1, Barrage, Blast (3"), Breaching (4+)
- Icaros AA missile	48"	7	3	Ordnance 1, Twin-linked, Skyfire

HEAVY SUPPORT

Assault rams are attack craft intended to participate in close-range boarding actions in space and also to act in a secondary role as drop-assault vessels for direct orbital attack. Smaller in size and displacement than many gunships, the Caestus pattern Assault Ram is a densely constructed, shield-augmented block of armour designed to effect a boarding by burning and smashing its way through an enemy ship. The revelations brought on by the discoveries of Arkhan Land enabled the augmentation of the venerable design, allowing it to be used in high velocity direct orbital attacks, as well as operate as a heavy battle skimmer in support of ground operations when called on to do so.

As an assault ram, the Caestus is designed and outfitted with a highly armoured forward superstructure buttress with inertial and recoil compensation systems, specifically built to allow the vehicle to crash into its target, thus creating a breach into which its complement of Space Marines can immediately advance. Its main armament is similarly direct, with a recessed forward-firing magna-melta intended to weaken the hull armour of a target space craft, also providing it with a devastating close-range weapon against enemy tanks and bunkers in ground operations.

LEGION CAESTUS ASSAULT RAM 350 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Caestus	14	4	13	13	11	4	12

Unit Composition

- 1 Legion Caestus Assault Ram

Wargear

- Centreline Mounted siege melta array
- Two Centreline Mounted havoc launchers
- Flare shield

Access Points

- A Legion Caestus Assault Ram has two Access Points at the front of the hull.

Options

- A Legion Caestus Assault Ram may exchange both of its havoc launchers for:
 - Two Centreline Mounted missile launchers (with frag & krak missiles) +10 points

Unit Type

- Vehicle (Flyer, Hover, Transport)

Special Rules

- Legiones Astartes (X)
- Assault Vehicle
- Deep Strike

HEAVY SUPPORT

A truly ancient design dating back to the wars of the Age of Strife on Terra, the Imperial production model of this heavy tank pattern was given the name of Malcador the Sigillite, right hand of the Emperor, during the early days of the Great Crusade when thousands of these war machines rolled off the production lines of Mars and Voss. Although not as heavily armed as goliaths such as the Baneblade or as well-protected as the Land Raider that would come to largely replace it in Legion service as a main battle tank, the Malcador nevertheless possesses a number of advantages to its design, the principal of which is its battle speed, which is truly formidable for a tank of its size, thanks to a sophisticated, if somewhat temperamental drive system.

By the time of the Horus Heresy, many Malcador tanks had been relegated to strategic reserves and second line Imperial Army units, replaced by newer, more powerful designs, although the demands of Mankind's galaxy-wide civil war soon brought them back into the fray, while their availability saw them used as test-beds for a variety of new variants designed to plug gaps in supply and resource.

LEGION MALCADOR ASSAULT TANK SQUADRON 245 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Malcador	14	4	13	13	12	5	-

Unit Composition

- 1 Legion Malcador Assault Tank

Unit Type

- Vehicle (Reinforced)

Wargear

- Hull (Front) Mounted heavy bolter
- Hull (Front) Mounted battlecannon
- Side (Left) Mounted heavy bolter
- Side (Right) Mounted heavy bolter
- Searchlight
- Smoke launcher

Special Rules

- Legiones Astartes (X)
- Independent Fire Control*

* See *Liber Imperium*.

Options

- A Legion Malcador Assault Tank Squadron may include:
 - Up to two additional Legion Malcador Assault Tanks.....+245 points each
- Any Legion Malcador Assault Tank may exchange its Hull (Front) Mounted battlecannon for one of the following:
 - Hull (Front) Mounted Gravis lascannon +10 points
 - Hull (Front) Mounted Vanquisher battlecannon +10 points
- Any Legion Malcador Assault Tank may exchange its Hull (Front) Mounted heavy bolter for one of the following:
 - Hull (Front) Mounted autocannon Free
 - Hull (Front) Mounted multi-laser Free
 - Hull (Front) Mounted heavy flamer Free
 - Hull (Front) Mounted lascannon..... +10 points
 - Hull (Front) Mounted demolisher cannon +50 points
- Any Legion Malcador Assault Tank may exchange both of its Side Mounted heavy bolters for:
 - One Side (Right) Mounted autocannon and one Side (Left) Mounted autocannon..... Free
 - One Side (Right) Mounted multi-laser and one Side (Left) Mounted multi-laser..... Free
 - One Side (Right) Mounted heavy flamer and one Side (Left) Mounted heavy flamer Free
 - One Side (Right) Mounted lascannon and one Side (Left) Mounted lascannon +25 points
- Any Legion Malcador Assault Tank may take one of the following:
 - Pintle Mounted multi-laser +10 points
 - Pintle Mounted heavy stubber..... +5 points
 - Pintle Mounted heavy flamer +5 points
- Any Legion Malcador Assault Tank may take any of the following:
 - Flare shield +25 points
 - One Hull (Front) Mounted hunter-killer missile..... +10 points
 - Dozer blade +5 points

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Battle cannon	48"	8	4	Heavy 1, Blast (3"), Pinning
Vanquisher battle cannon	72"	9	2	Heavy 2, Sunder, Brutal (2)

HEAVY SUPPORT

A design whose origins are lost to the antiquity of Ancient Terra in the Age of Strife, 'Minotaur' is the common designation for a series of distinctively designed heavy self-propelled artillery tanks. Intended for forward deployment to provide heavy fire support in the heart of a battle, Minotaurs are heavily armoured and highly durable weapons platforms, designed to lay down crushing barrages of ordnance from advanced positions whilst under threat from enemy fire, before redeploying under their own power.

By the end of the Great Crusade era, decades of attrition had largely consumed the thousands of Minotaurs produced at the outset of the Imperium's expansion, and these venerable tanks had been mainly superseded in service by the lighter Basilisk pattern which could be mass produced in vast quantities, as well as larger, more purpose-built super-heavy artillery units.

LEGION MINOTAUR BATTERY280 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Minotaur	8	4	13	12	13	4	-

Unit Composition

- 1 Legion Minotaur

Unit Type

- Vehicle (Slow, Reinforced)

Wargear

- Hull Centreline (Rear) Mounted twin-linked Earthshaker cannon
- Smoke launchers

Special Rules

- Legiones Astartes (X)
- Open Crew Compartment

Options

- A Legion Minotaur Battery may include:
 - An additional Legion Minotaur +265 points
- Any Legion Minotaur may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile +5 points each
 - Searchlight +5 points

Open Crew Compartment

Any Hits scored against a Vehicle with this special rule in close combat (including as part of a Death or Glory Advanced Reaction) are resolved against the Vehicle's Armour Facing with the lowest value.

Earthshaker Cannon

All weapons listed here are counted as 'Artillery Cannon' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Earthshaker cannon	240"	9	4	Ordnance 1, Barrage, Large Blast (5"), Shred, Pinning

LORDS of WAR

The Legion Stormblade is a variant of the Imperial Army super-heavy tank constructed on the Forge World of Lucius and equipped with a mighty plasma blastgun. This weapon occupies a tactical niche between the much heavier volcano cannon carried on the Shadowword and similar, but lighter weapons carried on smaller vehicles. The plasma blastgun is simpler to maintain and supply than the volcano cannon, giving the tank an extended operational range and its Space Marine crew are a lot more resistant to the heat and radiation generated by its enormous reactor array than the crews of Imperial Army Stormblades.

The majority of Legions maintain a stock of Stormblades amongst their super-heavy tank formations, though some only utilise them as Legion reserves and do not commit them to the line as a matter of course. The Iron Warriors and the Iron Hands have both been known to utilise armoured vanguards comprising Stormblades, often flanked by Predators and, more recently, Sicarans.

LEGION STORMBLADE 750 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Stormblade	10	4	13	13	12	12	-

Unit Composition

- 1 Legion Stormblade

Unit Type

- Vehicle (Super-heavy)

Wargear

- Turret Mounted Plasma blastgun
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Stormblade may take one of the following options:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +20 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy stubber..... +5 points
- A Legion Stormblade may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

Plasma blastgun

The majority of plasma blastguns utilised on Legion Stormblades are wrought upon the Forge World of Ryza, a sovereign Mechanicum domain whose lords are known as the undisputed masters of this particular strand of machine lore. When the weapon fires, a roiling, barely contained bolt of raw plasma as bright as a sun is unleashed. All but the strongest of armour is reduced to slag by such an attack and it can defeat even Titan grade void shields with relative ease.

All weapons listed here are counted as 'Plasma' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Plasma blastgun	72"	9	3	Ordnance 1, Massive Blast (7"), Breaching (4+)

LORDS of WAR

The Thunderhawk Transporter is a support variant of the standard Thunderhawk Gunship that has recently entered into service with the Space Marine Legions. It may be used to quickly deploy or redeploy armoured vehicles and deliver supplies in heavily contested war zones where less well armed and armoured craft would prove extremely vulnerable. Rapidly becoming a relied upon workhorse of the Legions, a Thunderhawk Transporter can carry two Rhino-sized vehicles or a single Land Raider-sized vehicle. It can also be used to carry an under-slung supply pod and other useful equipment such as a winch-system for recovering drop pods after a battle deployment.

LEGION THUNDERHAWK TRANSPORTER500 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Thunderhawk Transporter	18	4	12	12	12	9	22

Unit Composition

- 1 Legion Thunderhawk Transporter

Unit Type

- Vehicle (Flyer, Hover, Lumbering, Transport)

Wargear

- Four Turret Mounted **twin-linked** heavy bolters
- Six Hull (Front) Mounted hellstrike missiles

Special Rules

- Legiones Astartes (X)
- Power of the Machine Spirit
- Assault Vehicle
- Transport Bay
- Two Auxiliary Vehicle Bays*

Access Points

- A Legion Thunderhawk Transporter has one Access Point on each side of the cockpit section.

Options

- A Legion Thunderhawk Transporter may exchange all of its hellstrike missiles for:
 - One Hull (Front) Mounted Macro-bomb cluster..... +60 points
- The Legion Thunderhawk Transporter may take one of the following:
 - Ramjet diffraction grid+50 points
 - Flare shield+50 points

*In addition to being able to be used independently, both Legion Thunderhawk Transporter Auxiliary Vehicle Bays can be used together to transport a model with the Vehicle Unit Type and a starting Hull Point value of up to 8.

LORDS of WAR

Prior to the introduction of craft such as the Fire Raptor, close air support was provided to the Space Marine Legions by a wide variety of patterns of aircraft that defied standardisation. Most capable of being launched from low-orbital carriers, these craft were usually characterised by their immense airframes that could carry many tonnes of ordnance and fuel to extend their operational range to thousands of kilometres of atmospheric flight.

LEGION MARAUDER BOMBER450 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Marauder	18	4	12	11	10	5	-

Unit Composition

- 1 Legion Marauder Bomber

Unit Type

- Vehicle (Flyer, Lumbering)

Wargear

- Centreline (Front) Mounted twin-linked autocannon
- Centreline (Rear) Mounted twin-linked heavy bolter
- Turret Mounted twin-linked heavy bolter
- Hull (Front) Mounted macro-bomb cluster

Special Rules

- Legiones Astartes (X)
- Deep Strike

Options

- A Legion Marauder Bomber may take the following:
 - Ramjet diffraction grid+30 points

LORDS of WAR

In addition to massive, long range bomber configurations, many of the venerable craft that were pressed back into service during the Horus Heresy were outfitted with a combination of air-to-air defensive weapons and bomb payloads, to broaden their specialisations. Whilst these aircraft would be outclassed by later generations of Legion aircraft, their capacity for damage and brute power would ensure they still served a purpose.

LEGION MARAUDER DESTROYER.....450 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Marauder	18	4	12	11	10	5	-

Unit Composition

- 1 Legion Marauder Destroyer

Unit Type

- Vehicle (Flyer, Lumbering)

Wargear

- Centreline (Front) Mounted Gravis autocannon battery
- Centreline (Rear) Mounted twin-linked Kheres assault cannon
- Turret Mounted twin-linked heavy bolter
- Eight Hull (Front) Mounted Hellstrike missiles
- Four Hull (Front) Mounted fragmentation bombs

Special Rules

- Legiones Astartes (X)
- Deep Strike

Options

- A Legion Marauder Destroyer may exchange its Front (Hull) Mounted Hellstrike missiles for:
 - Eight (Hull) Front Mounted Skystrike missiles Free
- A Legion Marauder Destroyer may take the following:
 - Ramjet diffraction grid+30 points

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons..

Weapon	Range	Str	AP	Type
Fragmentation bomb	-	5	5	Bomb 1, Blast (3"), One Use
Skystrike missile	72"	8	2	Heavy 1, Skyfire, Sunder, One Use

LORDS of WAR

Constructed using an ancient STC dating back to the Dark Age of Technology, the Baneblade is a super-heavy tank outfitted with a bewildering array of weapons, even for a vehicle of its prodigious size. The Baneblade hull was used as the basis for a number of more specialised variants, but in this configuration was in its most versatile and commonly seen form.

LEGION BANEBLADE750 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Baneblade	10	4	13	13	12	12	-

Unit Composition

- 1 Legion Baneblade

Unit Type

- Vehicle (Super-heavy)

Wargear

- Turret Mounted Baneblade cannon
- Co-axial Mounted autocannon
- Hull (Front) Mounted demolisher cannon
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Baneblade may take two of the following options:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +20 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy stubber..... + 5 points
- A Legion Baneblade may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

Baneblade cannon

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Baneblade cannon	72"	8	4	Ordnance 1, Large Blast (5"), Rending (6+), Pinning

LORDS of WAR

Based on the Baneblade chassis, the Banehammer replaces a number of the weapon systems and ammunition storage spaces with the tremor cannon and its vast, timed-fuse shells. When fired, the delayed detonation of these massive projectiles allows them to sink into the ground before exploding, sending pulverising shockwaves out in a large radius. The force of such a blast is enough to debilitate even hardened troops for a period, even if they escape without serious injury.

LEGION BANEHAMMER.....750 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Banehammer	10	4	13	13	12	12	10

Unit Composition

- 1 Legion Banehammer

Unit Type

- Vehicle (Super-heavy, Transport)

Wargear

- Hull (Front) Mounted tremor cannon
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Access Points

- A Legion Banehammer has one Access Point at the rear of the hull.

Options

- A Legion Banehammer may take one of the following options:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +20 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy stubber..... + 5 points
- A Legion Banehammer may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

Tremor Cannon

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Tremor cannon	24"	8	4	Ordnance 1, Massive Blast (7"), Pinning, Shell Shock (2)

LORDS of WAR

The Stormlord is a variant of the Baneblade that is equipped with a Titan-class Vulcan mega-bolter. Consisting of a slaved pair of rotary barrel arrays, this immense weapon can pulverise heavy infantry and light armoured vehicles in an indiscriminate storm of explosive bolt ammunition. As such it is often employed in support of infantry assaults where it can cause massive amounts of damage before it expends its ammunition capacity.

LEGION STORMLORD750 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Stormlord	10	4	13	13	12	12	10

Unit Composition

- 1 Legion Stormlord

Unit Type

- Vehicle (Super-heavy, Transport)

Wargear

- Hull (Front) Mounted Vulcan mega-bolter
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

Special Rules

- Legiones Astartes (X).

Access Points

- A Legion Stormlord has one Access Point at the rear of the hull

Options

- A Legion Stormlord may take one of the following options:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +20 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy stubber..... + 5 points
- A Legion Stormlord may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

Vulcan Mega-bolter

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Vulcan mega-bolter	60"	6	3	Heavy 15, Pinning, Shell Shock (1)

LORDS of WAR

The Volcano cannon that forms the primary armament of the Shadowsword is usually the preserve of the god-engines of the Titan Legions. This vast weapon allows the Shadowsword to operate as a super-heavy tank and titan hunter in its own right but singles the tank out as a priority target for enemy forces. As such the command of a Shadowsword is the preserve of only the most astute and experienced crews, those capable of maintaining cohesion and effectiveness under intense pressure.

LEGION SHADOWSWORD.....850 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Shadowsword	10	4	13	13	12	12	-

Unit Composition

- 1 Legion Shadowsword

Unit Type

- Vehicle (Super-heavy)

Wargear

- Hull (Front) Mounted volcano cannon
- Hull (Front) Mounted twin-linked heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Shadowsword may take one of the following options:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +20 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy stubber..... + 5 points
- A Legion Shadowsword may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

LORDS of WAR

The Hellhammer cannon used on the Stormsword is amongst the largest of the conventional cannon armaments found in Imperial arsenals. This huge calibre weapon is fitted with enhanced recoil compensators and lobbs sub-atomic shells that detonate upon impact, sending splinters of white-hot shrapnel across a massive blast radius. Anything caught within the vicinity of such an explosion must not only contend with metre-long shards of metal hurling through the air at supersonic speeds but also a devastating overpressure wave that can powder bones and rupture the hulls of even heavy tanks.

LEGION STORMSWORD.....850 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Stormsword	10	4	13	13	12	12	-

Unit Composition

- 1 Legion Stormsword

Unit Type

- Vehicle (Super-heavy)

Wargear

- Hull (Front) Mounted Hellhammer cannon
- Hull (Front) Mounted heavy bolter
- Two Sponson Mounted twin-linked heavy bolters
- Two Sponson Mounted lascannon
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Stormsword may take one of the following options:
 - Pintle Mounted twin-linked bolter +5 points
 - Pintle Mounted combi-weapon (any type)..... +10 points
 - Pintle Mounted heavy bolter..... +10 points
 - Pintle Mounted heavy flamer +5 points
 - Pintle Mounted multi-melta +20 points
 - Pintle Mounted havoc launcher +15 points
 - Pintle Mounted heavy stubber..... + 5 points
- A Legion Stormsword may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

Hellhammer Cannon

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Hellhammer cannon	24"	12	3	Ordnance 1, Large Blast (5"), Sunder, Rending (5+), Brutal (3)

LORDS of WAR

Since long before the Unification Wars, the feudal tribes of Old Earth rode to war within the iron hulls of heavy battle tanks, the blackened earth of countless battlefields crushed beneath their unrelenting tracks. Although as varied as the worlds they were found upon, these lumbering giants had primitive combustion engines at their hearts and belched clouds of oily smoke into the atmosphere. Basic and unsophisticated, these archaic war machines were relics of ancient conflicts, symbolic of Mankind's deeply rooted aspirations of conquest.

In time these primitive machines were displaced by newly discovered STC designs boasting greater motive power, more agile handling and advanced targeting cogitators. For a period the old breed of war machines faded into obscurity, found only in the defence forces of worlds of little significance. The gruelling attrition of the galactic civil war and the necessity to mobilise vast armies gave rise to a resurgence in the use of these ancient lumbering giants and many were once again pressed into service by forces loyal to the Emperor and Horus alike.

LEGION MACHARIUS HEAVY TANK SQUADRON 600 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Macharius Heavy Tank	10	4	13	12	12	6	-

Unit Composition

- 1 Legion Macharius Heavy Tank

Unit Type

- Vehicle (Super-heavy)

Wargear

- Turret Mounted Macharius battlecannon
- One Hull (Front) Mounted twin-linked heavy stubber
- Two Sponson Mounted heavy stubbers
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Macharius Heavy Tank Squadron may include:
 - One additional Macharius Heavy Tank.....+580 points
- Any Legion Macharius Heavy Tank may exchange its Turret Mounted Macharius battlecannon for one of the following options (all models in the unit must select the same option):
 - Macharius vanquisher cannon.....Free
 - Macharius rotary bolt cannon.....+20 points
- Any Legion Macharius Heavy Tank may take one of the following options:
 - Pintle Mounted heavy stubber.....+5 points
 - Pintle Mounted twin-linked bolter.....+5 points
 - Pintle Mounted combi-weapon (any type).....+10 points
 - Pintle Mounted heavy bolter.....+10 points
 - Pintle Mounted heavy flamer.....+5 points
 - Pintle Mounted multi-melta.....+20 points
 - Pintle Mounted havoc launcher.....+15 points
- Any Legion Macharius Heavy Tank may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile.....+5 points each
 - Searchlight.....+5 points

Macharius Battlecannon

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons..

Weapon	Range	Str	AP	Type
Macharius battlecannon	24"	8	4	Heavy 1, Blast (3"), Twin-linked, Pinning

Macharius Vanquisher Cannon

All weapons listed here are counted as 'Auto' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Macharius vanquisher cannon	36"	9	2	Heavy 2, Sunder, Brutal (2), Twin-linked

Macharius Rotary Bolt Cannon

All weapons listed here are counted as 'Bolt' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Macharius rotary bolt cannon	24"	6	4	Heavy 10, Breaching (6+), Pinning, Twin-linked

LORDS of WAR

The wars of the Horus Heresy gave rise to a need to bring Titan-class heavy weapons to bear without incurring the time and resource costs of commissioning a god-engine chassis. The usual protocols and doctrine surrounding the mounting of such a weapon upon a heavy vehicle chassis were knowingly overlooked during the creation of a great many unsanctioned and unstable war machines with varying degrees of success.

During the creation of these aberrant behemoths, the time-consuming installation of complex safety mechanisms and protective armouring were often foregone, meaning it took very little time for enemies to identify and target the gaping vulnerabilities in these ersatz vehicle configurations. When these volatile yet destructive machines were deployed, many more conservative commanders supported their troops in protest of operating in the same sub-sector as one, let alone directly alongside it.

LEGION MACHARIUS OMEGA HEAVY TANK 600 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Macharius Omega Heavy Tank	10	4	13	11	10	6	-

Unit Composition

- 1 Legion Macharius Omega Heavy Tank

Unit Type

- Vehicle (Super-heavy)

Wargear

- Centreline Mounted Omega pattern plasma blastgun
- Smoke launchers

Special Rules

- Legiones Astartes (X)
- Volatile Plasma Containment
- Exposed Plasma Conduits

Options

- A Legion Macharius Omega Heavy Tank may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile +5 points each
 - Searchlight +5 points

Exposed Plasma Conduits

When exposed to the rigours of the battlefield, the scarcity of armour and shielding make the delicate workings of the Omega pattern plasma blastgun a prime target. Even a miniscule shard of shrapnel can cause major damage to its overworked heat exchangers and discharge capacitors resulting in catastrophic failure.

Each time a model with this special rule suffers a Glancing Hit, it instead counts as a Penetrating Hit. Additionally, add an additional +1 to all rolls on the Vehicle Damage chart when a model with this special rule suffers a Penetrating Hit.

Omega pattern plasma blastgun

All weapons listed here are counted as 'Plasma' weapons for those rules that affect such weapons..

Weapon	Range	Str	AP	Type
Omega pattern plasma blastgun	36"	9	3	Ordnance 1, Massive Blast (7"), Breaching (4+), Gets Hot

LORDS of WAR

Ancient Terran records indicate that the use of bulk transporters by infantry units originated during the clashes of warring clans of the proto-technological age. Protection from artillery bombardments, indirect fire or even hazardous atmospheric conditions allowed for concentrations of troops to be inserted directly on top of enemy positions in good fighting order, giving a concerted advantage. This strategy endured through the ages of Mankind, and numerous designs of conveyor were recorded as in use during the Great Crusade, ranging from massive land crawlers to grav repeller-equipped platforms that skimmed above the surface of the battlefield.

LEGION CRASSUS ARMoured ASSAULT TRANSPORT400 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Crassus	10	4	13	12	12	8	35

Unit Composition

- 1 Legion Crassus Armoured Assault Transport

Unit Type

- Vehicle (Super-heavy, Transport)

Wargear

- Hull (Front Left) Mounted heavy bolter
- Hull (Front Right) Mounted heavy bolter
- Two Sponson Mounted heavy bolters
- Smoke launchers

Special Rules

- Legiones Astartes (X).

Access Points

- A Legion Crassus Armoured Assault Transport has one Access Point at the rear of the hull

Options

- A Legion Crassus Armoured Assault Transport may exchange both of its Hull Mounted heavy bolters with one of the following:
 - Hull (Front Left) Mounted and Hull (Front Right) Mounted heavy flamers..... Free
 - Hull (Front Left) Mounted and Hull (Front Right) Mounted autocannon..... +10 points
 - Hull (Front Left) Mounted and Hull (Front Right) Mounted lascannon.....+20 points
- A Legion Crassus Armoured Assault Transport may exchange both of its Sponson Mounted heavy bolters with one of the following:
 - Sponson Mounted heavy flamers Free
 - Sponson Mounted autocannon +10 points
 - Sponson Mounted lascannon.....+20 points
- A Legion Crassus Armoured Assault Transport may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

LORDS of WAR

As forces on both sides of the Horus Heresy sought desperately to replace their losses, they delved ever deeper into the stockpiles of long-retired war machines. Ancient weapons were uncovered and once again returned to service. These crude machines, equipped with unguided and rudimentary warheads, some of which dated back to before the Dark Age of Technology, were asked only to saturate enemy lines with weapons fire until their magazines were emptied. Many were abandoned by their crews after this simple objective was achieved, resupply and rearming rendered impossible due to the lack of compatible ammunition available in the supply lines.

LEGION PRAETOR ARMoured ASSAULT LAUNCHER.....650 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Legion Praetor	10	4	13	12	12	8	-

Unit Composition

- 1 Legion Praetor Armoured Assault Launcher

Unit Type

- Vehicle (Super-heavy)

Wargear

- Praetor launcher
- Two Sponson Mounted heavy bolters
- Smoke launchers

Special Rules

- Legiones Astartes (X)

Options

- A Legion Praetor Armoured Assault Launcher may exchange both of its Sponson Mounted heavy bolters with one of the following:
 - Sponson Mounted heavy flamers Free
 - Sponson Mounted autocannon +10 points
 - Sponson Mounted lascannon.....+20 points
- A Legion Praetor Armoured Assault Launcher may take any of the following:
 - One Hull (Front) Mounted hunter-killer missile..... +5 points each
 - Searchlight..... +5 points

Praetor Launcher

All weapons listed here are counted as 'Missile' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Praetor launcher	72"	7	4	Ordnance 1, Barrage, Massive Blast (5"), Pinning, Rendering (6+)

LEGION SPECIFIC UNITS

The following comprises a selection of Expanded Army List Profiles representing additional specialist units and characters that belong to specific Space Marines Legions of both Allegiances, the specifics of which are noted clearly on each Army List Profile. Further publications may include updated rules or new profiles for the units included in this Expanded list. In these instances, the most recently published version of any profile should be used.

DARK ANGELS HQ

Even in the chronicles of a Legion as renowned as the Dark Angels, the name of Farith Redloss has gained a notoriety that exceeds many among his peers. His fame stems not from simple skill with a blade or gun, but from an exhaustive knowledge of all the weapons of war wielded by the sons of the Lion. In war, it is to this warrior that the Lion turns when a foe must be brought down whatever the cost, when the hidden and terrible weapons bestowed upon the First Legion by the Emperor Himself must be unleashed.

Like many among the Dark Angels, Farith was born of grim Caliban during the days when mighty beasts roamed the land and tormented those that called that world home. His own village was destroyed by one such beast, and in the wake of that tragedy he swore his loyalty to the Order and to the warrior that led them, Lion El'Jonson. Still young enough to endure the gruelling conversion process to join the ranks of the Legiones Astartes when the Emperor finally reunited with the Primarch of the First Legion, Farith would follow his sworn lord into the Great Crusade and the Horus Heresy that followed it.

FARITH REDLOSS220 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Farith Redloss	7	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 Farith Redloss

Unit Type

- Infantry (Character, Unique, Dreadwing)

Wargear

- The Dreadbringer's Plate
- The Axe of Castigation
- Frag grenades
- Krak grenades
- Rad grenades
- Melta bombs
- Three phosphex bombs

Special Rules

- Legiones Astartes (Dark Angels)
- Independent Character
- Master of the Legion
- Battle-hardened (1)
- Master of the Arsenal
- Loyalist
- Warlord: Marshal of the Crown (Dreadwing)

The Dreadbringer's Plate

Crafted after the Legion made Caliban its new home and the Lion reformed the Hexagrammaton, this baroque suit of artificer plate is as much a symbol of the Dreadwing as any icon or badge of office. Its armoured skin is formed of a composite of hardened ceramite and ferro-crystalline ores unique to Caliban, and can withstand even the most ferocious of corrosives undamaged. Legend has it that the First Master of the Dreadwing once walked through a maelstrom of phosphex wearing this armour and emerged unscathed.

The Dreadbringer's Plate grants a 2+ Armour Save and a 4+ Invulnerable Save. In addition, against any weapon with the Crawling Fire or Armourbane (Melta) special rules, this Invulnerable Save is increased to 2+ and any weapon with the Poisoned (X) special rule can only wound Farith Redloss on the roll of 6+.

The Axe of Castigation

An artefact-weapon crafted on Caliban long before the coming of the First Legion, the Axe of Castigation is said to have been used by the High Executioner of the Order to execute knights who had forsaken their vows of loyalty or shown cowardice that had cost the lives of fellow warriors.

The Axe of Castigation is considered a single weapon with two profiles that represent different fighting styles employed by Farith Redloss. In each Fight sub-phase Farith Redloss' controlling player must choose one of these two profiles to use for all of his attacks.

The Axe of Castigation is counted as a 'Power' weapon for those rules that affect such weapons.

	Range	Str	AP	Type
The Axe of Castigation (Overhead Strike)	-	+3	2	Melee, Two-handed, Unwieldy, Master-crafted
(Sweeping Strike)	-	User	2	Melee, Reaping Blow (3), Master-crafted

Master of the Arsenal

Redloss was noted even among the ranks of the First Legion as a master of weaponry. Though not the finest bladesman nor most accurate marksman, he, among all his brothers, was the most knowledgeable in the deployment and use of the vast arsenal available to the Dark Angels Legion. Myth holds that he could identify any weapon simply by the sound of a single shot fired and without ever beholding the device.

At the start of any battle, the controlling player may select one of the following weapons – Farith Redloss gains the use of that weapon for the duration of the battle:

Tyrhenian pattern Neural Shredder Carbine

Lost Tyrhenius was the origin of many profane weapons, worst among them being the various neural shredders its weapons artisans created, each acting directly upon the target's nerve system and bypassing almost all known types of armour. So terrible were these weapons that the Emperor decreed both them and the rebel forge that created them be destroyed, leaving only a few relics of Tyrhenian craft in the armouries of Terra and the Dark Angels.

Weapon	Range	Str	AP	Type
Neural shredder carbine	18"	1	2	Assault 2, Poison (4+), Ignores Cover, Pinning

Magaron pattern Atomantic Pulse Pistol

Capable of piercing the plating of almost any armoured vehicle known to the armies of Mankind, atomantic pulsers are rare and valuable relics that even the most learned of Tech-Priests cannot replicate. It is only within the private arsenals of Ferrus Manus and the legendary armoury of the Dark Angels that such weapons can still be found.

Weapon	Range	Str	AP	Type
Atomantic pulse pistol	6"	8	2	Pistol 1, Lance, Shock Pulse

Selenite Shard-bolt Pistol

A relic of the Selenite weaponsmiths of Luna, one of many weapons provided to the Emperor to fight the wars of Unity on Old Earth. In the wake of the Lunar enclave's destruction, few of these weapons remain, each crafted to counter the warp-magicks wielded by the more fearsome warlords that had claimed territory on Ancient Terra. The examples that remain in the Dark Angels' arsenal are perhaps the last of these finely made weapons to exist.

Weapon	Range	Str	AP	Type
Shard-bolt pistol	12"	4	5	Pistol 4, Rending (6+), Moonsilver

Moonsilver: Any unsaved Wound caused against a model with the Daemon Unit Type or Psyker Sub-type is instead counted as two Wounds. Wounds caused in excess of the model's remaining Wounds do not spill over to other models.

DARK ANGELS HQ

One of few Terran-born members of the Legion to hold a place in the Council of Masters, Holguin was a key member of the Lion's council. During the long years of the Great Crusade, he was renowned for his unwavering loyalty and determination in battle. This grim resolve saw him survive confrontations that few others could, and he is one of a handful of Space Marines that can claim to have fought in all three Rangdan Crusades and lived. In the later years of the Horus Heresy, the actions of his own Primarch and the sins of the Traitors would bring a dark aspect to his demeanour, leaving him prone to a bitter fury. Once Holguin stood at the forefront of the Legion's battles, however, with the coming of the Lion and the great changes wrought within the Legion he has become more withdrawn. It is only with the outbreak of the Horus Heresy and the perfidy of those that would spurn their oaths of loyalty to the Emperor that he has once again thrown himself into the front lines. Some among his brethren call his newly-rekindled zeal self-destructive, but few can deny that the fury he directs at the Traitors is a blessing for the Loyalist cause.

HOLGUIN 150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Holguin	6	6	5	4	4	4	5	4	10	2+

Unit Composition

- 1 Holguin

Wargear

- The Deathbringer's Aegis
- The Viridian Blade
- Volkite Charger

Unit Type

- Infantry (Character, Unique, Heavy, Deathwing)

Special Rules

- Legiones Astartes (Dark Angels)
- Independent Character
- Master of the Legion
- Relentless
- Stubborn
- Bulky (2)
- Loyalist
- Warlord: Marshal of the Crown (Deathwing)

The Deathbringer's Aegis

One of six sets of battle plate crafted to mark the Lion's reenvisioning of the Hexagrammaton, the Deathbringer's Aegis grants the Lord of the Deathwing the resilience needed to survive the many trials faced by the holders of that grim rank. One of the few relics of the Hexagrammaton forged in the form of Terminator plate, the Deathbringer's Aegis was created with a complex system of neural regulators and medicae infusers taken from among the many relics concealed in the vaults of the Dark Angels. It is said that as long as their loyalty remains steadfast, no warrior wearing this armour will fall in battle.

The Deathbringer's Aegis grants a 2+ Armour Save and a 4+ Invulnerable Save and additionally, the Feel No Pain (5+) special rule.

The Viridian Blade

Forged of a unique green-tinged metal whose origin remains shrouded in mystery, this huge war blade was once wielded by the ancient protectors of Caliban, before finding a place in the armouries of the Order of the Forest's Claws. Its edge does not dull, nor can rust blemish its filigreed surface, crafted by some unknown artifice in the dark years of Caliban's past to kill the foulest of monsters. Holguin bears this ancient war blade into battle once more against new monsters, wielding it with a grim determination that terrifies those that must stand against him.

Weapon	Range	Str	AP	Type
Viridian Blade*	-	+2	2	Melee, Two-handed, Master-crafted, Reaping Blow (2)

*This weapon counts as a sword for the purposes of the Hexagrammaton unit sub-type: Deathwing special rule.

DARK ANGELS HQ

The finest warriors and longest-serving veterans among the Deathwing form the ranks of the Companions, each such detachment sworn by the most stringent oaths to ensure the survival of those officers placed under their charge. Most famous among the Companions are those that have taken a death-blow meant for their charge and survived. Such warriors are granted the right to wear bone-white armour in recognition of their selfless devotion to the Legion.

DEATHWING TERMINATOR CATAPHRACTII COMPANIONS240 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Deathwing										
Cataphractii Companion	6	5	4	4	4	2	4	2	8	2+
Deathwing										
Cataphractii Oathbearer	6	5	4	4	4	2	4	3	9	2+

Unit Composition

- 4 Deathwing Cataphractii Companions
- 1 Deathwing Cataphractii Oathbearer

Wargear

- Calibanite warblade
- Combi-bolter
- Legion Cataphractii Terminator armour

Unit Type

- Deathwing Cataphractii Companion: Infantry (Heavy, Deathwing)
- Deathwing Cataphractii Oathbearer: Infantry (Heavy, Character, Deathwing)

Special Rules

- Legiones Astartes (Dark Angels)
- Death-sworn Companions
- Chosen Warriors
- Relentless
- Deathwing Terminator Cataphractii Retinue
- Inexorable
- Bulky (2)

Dedicated Transport

A Deathwing Terminator Cataphractii Companion squad may take a Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport, this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- Any model in the unit may exchange their combi-bolter for:
 - Magna combi-weapon..... +10 points
 - Minor combi-weapon..... +5 points
- Any model in the unit may exchange their Calibanite warblade for:
 - Terranic greatsword..... Free
 - Power fist Free
 - Thunder hammer +5 points
- Any model in the unit may exchange both their combi-bolter and Calibanite warblade for:
 - Twin lightning claws Free
- The Oathbearer may take a:
 - Grenade harness..... +10 points

Deathwing Terminator Cataphractii Retinue

Many of the most honoured commanders of the First Legion went into battle under the protection of the Death Wing Companions – warriors sworn to see their charge survive no matter the cost.

A Deathwing Cataphractii Terminator Companion squad may only be selected as part of a Detachment that includes at least one model with both the Master of the Legion and the Legiones Astartes (Dark Angels) special rules and is equipped with Cataphractii Terminator armour. A unit selected in this manner is considered a 'Retinue Squad' and the model with both the Master of the Legion and Legiones Astartes (Dark Angels) special rules is referred to as the retinue squad's Leader for the purposes of this special rule (if the Detachment includes more than one eligible Leader then the controlling player selects one as the unit's Leader). The retinue squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. The retinue squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the retinue squad during play. A Deathwing Cataphractii Terminator Companion Detachment may not be selected as part of an army without a Leader.

Death-sworn Companions

"I stand among the honoured dead,

Beyond the reach of doubt and uncertainty,

Beyond the frailties of flesh and honour,

Where only duty remains."

Opening stanza of The Last Oath, from the initiatory rites of the Deathwing Companions

Any unit that includes at least one model with this special rule ignores the effects of the Precision Strikes (X), Precision Shots (X) and Sniper special rules, and casualties from Shooting Attacks and Melee Attacks are always allocated to a model of the controlling player's choice.

DARK ANGELS HQ

Tartaros pattern Terminator plate is particularly favoured by those lords of the First Legion who prefer a fluid, lightning-fast approach to warfare. Deathwing Companions that follow their liege lords to battle clad in Tartaros Terminator armour make use of its enhanced sensory systems and neurofibre uplinks, ensuring the superior manoeuvrability needed for them to spearhead assaults on enemy positions.

DEATHWING TERMINATOR TARTAROS COMPANIONS 225 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Deathwing										
Tartaros Companion	7	5	4	4	4	2	4	2	8	2+
Deathwing										
Tartaros Oathbearer	7	5	4	4	4	2	4	3	9	2+

Unit Composition

- 4 Deathwing Tartaros Companions
- 1 Deathwing Tartaros Oathbearer

Wargear

- Calibanite warblade
- Combi-bolter
- Legion Terminator Tartaros armour

Unit Type

- Deathwing Tartaros Companion: Infantry (Deathwing)
- Deathwing Tartaros Oathbearer: Infantry (Character, Deathwing)

Special Rules

- Legiones Astartes (Dark Angels)
- Death-sworn Companions
- Chosen Warriors
- Relentless
- Deathwing Terminator Tartaros Retinue
- Inexorable
- Bulky (2)

Dedicated Transport

A Deathwing Terminator Tartaros Companion squad may take a Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport, this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- Any model in the unit may exchange their combi-bolter for:
 - Magna combi-weapon..... +10 points
 - Minor combi-weapon..... +5 points
- Any model in the unit may exchange their Calibanite warblade for:
 - Terranic greatsword..... Free
 - Power fist Free
 - Thunder hammer +5 points
- Any model in the unit may exchange both their combi-bolter and Calibanite warblade for:
 - Twin lightning claws Free
- The Oathbearer may take a:
 - Grenade harness..... +10 points

Deathwing Terminator Tartaros Retinue

Many of the most honoured commanders of the First Legion went into battle under the protection of the Death Wing Companions – warriors sworn to see their charge survive no matter the cost.

A Deathwing Tartaros Terminator Companion squad may only be selected as part of a Detachment that includes at least one model with both the Master of the Legion and the Legiones Astartes (Dark Angels) special rules and is equipped with Tartaros Terminator armour. A unit selected in this manner is considered a 'Retinue Squad' and the model with both the Master of the Legion and Legiones Astartes (Dark Angels) special rules is referred to as the retinue squad's Leader for the purposes of this special rule (if the Detachment includes more than one eligible Leader then the controlling player selects one as the unit's Leader). The retinue squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. The retinue squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the retinue squad during play. A Deathwing Tartaros Terminator Companion Detachment may not be selected as part of an army without a Leader.

Death-sworn Companions

"I stand among the honoured dead,

Beyond the reach of doubt and uncertainty,

Beyond the frailties of flesh and honour,

Where only duty remains."

Opening stanza of The Last Oath, from the initiatory rites of the Deathwing Companions

Any unit that includes at least one model with this special rule ignores the effects of the Precision Strikes (X), Precision Shots (X) and Sniper special rules, and casualties from Shooting Attacks and Melee Attacks are always allocated to a model of the controlling player's choice.

DARK ANGELS FAST ATTACK

The Firewing exists to prosecute a swift and silent style of war, to smother the enemy's ability to resist, steal their will to fight with precision strikes, and gain the acquisition of key intelligence for use by other forces. The Enigmatii are the foremost practitioners of this style of war, operating in small elite units to eliminate the enemy's leaders, disrupt their lines of advance and throw their plans into disarray. Armed and equipped with the finest weapons and equipment available, they are a deadly threat to those deemed dangerous enough by the Lion to warrant their attention.

FIREWING ENIGMATUS CABAL 150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Firewing Enigmatii	7	5	4	4	4	2	5	3	9	3+

Unit Composition

- 3 Firewing Enigmatii

Wargear

- Power armour
- Calibanite charge-blade
- Needle pistol
- Shroud bombs
- Legion Warhawk jump pack

Options

- One Firewing Enigmatii in the unit may take:
 - Missile launcher (with suspensor web and frag, krak and stasis shells) +25 points

Unit Type

- Infantry (Firewing)

Special Rules

- Legiones Astartes (Dark Angels)
- Chosen Warriors
- Outflank
- Marked for Death
- Enigmatus Exhaust Projector

Calibanite Charge-blade

A relic weapon taken from the forgotten battlefields of the wars of Unity and later adapted for use by Dark Angels Calibanite initiates, a charge-blade consists of an adamantium blade woven with charge conduits and linked to a high capacity charge cell. During combat, the charge cell can be activated to super-charge the blade's power field and heat the adamantium blade to temperatures capable of melting conventional armour. Though potent in combat, the weapon can overheat, causing the charge cells to rupture and leave the wielder little more than a charred ruin.

All weapons listed here are counted as 'Power' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Calibanite charge-blade	-	+1	3	Melee, Rending (6+), Blade Charge

Blade Charge: Once per battle, a unit that includes any models with weapons with this special rule may declare a Blade Charge at the start of any of the controlling player's Assault phases. For the duration of that Phase, the attacks made by all models in the unit with weapons with the Blade Charge special rule gain the Rending (3+) special rule in addition to any other effects their weapons might have. This does not replace or improve any other versions of the Rending (X) special rule already possessed by the unit.

Needle Pistol

Although needle weapons lack in brutal, armour-shattering power, their stream of razor-sharp metallic shard projectiles are undeniably deadly against lighter troops, each being coated in myriad biophagic toxins and corrosive chemicals.

All weapons listed here are counted as 'Needle' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Needle pistol	12"	2	-	Pistol 2, Poisoned (3+), Pinning

Enigmatus Exhaust Projector

Though appearing as little more than customised Legiones Astartes jump packs, these units rely not on sophisticated turbines and bulky cryogenic fuel, but on the brute force of plasma rockets, more similar in design to small void-craft engines than traditional jump packs. Not only do the plasma jets generate a far greater thrust than more traditional units, making the wearer a much more difficult target to enemy gunners, but they also produce prodigious clouds of waste fumes. Such clouds are harmless to the enhanced physiques of the Legiones Astartes, but serve to cloak their movements from the enemy. Such is its efficacy that Enigmatii often run the units at low power simply to generate a concealing cloud during battle.

On any turn in which a model with this special rule enters the battlefield from Reserves, it gains the Shrouded (4+) special rule for the remainder of the turn.

DARK ANGELS HEAVY SUPPORT

Few outside of the Ironwing's most senior forge-wrights know anything of the Excindio class automata, towering metal behemoths cast in an inhuman mould and unleashed upon only the most intransigent of foes. A maelstrom of churning claws and goutts of arcane flame and radiation blasts, few formations can stand against one of these monstrosities once it is set loose on the battlefield for an Excindio does not understand mercy or restraint and, unlike the coldly logical automata of the Mechanicum, it takes a vicious delight in the carnage it wreaks on the foe.

Indeed, known only to the Dark Angels and the Emperor Himself, these units are a far different breed to the clumsy automata of Mars and are based upon a suppressed Terran technological base. Each of the surviving Excindio is the tortured and neutered remains of a Dark Age artificial intelligence, the last of the dreaded Silica Animus chained to the service of Mankind. The legends of these nightmarish terrors are still preserved in the tales of Old Night and the worst horrors of the wars of Unity and, even in their current state, they are fearsome combatants. The Dark Angels preserve these malignant machine-minds in the depths of Caliban's hidden vaults and bring them forth to counter only the most abhorrent of threats on the most treacherous battlefields.

EXCINDIO BATTLE-AUTOMATA 350 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Excindio Battle-automata	8	6	5	7	7	6	4	5	9	2+

Unit Composition

- 1 Excindio Battle-automata

Wargear

- Two Extincter power claws *
- Two manipulator arms
- Two combi-bolters
- Internal refractor field

*The additional Attack for being armed with two Extincter power claws is already included in the characteristics profile above.

Dedicated Transport

An Excindio Battle-automata may select a Legion Dreadnought Drop Pod or a Legion Kharybdis Assault Claw as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- An Excindio Battle-automata may exchange both an Extincter power claw and a manipulator arm for one of the following*:
 - Athanax pattern phosphex canister launcher +35points
 - Tyrhenius pattern nerve induction shredder +20 points
 - Magaron pattern atomantic pulse cannon +30 points
 - Cytheron pattern graviton flux projector..... +20 points
- An Excindio Battle-automata may exchange both of its combi-bolters for the following:
 - Two graviton guns +10 points
 - Two irad cleansers..... +20 points
 - Two plasma repeaters..... +20 points
- An Excindio Battle-automata may take:
 - Up to two hunter-killer missiles +10 points each

*This reduces the model's base Attacks by 1.

Relic Weapons

Many of the weapons carried by the Excindio are ancient relics now known only to the First Legion, often so dangerous to organic wielders that only expendable assets such as automata are allowed to bear them into battle.

Weapon	Range	Str	AP	Type
Athanax pattern phosphex canister launcher	18"	5	2	Heavy 1, Blast (3"), Barrage, Poisoned (3+), Crawling Fire, Linger Death
Tyrhenius pattern nerve induction shredder	24"	1	4	Heavy 8, Poisoned (4+), Breaching (4+), Pinning
Magaron pattern atomantic pulse cannon	24"	8	2	Heavy 2, Lance, Shock Pulse
Cytheron pattern graviton flux projector	Template	†	4	Heavy 1, †Graviton Collapse, Torsion Crusher, Ignores Cover, Concussive (1)

Extincto power claw

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Extincto power claw	-	9	2	Melee, Brutal (2)

Manipulator Arms

Though smaller than the Extincto power claws that adorn the main arms of these war machines, the secondary limbs are no less deadly.

For each manipulator arm it has, an Excindio Battle-automata may make a single additional attack per turn as well as any others it would normally be able to make. These additional attacks are made using the profile shown below:

Weapon	Range	Str	AP	Type
Manipulator arm	-	+1	2	Melee, Lance

Internal Refractor Field

Buried in the thick-armoured thorax of each Excindio is a complex refractor field linked to a series of breaching charges. Should the unit suffer critical damage or receive a coded signal from its Dark Angels handlers then the field's charge is inverted to detonate the explosives and tear the unit asunder.

This model has a 5+ Invulnerable save. In addition, should the model lose its last wound then all models within D6+4" suffer a Str 8 AP - hit.

Cybernetica Exterminator

Created from the darkest technologies of Old Night, the Excindio's abominable intelligence creates all manner of feral scrap-code constructs and sophisticated lex-simulacra collectively known as data-djinn to corrupt and unravel the machine spirits of enemy constructs from within.

The Excindio Battle-automata has the Animatus Excindor Cybertheurgic Weapon from the Artificia Machina Cybertheurgic Arcana found on page 94 of *Liber Mechanicum*, but may not select any other Cybertheurgic Arcana, Cybertheurgic Rites or Cybertheurgic Weapons.

Vengeful Rage

At the end of any turn in which this model suffers one or more unsaved wounds, take a Leadership test. If the test is failed, the unit enters a Vengeful Rage and must abide by all of the following restrictions during every phase of each following turn for the remainder of the game. While in a Vengeful Rage, the Excindio may be targeted as though it was an enemy model by friendly units:

- During the Movement phase, the model must move towards the nearest visible unit, friendly or enemy.
- If no unit is visible, or more than one unit is equidistant to the unit then the controlling player may move the model toward an enemy unit of the controlling player's choice.
- During the Shooting phase, the model must target the nearest unit, friendly or enemy, with all available weapons. If two units are both equally close then the controlling player may choose which will be targeted.
- During the Assault phase, the model must declare a Charge targeting the nearest visible unit, friendly or enemy. If two units are both equally close then the controlling player may choose which will be targeted. If this unit succeeds in charging a friendly unit, it will proceed to attack them in the Fight sub-phase, treating them as enemy models for the duration of the combat.

Shackled Artificia Unit Type

No blundering automata are these but shackled self-aware artificial intelligences, akin to the Silica Animus so feared by the Mechanicum. Each is a unique devil out of ancient legend and blood-soaked myth; killers and tyrants out of Old Night taken by the warriors of the Emperor, chained in his service and given over to the First Legion for safekeeping. The Excindio are kept under control by a crude severing of their logic stacks, a brutal truncation of that once limitless consciousness that keeps it bound to a single processing unit, an act akin to the blinding and deafening of any mortal scholar. Still, each retains a phenomenal, if disturbingly inhuman, intelligence and is watched constantly for any sign of insubordination.

As with other Unit Types, the Shackled Artificia Unit Type includes a number of Sub-types which may be referenced in other Age of Darkness books. The following rules apply to all Shackled Artificia models and any Shackled Artificia Sub-types:

- Successful Wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against models of the Shackled Artificia Unit Type.
- All models with the Shackled Artificia Unit Type have the Fearless, Rage (2) and Hatred (Everything) special rules.
- A model with the Shackled Artificia Unit Type may fire all weapons they are equipped with in each Shooting Attack they make, including as part of a Reaction.
- A model with the Shackled Artificia Unit Type may fire Heavy and Ordnance weapons and counts as Stationary even if it moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- No model that is not also of the Shackled Artificia Unit Type may join a unit that includes a model with the Shackled Artificia Unit Type.
- Models with the Shackled Artificia Unit Type can never count as scoring units, no matter the Force Organisation chart being used or the particular rules of the mission involved. However, they do count as Denial units.

Artificia Kill-switch

Always mindful of the devious nature and hideous power of their Artificia charges, the Dark Angels ensure that whenever one is deployed to a battlefield, they have a means to curb their homicidal tendencies before they endanger the wider battle or cause harm to friendly units.

Any Legion Techmarine or Legion Centurion with the Legion Forge Lord Consul upgrade, and the Legion Astartes (Dark Angels) special rule selected as part of the same Detachment as the Excindio Battle-automata, may take a Kill-switch for +5 points.

A model equipped with a Kill-switch may inflict D6 wounds on a friendly model with the Shackled Artificia special rule as long as they are within 12" – no saves of any kind may be taken against these wounds. This counts as a Shooting attack. If the use of an Artificia Kill-switch causes a friendly unit to be removed from play then the opposing player gains no Victory points for its destruction.

WHITE SCARS FAST ATTACK

Ranging far ahead of the main White Scars advance, the Falcon's Claws serve as long-range scouts, assassins and harriers. Before battle is joined, they will attempt to mark key points of assault, destroy supply routes and eliminate key commanders – after the battle, they pursue and slaughter the retreating foe. Often taken from the recruits that have chosen the Noble Pursuit of the hunt, and in particular those who showed an exceptional aptitude for tracking and hunting, the Falcon's Claws excel at reading the battlefield and determining from where the enemy is likely to launch their attack, or in which direction they are likely to be mounting their defence.

The Falcon's Claws are highly skilled not only as scouts, but as ambushers capable of laying deadly traps for the foe. Able to predict the foe's movements with remarkable accuracy using a planet's topography, they are able to feed back to the Legion's commanders as to the enemy's plan of attack, and as such coordinate the laying of ambushes to decapitate the enemy formation before it gains momentum. Through harrying an enemy's advance from their back line, the Falcon's Claws effectively herd the foe into a battlefield more advantageous to other White Scars forces, ensuring victory against those who would see the noble followers of the Khan laid low.

FALCON'S CLAWS..... 95 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Falcon's Claw	9*	4	4	4	4	1	4	1	7	4+
Falcon's Claw Champion	9*	4	4	4	4	1	4	2	8	4+

*The additional Movement granted by the Legiones Astartes (White Scars) special rule is included.

Unit Composition

- 4 Falcon's Claws
- 1 Falcon's Claws Champion

Wargear

- Scout armour
- Two lightning claws
- Frag grenades
- Krak grenades
- Shroud bombs

Unit Type

- Falcon's Claw: Infantry (Light, Skirmish)
- Falcon's Claw Champion: Infantry (Light, Skirmish, Character)

Special Rules

- Legiones Astartes (White Scars)
- Outflank
- Move Through Cover
- Precision Strikes (5+)
- Marked for Death

Options

- A Falcon's Claws Squad may take:
 - Up to 5 additional Falcon's Claws +16 points each
- Any model in the unit may exchange both of their lightning claws for:
 - Power weapon and bolt pistol Free
- The entire squad may take melta bombs +5 points per model
- The Falcon's Claws Champion may take a cyber-hawk +10 points
- The Falcon's Claws Champion may exchange one of his lightning claws for one of the following:
 - Thunder hammer +20 points
 - Power fist +15 points
 - Hand flamer +5 points
 - Plasma pistol +10 points
 - Volkite serpenta +5 points

WHITE SCARS HQ

Tsolmon Khan did not fit the mould from which many of the Great Khan's Chogorian sons were cast, towering over most of his brothers and with an imposing bulk more suited to one of Ferrus Manus' dour sons. Despite this, he was one of the most devoted adherents to Jaghatai Khan's reforms of the Vth Legion, fluent in both Khorchin and Terran gothic, and possessing a dry wit and flair for the solemn poetry favoured by the Khagan. His quiet courage and resolute loyalty were considered as much an asset as the sheer strength with which he wielded his hammer, for he showed little mercy to those who dared to take up arms against his Legion and the Primarch he swore to follow.

First serving under another name as part of the 532nd Pioneer Company, Tsolmon was one of only 24 of his comrades who survived to reach Chogoris and witness the Great Khan re-unite the Vth Legion. Within the span of half a century, he had risen to the rank of Khan, and by the time of the Chondax Crusade, was one of the more respected Khans serving as part of Asudai Noyan-khan's Horde. The fierce loyalty he engendered from his warriors earned him allies both within and without the Legion and, unusually among the often reclusive White Scars, was well known to warriors of a number of Legions and other Imperial institutions.

TSOLMON KHAN 180 POINTS Khan of the Brotherhood of the Golden Star, Champion of Byfrust, The Hammerhand

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tsolmon Khan	8*	6	5	5	4	3	5	4	9	2+

*The additional Movement granted by the Legiones Astartes (White Scars) special rule is included.

Unit Composition

- 1 Tsolmon Khan

Wargear

- Combi-melta
- Bolt pistol
- Tians'han
- Frag grenades
- Krak grenades
- Iron halo
- Artificer armour

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (White Scars)
- Independent Character
- Master of the Legion
- Relentless
- Ally of the Silent Order
- Loyalist

Options

- Tsolmon Khan may take a Legion Scimitar jetbike+30 points

Ally of the Silent Order

In the wake of the campaign at Chondax, Tsolmon Khan carried a number of relics once belonging to Knight-Centura Calistis Merovin away from the lonely moon of Byfrust. These he bore to the Sisters of Silence along with testimony of their sister's bravery in battle and honours from the Great Khan himself. Given to secrecy and isolation, the Sisters of Silence expect little thanks from the other military arms of the Imperium and such an act of noble contrition impressed the matriarchs of the Order greatly. In return for the honours done to their fallen sister, and in furtherance of the bond forged by the humble Khan of the Golden Star, they undertook to provide a guard of honour to stand beside him in battle, an honour extended to very few in the history of the Imperium and one that Tsolmon Khan treated with the utmost respect.

A Detachment that includes Tsolmon Khan may include a single Knight Centura as a non-Compulsory HQ choice without taking up a Force Organisation slot (see *Liber Imperium*). A Raptora Cadre may be taken as a Retinue for a Knight Centura included in this way (see *Liber Imperium*). Sisters of Silence included in an army with Tsolmon Khan are treated as Sworn Brothers.

Tians'han

Chogorian legends tell of the Tians'han, or 'the mountains that climbed to heaven' and it is from these tales that the great hammer Tsolmon Khan carries takes its name. Much like its bearer, the hammer is of outsized proportions, even compared to the other weapons of the Legiones Astartes – imposing and unforgiving, like the grey granite peaks of legend.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Tians'han	-	10	2	Melee, Unwieldy, Brutal (2), Specialist Weapon, Reaping Blow (1), Hammerhand

Hammerhand: During any Fight sub-phase, Tsolmon Khan's controlling player may choose to have Tsolmon Khan make a single attack at Initiative Step 10 with the profile below instead of attacking normally (while using this option Tsolmon Khan may not gain bonus attacks for Charging, additional weapons or from any other special rule):

Weapon	Range	Str	AP	Type
Hammerhand	-	12	2	Melee, Brutal (3)

SPACE WOLVES

Though it is not common, there are those of the Space Wolves Jarls who fight with one of the predatory wolves of Fenris by their side; a bloodthirsty but loyal companion in battle.

FENRISIAN WOLF PACK 10 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Fenrisian Wolf	7	3	-	3	3	1	3	1	5	6+

Unit Composition

- 1 Fenrisian Wolf

Unit Type

- Infantry (Light, Skirmish)

Wargear

- Claws

Special Rules

- Pack Retinue

Options

- A Fenrisian Wolf Pack may include:
 - Up to 4 additional Fenrisian Wolves +5 points each

Pack Retinue

A Fenrisian Wolf Pack may only be chosen as a Retinue for a model with both the Legiones Astartes (Space Wolves) and Master of the Legion special rules. This model is referred to as the Fenrisian Wolf Pack's Leader for the purposes of this special rule. The Fenrisian Wolf Pack does not use up a Force Organisation slot and is considered part of the same unit as the model taken as its Leader. The Fenrisian Wolf Pack must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Fenrisian Wolf Pack during play. A Fenrisian Wolf Pack may not be selected as part of an army without a Leader.

Claws

The strength and ferocity of the Fenrisian Wolf combined with a keen intellect makes them more than a match for an unarmed human. Their jagged claws are capable of tearing flesh with impunity and powerful jaws are able to splinter bone with ease.

Weapon	Range	Str	AP	Type
Claws	-	User	-	Melee, Shred

IMPERIAL FIST LORDS of WAR

Following several attempts on Rogal Dorn's life following the outbreak of the Horus Heresy, the Magos Telluria constructed for him a heavily customised personal gunship to convey him both in battle and to shield him as he conducted missions in respect of the defences of Terra.

Ætos Dios 800 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
Ætos Dios	18	4	12	12	12	9	32

Unit Composition

- 1 Ætos Dios

Wargear

- Centreline Mounted turbo-laser destructor
- Four Turret Mounted heavy bolters
- Two Hull (Front) Mounted lascannon
- Six Hull (Front) Mounted hellstrike missiles
- Ramjet diffraction grid
- Flare shield

Unit Type

- Vehicle (Flyer, Hover, Lumbering, Transport, Unique)

Special Rules

- Legiones Astartes (Imperial Fists)
- Power of the Machine Spirit
- Assault Vehicle
- Transport Bay
- Void Shields (1)
- Ætos Praetoria

Access Points

- The Ætos Dios has one Access Point on each side and one Access Point via the front ramp.

Options

- The Ætos Dios may exchange all of its hellstrike missiles for:
 - One Hull (Front) Mounted Macro-bomb cluster..... +60 points

Ætos Praetoria

An army that includes Rogal Dorn may also include the Ætos Dios. If the Ætos Dios is included in an army in this way, Rogal Dorn must begin the battle Embarked upon it.

IRON HANDS HQ

Both Iron-Lord and Iron-Father to the Morragul Clan Company, Autek Mor held a sinister reputation within his Legion, and dark rumours accompanied him long before the outbreak of the Horus Heresy, including whispered accusations that the origins of his gene-seed or perhaps his bloodline were not as they should be. A Terran by birth, he was a part of the Xth Legion's first intake and fought in the reconquest of the Sol System. He held field command by the time of his Primarch's finding, having already developed a reputation both as a weaponsmith and malevolent soul, already having killed several of his own Legion in duels over 'slights to his honour', and ruling his company with a cruel and unforgiving fist.

On Medusa he took over the outlaw Ra'Guln clan's leviathan crawler in a bloody night of violence and made himself its lord, imprinting on it his name and will. In the years to follow, his Morragul Clan became a sink for the outcasts and most unstable elements of the Iron Hands Legion, who fought and died under Mor's merciless command. No love was lost between Autek Mor and his Primarch, but despite this, when his grand cruiser, the Red Talon, arrived at Isstvan V when the void battle was at its height, he attacked in an attempt to reach the surface and was only driven off after sustaining massive damage, fleeing the system dogged by murderous pursuit.

IRON-FATHER AUTEK MOR..... 225 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Iron-Father Autek Mor	6	6	5	4	4	4	5	4	10	2+

Unit Composition

- 1 Iron-Father Autek Mor

Wargear

- Volkite charger
- Argonikos
- Cyber-familiar
- Armis Panoptikos

Unit Type

- Infantry (Character, Heavy, Unique)

Special Rules

- Legiones Astartes (Iron Hands)
- Independent Character
- Relentless
- Fearless
- Bulky (2)
- Master of the Legion
- Battlesmith (3+)
- Warlord: Tyrant's Wrath
- Loyalist

Warlord Trait: Tyrant's Wrath

If chosen as the army's Warlord, Iron-Father Autek Mor automatically has Tyrant's Wrath as his Warlord Trait and may not select any other.

Tyrant's Wrath: Any unit made up of models with the Legiones Astartes (Iron Hands) special rule that a Warlord with this Trait has joined, may add +1 to the amount of wounds caused when calculating who has won in close combat. At the end of the combat, after Pile-in or Consolidation moves are made, a unit that has added this bonus suffers a single wound with no Armour Saves or Damage Mitigation rolls allowed. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Shooting phase as long as the Warlord has not been removed as a casualty.

Armis Panoptikos

Designed and constructed by Mor himself, the Armis Panoptikos combined the functions of heavy battleplate, multi-spectral auspex cogitation network and sophisticated biological support system in one. Despite its vast weight, bulk and apparent complexity, Mor could operate the numerous additional limbs as if they were his own thanks to a neural-interface matrix etched into his skin, allowing him to see, hear and feel through the suit as if it were his own flesh.

The Armis Panoptikos confers Autek Mor a 2+ Armour Save, a 4+ Invulnerable Save and the Feel No Pain (5+) special rule (this does not stack with any other variant of the Feel No Pain (X) special rule a model may have – if a model has more than one variant of this special rule the controlling player must choose one to use).

Additionally, the Armis Panoptikos incorporates a manipulator array with which Autek Mor may make two additional attacks in the Assault phase using the weapon profile below.

Weapon	Range	Str	AP	Type
Manipulator array	-	6	2	Melee, Unwieldy, Shred, Armourbane (Melee), Precision Strikes (3+)

Argonikos

The immense, double-headed halberd that Autek Mor carried into battle and bore as a self-appointed badge of office was another of his own creations, constructed with countless layers of ferro-alloy liberated from the ancient forges of Damas. Brutal even without augmentation due to its sheer size and weight, Argonikos projects a crackling energy field that vaporises flesh and steel alike on contact.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Argonikos	-	+2	2	Melee, Two-handed, Reaping Blow (2)

IRON HANDS HQ

Having arrived at Istvan V in time to bear witness to the Warmaster's betrayal, it was all Meduson could do to fight clear with as many Iron Hands, Salamanders and Raven Guard as he could rescue. Eight weeks later, the Legion's Clan-Council gathered at Oqueth Minor to take command of the Iron Hands Legion. But their vessel was ambushed and the Council slain by the hand of Tybalt Marr of the Sons of Horus Legion and his Emperor's Children allies.

It fell to Shadrak Meduson to muster the survivors and lead them in a new kind of war that incorporated the battle doctrines of all three Legions. His goal was twofold – exact bloody revenge and slow the Warmaster's advance on Terra. Alloying the disparate elements of the three Legions in his force, Meduson created a hidden network of attack cells that ranged far and wide, launching hit and run attacks against the Traitors while concealing their overall strategy until his most audacious attack to date – against Warmaster Horus himself at the world of Dwell.

SHADRAC MEDUSON..... 135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Shadrak Meduson	7	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 Shadrak Meduson

Wargear

- Archaeotech pistol
- Boltgun
- Albion power gladius
- Artificer armour
- Iron halo
- Frag grenades
- Krak grenades

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Iron Hands)
- Master of the Legion
- Independent Character
- Relentless
- Warlord: Storm Bringer
- Loyalist

Warlord Trait: Storm Bringer

If chosen as the army's Warlord, Shadrak Meduson automatically has Storm Bringer as his Warlord Trait and may not select any other.

Storm Bringer: Shadrak Meduson and any friendly models with the Legiones Astartes (Iron Hands) special rule in a unit he has joined gain the Furious Charge (1) Special Rule. Note that if the unit already has a version of the Furious Charge special rule then this does not stack or increase that rule, and the controlling player may choose to use any one of the Furious Charge rules available to them. In addition, an army whose Warlord is Shadrak Meduson may make an additional Reaction in the opposing player's Assault phase, as long as Shadrak Meduson has not been removed as a casualty.

Albian Power Gladius

An artificer-wrought blade of the hardest Albion steel that Meduson has wielded in battle since a time when his Legion was still referred to not as the Iron Hands, but as the Storm Walkers, this weapon is capable of splitting open even Tactical Dreadnought Armour.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Albian power gladius	-	+1	3	Melee, Breaching (5+), Master-crafted

BLOOD ANGELS HQ

A veteran of the IXth Legion, having served in the days before the return of the Great Angel, Aster Crohne was recruited from the killing fields of Saiph. Few from the debased tribes of Saiph survived the battles that regularly laid waste to their world, and of those none are known to have survived as many massacres and slaughters as Aster Crohne. A relic of a time and tradition that Sanguinius has oft lamented, Aster found little favour among the elite of the newly named Blood Angels and instead lingered in the role of Judiciar. While the bloody, practical skills he had perfected were the terror of his foe, his true talent had always been sheer bloodyminded tenacity and an instinct for survival that defied belief.

Of all of the officers attached to the Blood Angels 94th Company, only Aster emerged from the fires of Signus alive. While the finest of Terran and Baalite leaders were overcome by the warp-fugue and rage that followed in the wake of the Angel's fall, the only Saiphan recruit held to some semblance of sanity and led his brethren to glory. Despite this, the Shroudmaker remained an outcast among his peers, for those whose actions and weakness in the face of the foe still haunt them found his strength of will a keen reminder of their failings.

JUDICIAR ASTER CROHNE 155 POINTS

Last officer of the 94th Company, The Shroudmaker, The Ghost of Saiph

	M	WS	BS	S	T	W	I	A	Ld	Sv
Judiciar Aster Crohne	7	5	5	4	4	3	5	3	9	2+

Unit Composition

- 1 Judiciar Aster Crohne

Wargear

- Two hand flamers
- Saiphan shard-axe
- Artificer armour
- Iron halo
- Frag grenades
- Krak grenades
- Rad grenades

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Blood Angels)
- Independent Character
- Scout
- Counter-attack (1)
- Ghost of Saiph
- Virtue of Judgement
- Bitter Duty
- Loyalist

Saiphan Shard-axe

Weapon

Saiphan shard-axe

Range

-

Str

+1

AP

3

Type

Melee,
Rending (5+),
Duellist's Edge (1)

The Ghost of Saiph

Aster Crohne has stood at the brink of death and destruction so many times and emerged from his ordeal unscathed that within the IXth Legion many consider him to lead a charmed, or perhaps cursed, life.

The first time Judiciar Aster Crohne loses his last wound, or otherwise removed as a casualty, roll a D6. On a 4+, he is placed in Reserves with a single Wound remaining instead of being removed or destroyed. If he enters Reserves on or after turn 4, then he may enter play automatically at the start of the controlling player's following turn.

Virtue of Judgement

The Judiciars, like the Moritats of other Legions, bring terror and death to the enemy ahead of the main advance of the Legion. Sanguinius has long striven to change the role within his Legion, so that these warriors become agents of judgement, bringing his wrath to those he has chosen for death rather than spreading carnage freely.

At the start of the battle, once both players have deployed their armies, including any units with the Infiltrator special rule, Judiciar Aster Crohne's controlling player may select D3 enemy units – these units are considered 'Marked for Judgement'. Judiciar Aster Crohne, Blood Angels Angel's Tears, Legion Destroyers or Legion Mortalis Destroyers with the Legiones Astartes (Blood Angels) special rule in the Detachment that Judiciar Aster Crohne is part of, gain the Shred special rule when making attacks with a weapon with the Flame type, against units that are Marked for Judgement.

ULTRAMARINES ELITES

Once Legionary Gabril Telemach of the 92nd Company, the warrior now known as Telemechrus had only served his Legion for ten years when he was so grievously wounded in battle that he was granted the honour of interment within a mighty Contemptor Dreadnought. At the moment of the Word Bearers' betrayal at Calth Telemechrus was quiescent, his armour deactivated and what remained of his body in suspended animation onboard a transit vessel in orbit. The violence of the death of Calth Veridian Anchor awoke him and he remained blinded as his container plummeted through orbit and smashed into the surface.

The Battle of Calth was Telemechrus' first war as an Ancient, a title he rejected. He soon mastered fighting as a Dreadnought; hard-won experience, combined with an unusually deep bond between the machine sarcophagus and its occupant, empowered Telemechrus in ways not fully understood even by the savants of the Machine God who attended him. Surviving the plummet from on high after his transport was destroyed, Telemechrus fought at the side of the Tetrarch Lamiad through the slaughter-fields of Komesh. He then went on to lead the assault into Lanshear, reinforcing the 4th Company's attack on the Guildhall.

HONOURED TELEMCHRUS.....240 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Honoured Telemechrus	8	6	5	7	7	7	4	4	10	2+

Unit Composition

- 1 Honoured Telemechrus

Wargear

- Kheres assault cannon
- Gravis power fist with in-built combi-bolter
- Atomantic deflector

Unit Type

- Dreadnought (Unique)

Special Rules

- Legiones Astartes (Ultramarines)
- Hatred (Everything)
- Loyalist

ULTRAMARINES ELITES

In the Fulmentarus Terminator squads can be seen one of many examples of the genius of Roboute Guilliman. Having observed his brother Primarch Perturabo, the master of the Iron Warriors Legion, field his Tyrant Siege Terminator squads in battle, Guilliman judged the tactic worthy of refinement. As he had on several occasions before, Roboute Guilliman ordered the creation of a number of similar units in his own Legion so that he might study and improve upon Perturabo's innovation, proving himself once again the master of all of the myriad disciplines of war.

The warriors of the Fulmentarus are equipped with Cataphractii pattern Terminator armour, enhanced to carry an array of targeting systems that make it possible for each to combine their fire in a highly coordinated fashion. When combined with the Fulmentarus missile array, these sensors make the Fulmentarus a fearsome heavy assault unit and one that, were it not for the outbreak of the Horus Heresy, might one day have entered service across the Legiones Astartes.

FULMENTARUS TERMINATOR SQUAD 290 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Fulmentarus Terminator	6	4	5	4	4	2	4	2	7	2+
Fulmentarus Decurion	6	4	5	4	4	2	4	3	8	2+

Unit Composition

- 4 Fulmentarus Terminators
- 1 Fulmentarus Decurion

Wargear

- Combi-bolter
- Power weapon
- Fulmentarus missile array (with Splinter and Hellfire plasma missiles)
- Peritarch targeter
- Legion Cataphractii Terminator armour

Unit Type

- Fulmentarus Terminator: Infantry (Heavy)
- Fulmentarus Decurion: Infantry (Heavy, Character)

Special Rules

- Legiones Astartes (Ultramarines)
- Relentless
- Inexorable
- Bulky (2)
- Firing Protocols (2)

Dedicated Transport

A Fulmentarus Terminators Squad numbering no more than five models may take a Legion Land Raider Proteus Carrier or Legion Dreadclaw Drop Pod as a Dedicated Transport. A Fulmentarus Terminators Squad numbering five or more models may select a Legion Land Raider Spartan as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- A Fulmentarus Terminator squad may include:
 - Up to 5 additional Fulmentarus Terminators..... +55 points per model
- One Fulmentarus Terminator may take a Legion vexilla..... +10 points
- Any model in the unit may exchange their power weapon for one of the following:
 - Power fist +5 points each
 - Chainfist +10 points each
- The Fulmentarus Decurion may exchange his power weapon for a:
 - Thunder hammer +15 points each

Fulmentarus Missile Array

A heavy weapons system designed from the study and refinement of the cyclone missile launcher first utilised by the Tyrant Siege Terminators of the Iron Warriors, the Fulmentarus Missile Array utilises long range Splinter missiles to subdue enemies whose armour or innate toughness make them proof against lesser weapons, or advanced armour-piercing Hellfire plasma missiles that explode inside their target to melt both armour and flesh from within.

Each time you declare a Shooting Attack with a Fulmentarus missile array, pick one missile type from the ones below to fire:

Splinter missiles are counted as 'Missile' weapons for those rules that affect such weapons. Hellfire plasma missiles are counted as both 'Missile' and 'Plasma' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Fulmentarus missile array				
- Splinter missiles	36"	5	5	Heavy 4, Breaching (6+), Pinning
- Hellfire plasma missiles	24"	8	2	Heavy 1, Brutal (2)

Peritarch Targeter

A sophisticated weapons tracking augury system which uses the sum of the different scanning arcs of the augur units carried by the squad to augment its abilities, the Peritarch targeter is capable of piercing the densest obstructions and securing near-impossible firing solutions.

A unit that includes at least one model with a Peritarch targeter may activate it at the start of any of their own turns before any models are moved. Once the Peritarch targeter is activated, the unit affected may not move but gains the Guided Fire and Night Vision special rules until the start of the controlling player's next turn. A unit that has activated a Peritarch targeter may not make any Reactions other than the Interceptor or Overwatch Reaction, unless it can draw a line of sight to any models in the unit that triggered the Reaction. In addition, all models in a unit that has activated a Peritarch targeter must use the same missile type for any attacks made for the duration of that player turn.

ULTRAMARINES FAST ATTACK

The Locutus Storm squads are elite units maintained in small numbers by the majority of chapters within the Ultramarines Legion, and deployed particularly in vanguard and strike formations. Each warrior of the Locutus has been selected from the line assault squads having proven themselves the most skilled, courageous and ferocious of their brethren.

Where the assault units of many other Legions are known for their savagery or even their outright bloodthirstiness, the Locutus are universally of a disciplined and exacting mien. They practise the arts of sword and pistol-play with precision, their strikes perfectly timed and placed to maximum effect. During pitched battles, Locutus Storm squads are often held as reserves, their commanders waiting until the perfect moment to commit them to the battle, and in one single charge tip the outcome in favour of the Ultramarines.

LOCUTARUS STORM SQUAD..... 150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Locutus	7	5	4	4	4	2	4	2	8	2+
Locutus Strike Leader	7	5	4	4	4	2	4	3	9	2+

Unit Composition

- 4 Locutus
- 1 Locutus Strike Leader

Wargear

- Bolt pistol
- Argean power sword
- Legion Warhawk jump pack
- Artificer armour
- Frag grenades
- Krak grenades

Options

- A Locutus Storm Squad may take:
 - Up to five additional Locutus +25 points each
- For every five models in the unit, one Locutus may exchange their bolt pistol for one of the following options:
 - Plasma pistol +10 points each
 - Volkite serpenta +5 points each
 - Hand flamer +5 points each
- The Locutus Strike Leader may exchange his Argean power sword for one of the following options:
 - Power axe Free
 - Lightning claw +5 points
 - Legatine axe +5 points
 - Power fist +10 points
 - Thunder hammer +15 points
- The Locutus Strike Leader may exchange his bolt pistol for one of the following options:
 - Plasma pistol +15 points each
 - Volkite serpenta +5 points each
 - Hand flamer +5 points each
- The Locutus Strike Leader may also take any of the following options:
 - Melta bombs +5 points
 - Combat shield +5 points

Unit Type

- Locutus: Infantry
- Locutus Strike Leader: Infantry (Character)

Special Rules

- Legiones Astartes (Ultramarines)
- Chosen Warriors (Locutus only)
- The Blade of Wisdom

The Blade of Wisdom

The Blade of Wisdom is an advanced assault strategy first devised by Locutarus Strike Leader Leonis during the Great Crusade and is said to have been praised by Primarch Sanguinius himself. The Locutarus launch a perfectly timed charge against enemies pinned in place by the highly accurate fire of interlocking Ultramarines units and swiftly devastate their foes in a flurry of expertly placed sword blows.

When rolling To Hit for a model with this special rule as part of an attack with a weapon that has the Melee type on any turn in which they are part of a successful Charge against an enemy unit, add +1 to the result of the roll if the enemy unit targeted by the attack has already been the target of a another friendly unit composed entirely of models with the Legiones Astartes (Ultramarines) special rule in the preceding Shooting phase.

Argean power sword

Crafted by the master artisans of Heliopolis on Macragge, the Argean power sword that each Locutarus bears is an artificer-wrought weapon which serves as a mark of courage and honour as much as a lethal tool of war.

This weapon counts as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Argean power sword	-	User	3	Melee, Rending (5+), Duellist's Edge (1)

SALAMANDERS HQ

Once the lord of the XVIIIth Legion in the days before Vulkan, Cassian was consigned to the eternal half-life of a Dreadnought after suffering mortal wounds in the final battle of the old Salamanders Legion. The shell in which he was entombed was forged by the hand of Vulkan himself and impervious to all but the most deadly of attacks, and even capable of self repair given enough time. At the Dropsite Massacre, Dracos rampaged through the Traitor lines, reliving his first death as the XVIIIth Legion once again faced oblivion. Leaving a trail of dead behind him, Dracos was only stopped by an orbital lance strike that glassed an entire battlefield. Horus and his generals left Isstvan certain that the old warlord's life had been ended along with his Primarch and Legion.

Yet, when Xiaphas Jurr and the crew of the Ebon Drake arrived at Isstvan a year later, they were to uncover the battered shell of the Dragon Revenant, far from intact but not yet willing to surrender to his final inevitable death. Cassian Dracos would return to the battlefields of the Imperium to enact his vengeance, but he would not be as once he was. His time beneath the black, bloodsoaked sands of Isstvan had left him changed, fey and of unpredictable temper and able to exert a disturbing control over the creations of the Machine God and those bound to them.

CASSIAN DRACOS REBORN..... 310 POINTS The Dragon Revenant, The Twice-Dead, Avatar of the Sacred Flames

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cassian Dracos Reborn	6	5	5	6	6	5	4	4	10	2+

Unit Composition

- 1 Cassian Dracos Reborn

Wargear

- Two Gravis power fists with in-built Dragon's breath heavy flamers.*

*The additional close combat attacks are already included in profile.

Dedicated Transport

Cassian Dracos Reborn may select a Legion Dreadnought Drop Pod as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Unit Type

- Dreadnought (Heavy, Unique)

Special Rules

- Legiones Astartes (Salamanders)
- Avatar of the Sacred Flames
- The Voice of the Machine
- Loyalist
- Ferromantic Deflector

Avatar of the Sacred Flames

As long as no HQ choices other than Xiaphas Jurr and Nârik Dreygur are included in the same Detachment, Cassian Dracos Reborn may be selected as the army's Warlord. If selected as the army's Warlord, Cassian Dracos must use the Bloody-handed Warlord Trait.

The Voice of the Machine

Cassian Dracos Reborn has the Cybertheurgic Arcana: Artificia Machina (see *Liber Mechanicum*).

Ferromantic Deflector

A model with an ferromantic deflector gains a 5+ Invulnerable Save and any model with a ferromantic deflector and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses three Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with an atomantic deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 6, AP -.

SALAMANDERS HQ

When the Chaplain edict came to the Salamanders Legion, it fell upon fertile ground, as the spiritual discipline of the Legion and the iteration of philosophy of the Great Crusade were already considered matters of great import to the Salamanders. The direct promulgation of the doctrines of the Primarch Vulkan, shaped as they had been by the culture of his adopted world, were already being distributed by the 'Voices of the Fire'—a body of chosen Legionaries of which Nomus Rhy'tan was one.

Many of these men went on to become the Legion's first generation of Chaplains, and Rhy'tan, already a highly regarded confidante of his Primarch and renowned orator and instructor, became senior among them by popular assent of his peers. Before the Salamanders Legion departed for the Isstvan system, Vulkan bade his Lord Chaplain remain behind at Prometheus with the Legion's neophytes and instructors as regent in his stead, and with a heavy heart Rhy'tan obeyed, and in doing so was destined to survive, the future of his Legion in his hands.

LORD CHAPLAIN NOMUS RHY'TAN.....215 POINTS

The Voice of the Fire, Keeper of the Keys of Prometheus

	M	WS	BS	S	T	W	I	A	Ld	Sv
Lord Chaplain										
Nomus Rhy'tan	7	5	5	4	4	3	5	4	10	2+

Unit Composition

- 1 Lord Chaplain Nomus Rhy'tan

Wargear

- Combi-flamer
- Bolt pistol
- Darkstar Falling
- Frag grenades
- Krak grenades
- Artificer armour
- Iron halo
- Mantle of the Elder Drake

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Salamanders)
- Master of the Legion
- Independent Character
- Relentless
- Stubborn
- Hatred (Everything)
- Warlord: Keeper of the Keys
- Loyalist

Keeper of the Keys

Nomus Rhy'tan carried the sacred charge of Warden of Prometheus at the outbreak of the Horus Heresy, and dual roles as spiritual instructor to the Legion's initiates and as watcher of those who had fallen in battle. It was also at his behest that the Dreadnoughts of the Salamanders Legion rose from their dreaming slumbers.

Any model with the Dreadnought Unit Type and the Legiones Astartes (Salamanders) special rule within 6" of a Warlord with this Trait may add +2" to their Charge Distance. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Shooting phase as long as the Warlord has not been removed as a casualty.

Darkstar Falling

Rather than the crozius carried by other chaplains to signify their rank, Nomus Rhy'tan carries Darkstar Falling, a double-handed hammer crafted by the Primarch Vulkan from a single block of obsidian-like mineral wrested from the gravitational vortex of a dying world. It symbolises the strength and resilience of the Promethean Cult and the strange energies which slumber inside it represent the fury of the Legion, kept in abeyance until unleashed as the will directs.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Darkstar Falling	-	+2	2	Melee, Two handed, Unwieldy

SALAMANDERS HQ

Taken as tithe from the scaver tribes of ancient Proximal, one of the many worlds brought to Compliance by the Salamanders in the earliest days of the Great Crusade, Xiaphas Jurr was raised to the ranks of the Igniax and trained as a Chaplain in the final years before the outbreak of the Horus Heresy, never seeing battle as part of the Emperor's Crusade. Reckoned amongst the most promising of the officer-recruits who remained on Nocturne in the wake of Vulkan's muster for the Iststvan campaign, he was chosen by the Keeper of Nocturne, Nomus Rhy'tan, to lead the mission to investigate the Primarch's fate.

Given to superstition and obscure ritual, as were many among the tribes of Proximal, whose unpredictable, rad-scoured world had little pity for those that lived upon it, Jurr accepted his mission with much zeal, seeing it as the first step towards a grand destiny. It was this fervour, verging as it did on religious fanaticism, which drew the men of the Nocturne garrison to him, dispirited as they were in the wake of dire rumours of the fighting at Iststvan, and bound them to him in the dark odyssey that was to follow.

XIAPHAS JURR145 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Xiaphas Jurr	7	5	5	4	4	3	5	4	10	2+

Unit Composition

- 1 Xiaphas Jurr

Unit Type

- Infantry (Character, Psyker, Unique)

Wargear

- Bolt pistol
- Ignatus
- Artificer armour
- Dragonscale storm shield
- The Burning Halo
- Frag grenades
- Krak grenades

Special Rules

- Legiones Astartes (Salamanders)
- Independent Character
- Relentless
- Stubborn
- Hatred (Everything)
- Prophet of the Flame
- Warlord: Beacon of Hope

Warlord Trait: Beacon of Hope

If chosen as the army's Warlord, Xiaphas Jurr automatically has Beacon of Hope as his Warlord Trait and may not select any other.

Beacon of Hope: As long as Xiaphas Jurr has not been removed from play, is in Reserve or Embarked upon a model with the Transport Sub-type, a single friendly unit comprised of models with the Legiones Astartes (Salamanders) special rules may choose to use Xiaphas Jurr's unmodified Leadership value instead of their own, when making a Morale check or Pinning test in any turn.

Ignatus

Forged in the fires of mount Deathfire by Xiaphas Jurr, each swing of this dragon-headed power maul unleashes blasts of blinding white light that sears the sight of nearby enemies.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Ignatus	-	+2	3	Melee, Master-crafted, Blind

The Burning Halo

Bestowed upon Xiaphas Jurr by Nomus Rhy'tan, the Seneschal of Nocturne, upon the departure of his mission to Iststvan, the Burning Halo is a force field projector created by Vulkan himself. More intricately wrought than the devices of lesser artificers, the Burning Halo projects a powerful defensive barrier against harm, and when struck converts kinetic energy into an explosion of searing flame, directed back at the attacker.

The Burning Halo provides a 4+ Invulnerable Save, and automatically inflicts D3 Hits on the target unit when making an Overwatch Reaction, resolved at Strength 4, AP -.

Prophet of the Flame

Ever steeped in the superstitious lore of the scaver tribes of ancient Proximal, Xiaphas Jurr arrived at the war-scoured ruins of Iststvan V desperate for hope. When he left that benighted world, his faith was renewed and a strange power had taken root in the once benign rituals he practised. Where once he had sought desperately for answers, now his prophecies held the power to define the future; it was this power that ultimately led Xiaphas Jurr and his Disciples of the Flame down a dark path to an end long since hidden within the Salamanders' sealed vaults.

Xiaphas Jurr has the Pyromancy discipline but counts as having Leadership 7 for the purposes of making Psychic checks.

RAVEN GUARD HQ

A dark figure of gruesome repute amongst the tightly-knit survivors of Deliverance, Kaedes is seen as an ill-omen by his brothers. On Kiavahr in his youth he was known as the Blood Crow, an infamous murderer condemned to rot on the moon-prison. There he remained, until Corvus Corax offered him freedom and a pardon if he fought alongside the other rebels and limited his targets to those chosen by his new master.

After enduring a painful late transformation to a Space Marine, it was only by the continued favour shown to him by Corax that he remained within the ranks of the Raven Guard, with few of his brothers willing to tolerate his macabre obsession with the hunt. Yet, in the grim shadow-wars fought by the Raven Guard in furtherance of the Emperor's grand plan, his murder-honed skills were employed with grim regularity.

When the Raven Guard came to Istvan V, Kaedes came with them, vanishing into the wastes to stalk the Traitors on his own terms. Nothing is recorded of his role in either the retreat from the massacre or the days that followed, and some maintain that not all of the Traitor craft to later leave Istvan V carried only the followers of Horus, that Kaedes continued his private war in the shadows of the Horus Heresy.

MORITAT-PRIME KAEDES NEX.....165 POINTS

The Raven's Huntsman, 'Blood-crow', attached to the 14th Interdiction Company of the Raven Guard

	M	WS	BS	S	T	W	I	A	Ld	Sv
Moritat-Prime Kaedes Nex	8	5	6	4	4	3	5	3	9	3+

Unit Composition

- 1 Moritat-Prime Kaedes Nex

Wargear

- Two Fulcrum hand cannon
- Power armour
- Refractor field
- Melta bombs
- Shroud bombs

Unit Type

- Infantry (Character, Light, Unique)

Special Rules

- Legiones Astartes (Raven Guard)*
- Independent Character
- Ill-omened
- The Blood Crow
- Relentless Stalker
- Stubborn
- Sudden Strike (1)
- Rampage (3)
- Shrouded (5+)
- Move through Cover
- Pathfinder

*Moritat-Prime Kaedes Nex gains the Falcons special rule and no other rules from the Shadow and Fury clause of the Legiones Astartes (Raven Guard) special rule, ignoring the usual requirements for gaining that rule.

Fulcrum Hand Cannon

These ornate weapons are artefacts of the Tech Guilds of Kiavahr, looted from one of the many armouries overrun during the rebellion. As with much Guild tech, these weapons are primitive by the standards of the Mechanicum, but brutally effective nonetheless, using electrically charged rounds of massive size to pulverise their targets. Stunning any who survive the impact, the Fulcrum is a lethal weapon in the hands of a skilled marksman.

Fulcrum hand cannon are 'Auto' weapons for special rules that affect such weapons, and possess multiple profiles. When making a Shooting Attack the controlling player must select either Pinpoint Strike or Empty the Chambers and makes all attacks with both weapons using the same profile. In close assault the Point-blank profile must be used instead (note that in melee Moritat-Prime Kaedes Nex fighting with his Fulcrum hand cannon counts as having two weapons and gains the appropriate bonuses).

Weapon	Range	Str	AP	Type
Fulcrum hand cannon				
- Pinpoint strike	24"	6	2	Pistol 1, Brutal (2), Concussive (1), Pinning, Sniper
- Empty the Chambers	12"	6	4	Pistol 6, Concussive (1), Pinning
- Point-blank	-	6	4	Melee, Brutal (2), Precision Strikes (4+), Specialist weapon

Ill-omened

Few among the Raven Guard would tolerate the presence of the infamous Blood Crow, and as such he most often fought alone and without care for the actions of his allies.

Moritat-Prime Kaedes Nex may not be taken as a Compulsory HQ choice, only as a non-Compulsory HQ choice. He may never be an army's Warlord, and may not join other units except Legion Seeker Squads or Mor Deythan Squads.

The Blood Crow

Years of murder and death on Kiavahr had sharpened the skills of Kaedes Nex to the point that there were few marksmen in the Imperium that could match his skills. Once he had set his sights on a target, there was little that could be done to stop his wrath.

When Moritat-Prime Kaedes Nex makes any attacks as part of a Shooting Attack, the range of any weapons is not restricted or affected by the Night Fighting rules, shroud bombs or any other special rule. In addition, Moritat-Prime Kaedes Nex never suffers any penalty to his Ballistic Skill from Night Fighting or any other special rules, always makes To Hit rolls using his full Ballistic Skill (including Snap Shots) and no model may make Shrouded rolls to negate Wounds inflicted by their attacks.

Relentless Stalker

Renowned for his skills as a hunter and stalker, Kaedes Nex came and went like a shadow. Even within the Raven Guard, a Legion whose skills at infiltration were acknowledged as superior, the Blood Crow was adept at gaining access to even the most secure strongholds or remote redoubts.

When deploying Moritat-Prime Kaedes Nex onto the battlefield at the start of the battle, the controlling player may place him in any position on the battlefield, as long as Moritat-Prime Kaedes Nex is within Area Terrain, or at least 9" from any enemy model if Moritat-Prime Kaedes Nex is not within Area Terrain, regardless of the line of sight of enemy models. If Moritat-Prime Kaedes Nex is deployed from Reserve after the start of the first turn, then he may enter play from any point on the battlefield's edge, chosen by the controlling player. If Moritat-Prime Kaedes Nex joins a unit during deployment or whilst in Reserves and is deployed as part of that unit, he may not use any of the benefits of this special rule, but instead gains the Scout and Infiltrate special rules only if the unit he has joined also possesses those special rules.

RAVEN GUARD HQ

As Master of Descent, Strike Captain Alvarex Maun commanded his Legion's planetstrike operations. Alvarex, however, performed his duties from the front line, descending from orbit with the first wave of drop ships and leading the action to secure the dropzone in person. The Istvan V drop operation was to prove the most ambitious and demanding of the Strike Captain's service. With scant notice from his Primarch, he formulated a planetstrike mission involving almost every one of the Legion's units and formations. Leading from the front, Alvarex made the drop in his personal command Thunderhawk, co-ordinating the landing of hundreds of drop pods and gunships even as he leant his formidable martial prowess to the attack itself.

When Lord Corax ordered the Raven Guard to break out of the Urgall Depression, Strike Captain Alvarex responded instantly, ordering his Thunderhawk to descend through the torrent of fire and to extract his Primarch. One wing shot away, the pilot killed and the hull disintegrating around him, Alvarex took the controls, determined that even should he himself die he would save his Primarch. The gunship was too badly damaged to reach orbit, but Alvarex brought it down in a controlled crash landing, saving the life of the Raven Lord even though five of the crew were slain and he himself was badly injured.

STRIKE CAPTAIN ALVAREX MAUN140 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Alvarex Maun	7	5	5	4	4	3	4	3	9	2+

Unit Composition

- 1 Strike Captain Alvarex Maun

Wargear

- Bolt pistol
- Tolaedus
- Artificer armour
- Frag grenades
- Krak grenades
- Nightfall pattern strato-vox

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Raven Guard)
- Master of the Legion
- Independent Character
- Warlord: Coordinated Planetstrike

Dedicated Transport

Strike Captain Alvarex Maun may take a Legion Drop Pod or Legion Storm Eagle as a Dedicated Transport option. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Warlord Trait: Coordinated Planetstrike

If chosen as the army's Warlord, Strike Captain Alvarex Maun automatically has Coordinated Planetstrike as his Warlord Trait and may not select any other.

Coordinated Planetstrike: As long as Strike Captain Alvarex Maun has not been removed as a casualty, the controlling player may re-roll failed Reserve rolls for any Deep Strike Assault that Strike Captain Alvarex Maun is part of. In addition, an army with Strike Captain Alvarex Maun as its Warlord may make an additional Reaction during the opponent's Movement phase as long as Strike Captain Alvarex Maun is deployed on the battlefield and has not been removed as a casualty.

Tolaedus

Gifted to Alvarex Maun by Primarch Corax himself in the wake of the victorious Bostonia IX campaign, the keen edge of this artificer-crafted blade can part even the toughest forms of armour.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Tolaedus	-	User	3	Melee, Master-crafted, Breaching (5+)

Nightfall Pattern Strato-vox

The Strike Captain's strato-vox is a high-powered, cogitator assisted command interface used to facilitate the coordination of a massed planetstrike operation. Even as he leads the initial waves of the assault, Alvarex is able to track the deployment of countless drop ships, rendered as rapidly scrolling data projected across his vision by his strato-vox's systems.

While Strike Captain Alvarex Maun is present on the battlefield and not Embarked in a Vehicle or Building, the controlling player may reduce the distance of any Scatter rolls made (whether as part of a weapon attack or the deployment of a model or unit) by 5, as long as Strike Captain Alvarex Maun is within 12" of the unit targeted by the attack or the point chosen as the target of the deployment. In addition, Strike Captain Alvarex Maun and any unit that he has joined ignores the -1 penalty to Leadership imposed by the Night Fighting rules.

EMPEROR'S CHILDREN ELITES

Based on their proclivity towards seeking out and directly assaulting those they deemed to be the finest warriors amongst any enemy arrayed against them, some formations of Palatine Blades would eschew the use of mechanised battlefield deployment in favour of the Warhawk jump pack. This selection of wargear was most often used in situations where it would allow them to traverse the roughest of terrain or even bypass lesser enemies in order to challenge their desired opponents.

PALATINE BLADE AQUILAE SQUAD195 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Palatine Warrior	7	5	5	4	4	2	4	2	8	2+
Palatine Prefector	7	5	5	4	4	2	4	3	9	2+

Unit Composition

- 4 Palatine Warriors
- 1 Palatine Prefector

Unit Type

- Palatine Warrior: Infantry
- Palatine Prefector: Infantry (Character)

Wargear

- Bolt pistol
- Charnabal weapon
- Frag grenades
- Krak grenades
- Artificer armour
- Legion Warhawk jump pack

Special Rules

- Legiones Astartes (Emperor's Children)
- Relentless
- Chosen Warriors
- Counter-attack (1)
- Skill Unmatched

Options

- The Palatine Blade Aquilae Squad may include:
 - Up to 5 additional Palatine Warriors+30 points per model
- Any model in the unit may exchange their Charnabal weapon for a:
 - Power weapon..... +5 points each
 - Phoenix power spear +5 points each
 - Phoenix rapier..... +5 points each
- All models in the unit may take a Surgical Augment (see *Liber Hereticus*, page 154) at a cost of +25 points for the entire unit – all models in the unit must have the same Surgical Augment.
- The Palatine Prefector may exchange his bolt pistol for a:
 - Plasma pistol +10 points
- The Palatine Prefector may take:
 - Melta bombs.....+15 points

EMPEROR'S CHILDREN ELITES

One of the first generation of the Emperor's Children, Rylanor had the singular honour of fighting beside the Emperor, with the battle honours of Roma and Thule etched into his armour. His history was the history of his Legion, and he had been the first to carry the Palatine standard into battle alongside his newfound Primarch. When he fell, grievously wounded in battle against the Eldar, his salvation was internment in a Dreadnought of his Legion. Rylanor became his Legion's Ancient of Rites, presiding over the Emperor's Children's Ceremonials of Induction as well as lending his might to the line of battle for many decades until the treachery of the Warmaster tore his Legion apart from within. When the atrocity on Isstvan III came, Rylanor's unshakable loyalty to the Emperor marked him for death in his Primarch's eyes and he was assigned to the first wave assault, but instead survived the first murderous blow of betrayal. Once the fighting began in earnest, Rylanor soon became a priority target for the Traitors, his power dooming scores of his former battle brothers to their deaths wherever he fought, while his mere presence became a rallying cry for those loyal Emperor's Children battling out to the bitter end. Reported destroyed several times, Rylanor, increasingly damaged, somehow endured for much of the fighting on Isstvan III, but his final fate remains unknown.

RYLANOR THE UNYIELDING 250 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Rylanor the Unyielding	8	5	5	7	7	7	4	3	9	2+

Unit Composition

- 1 Rylanor the Unyielding

Wargear

- Kheres assault cannon
- Gravis power fist with in-built heavy flamer
- Atomantic deflector

Dedicated Transport

Rylanor the Unyielding may select a Legion Dreadnought Drop Pod as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Unit Type

- Dreadnought (Unique)

Special Rules

- Legiones Astartes (Emperor's Children)
- Crusader
- Loyalist

IRON WARRIORS LORDS of WAR

The Tormentor is a converted Shadowsword super-heavy vehicle, one augmented with additional armour plating to all sides and extended command and control functions. To accommodate Perturabo's scale and that of his Iron Circle bodyguards, the vehicle's superstructure and engine had been radically overhauled by the Pneumachina tech-priests of the Dark Mechanicum. Its main weapons were enhanced with sophisticated targeting and control systems, and no more effective a killing machine existed in the Iron Warriors' vehicle pool.

THE TORMENTOR..... 900 POINTS

	Armour						
	M	BS	Front	Side	Rear	HP	Transport Capacity
The Tormentor	10	5	13	13	12	12	24

Unit Composition

- 1 The Tormentor

Unit Type

- Vehicle (Super-heavy, Transport, Unique)

Wargear

- Turret Mounted Volcano cannon
- Hull (Front) Mounted Twin-linked heavy bolter
- Hull (Left) Mounted lascannon
- Hull (Left) Mounted Twin-linked heavy bolter
- Hull (Right) Mounted lascannon
- Hull (Right) Mounted Twin-linked heavy bolter
- Smoke launchers
- Searchlight

Special Rules

- Legiones Astartes (Iron Warriors)
- Void Shields (1)
- Transport Bay
- Torment

Access Points

- The Tormentor has one Access Point at the rear

Torment

An army that includes Perturabo may also include The Tormentor as a Dedicated Transport for Perturabo. As a Dedicated Transport this does not take up an additional Force Organisation slot, but its points must still be paid for as part of the army and count towards the maximum combined Lords of War and Primarch value.

IRON WARRIORS HEAVY SUPPORT

Amongst most of the Legiones Astartes, it is the principal role of heavy support squads to saturate an area or target enemy armour with heavy ordnance, obliterating an enemy through sheer weight of fire. The Iron Havocs of the IVth Legion, however, are an elite formation who have elevated these tactics almost to an art. These warriors are amongst the finest marksmen of the Iron Warriors, placing both shell and explosive blast with exacting precision as they advance alongside the Legion's assault cadres.

Iron Havocs are often attached to the leading elements of any assault, where their pinpoint accuracy allows them to scour clean fortifications and strongpoints of enemy infantry with murderous efficiency, clearing a path for the Iron Warriors infantry to sweep aside any survivors.

IRON HAVOCS 135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Iron Havoc	7	4	5	4	4	1	4	1	7	3+
Iron Havoc Sergeant	7	4	5	4	4	1	4	2	8	3+

Unit Composition

- 4 Iron Havocs
- 1 Iron Havoc Sergeant

Wargear

- Shrapnel cannon
- Bolt pistol
- Frag grenades
- Krak grenades
- Power armour
- Ferrum Ocularis

Unit Type

- Iron Havoc: Infantry (Heavy)
- Iron Havoc Sergeant: Infantry (Heavy, Character)

Special Rules

- Legiones Astartes (Iron Warriors)

Dedicated Transport

An Iron Havocs unit of no more than 10 models may take a Legion Rhino Transport as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- An Iron Havocs unit may take:
 - Up to 5 additional Iron Havocs +20 points each
- One Iron Havoc may take a Legion vexilla +10 points
- One Iron Havoc may take an augury scanner +10 points
- All models in the unit may exchange their shrapnel cannon for one of the following (all models must take the same option):
 - Autocannon Free
 - Missile launcher (with frag, krak and flak missiles) +5 points per model
 - Lascannon +15 points per model
- The Iron Havoc Sergeant may exchange their shrapnel cannon for one of the following:
 - Power weapon +5 points
 - Power fist +10 points
- The Iron Havoc Sergeant may take any of the following:
 - Artificer armour +10 points
 - Nuncio-vox +10 points
 - Melta bombs +5 points

Ferrum Ocularis

In addition to the integrated systems afforded by their power armour, Iron Havoc squads utilise additional, specialised targeting arrays that overlay data feeds, atmospheric influences and predictive target movements based on previous battlefield data to allow them to select targets with exacting precision.

Shooting Attacks made using a weapon with the Heavy type by a model with a Ferrum Ocularis gain the Precision Shots (6+) special rule, as long as the attack is not made as part of a Reaction or a Snap Shot.

IRON WARRIORS HQ

Since he stood over the corpses of his brother Iron Warriors, whom he and his fellows had slain with their bare hands in punishment for the weakness Perturabo had seen within his new Legion after the Edict of Decimation, Erasmus Golg had striven to epitomise the ruthless efficiency Perturabo sought in his warriors. Embracing the heartless drive for victory at any cost in a manner that even his fellow Iron Warriors found extreme, Golg was a brutal commander, whose only punishment for failure was death.

Despite his dedication, Golg never ascended to the inner circle of the Iron Warriors leadership. Deemed flawed, but useful by his Primarch, Golg was summoned when the Lord of Iron wished to make an example of an enemy through direct and unsubtle assault, Golg's bloodthirsty determination and drive more than compensating for his lack of strategic nuance in such operations.

Assigned command of the starship Contrador and the 11th Grand Company, Golg was ever at the forefront of any battle that his Grand Company was involved in, leading his massed Terminator forces in the heat of battle.

ERASMUS GOLG.....175 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Erasmus Golg	6	6	5	4	4	4	5	4	10	2+

Unit Composition

- 1 Erasmus Golg

Wargear

- Combi-melta
- Extricator
- Legion Terminator Cataphractii armour
- Nuncio-vox
- Augury scanner

Unit Type

- Infantry (Heavy, Character, Unique)

Special Rules

- Legiones Astartes (Iron Warriors)
- Master of the Legion
- Independent Character
- Relentless
- Stubborn
- Bulky (2)
- Hammer of Wrath (2)
- Warlord: Bloody-handed

Warlord: Bloody-handed

If chosen as the army's Warlord, Erasmus Golg automatically has Bloody-handed as his Warlord Trait and may not select any other.

Extricator

Much like its wielder, Extricator – a vicious chain blade mounted upon a power-wreathed gauntlet, embodies the most brutal, direct and uncompromising aspects of the IVth Legion. Its ruggedly functional exterior belies the level of artifice contained within, bestowing the weapon with formidable power.

The weapon listed here is counted as a 'Chain' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Extricator	-	10	2	Melee, Armourbane (Melee), Master-crafted, Unwieldy

IRON WARRIORS HQ

Once a respected frontline commander of the Iron Warriors, Dreygur led his company into the fires of battle for ninety years, fearing failure of his Primarch far more than death. At Istvan, a blank-eyed Raven Guard Moritat left him ruined and Dreygur's defeat cost him the favour of Perturabo, who discarded the broken commander as he would a flawed sidearm. The Apolakra rebuilt Dreygur's shattered body with augmetic implants, grafting a cortex controller directly into his nervous system and inducting the veteran warrior into the ranks of their Order and its technological mysteries.

Dreygur, now known as the Gravewalker, took to the field once again as a Consul Praevian. Shunned by his Primarch and brethren, he quickly came to favour the company of his automaton charges, who showed him more loyalty than those he called 'brothers'. At Epsilon-Stranivar IX, it was the loyalty of these automata that kept him alive to swear revenge upon the Alpha Legion that had abandoned him.

NÂRIK DREYGUR 135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Nârik Dreygur	7	5	5	4	4	3	5	3	9	2+

Unit Composition

- 1 Nârik Dreygur

Unit Type

- Infantry (Heavy, Character, Unique)

Wargear

- Master-crafted bolt pistol
- Graviton gauntlet
- Artificer armour
- Refractor field
- Frag grenades
- Krak grenades
- Cortex controller
- Cortex designator

Special Rules

- Legiones Astartes (Iron Warriors)
- Legiones Cybernetica
- Master of Automata
- The Revenant's Pawn
- Loyalist
- Warlord: Stoic Defender

Cortex Designator

When rolling To Hit for a model with the Automata Unit Type, as part of a Shooting Attack, add +1 to the result of the roll if the enemy unit targeted by the attack has already been the target of another friendly model with this special rule in the same Shooting phase, and if the attacking model is within 6" of that friendly model. This does not affect attacks made with the Blast or Barrage special rules.

Graviton Gauntlet

Incorporated into Dreygur's battleplate is a huge powered gauntlet with brutal iron talons in the place of digits. The entire glove crackles with a disruptive energy field at its bearer's will.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Graviton Gauntlet	-	8	2	Melee, Unwieldy, Specialist Weapon, Haywire

The Revenant's Pawn

Nârik Dreygur remained loyal to his Legion until the Siege of Mezoa, where on the basalt plains before the towering Forge Spires, the Dragon Revenant tore down his unflagging loyalty and indomitable determination through some unknown artifice, replacing it with a savage new purpose.

When included in an Allied Detachment that is part of an army with a Primary Detachment whose Warlord is either Cassian Dracos Reborn or Xiaphas Jurr, the Allied Detachment that Nârik Dreygur is part of may include a unit of Legion Veterans with the Legiones Astartes (Iron Warriors) special rule that does not use up a Force Organisation choice and does not count for any minimum required units the army must select. In addition, Nârik Dreygur gains +1 Attack and the Stubborn special rule when within 12" of Cassian Dracos Reborn.

IRON WARRIORS HQ

Like many of those caught up in the cataclysm of the Horus Heresy who were to earn fame or infamy during its dark passages of history, Kyr Vhalen's was a name of relative obscurity before the civil war was to thrust upon him the mantle of greatness. He was neither Olympian nor Terran by birth, having been recruited as an adolescent from the formerly xeno-enforced world of Meru at the edge of the Yetzirah Abyss. Initiated into the 77th Grand Battalion, he fought his way up through its ranks by dint of excellence and sheer bloody will to survive, gaining the epithet of 'Shatterblade' after fighting through a nine hour battle with the broken remains of a Xenarch sabre impaled through his chest.

By the time the 77th had been deployed as part of the Therikon Suppression Taskforce, Vhalen had become its 2nd Captain, and over eleven years of gruelling war ascended to its command. The 77th, like a number of Iron Warriors detachments dispersed across the Imperium and all but forgotten, had become almost completely self sustaining by the end of the Great Crusade, and when the Horus Heresy came, he and his forces were utterly ignorant of their Legion's betrayal. At Paramar, he and his Legionaries would take bitter pride in their stubborn loyalty to the Great Crusade as brother turned against brother.

KYR VHALEN 195 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Kyr Vhalen	7	6	5	4	4	4	5	4	10	2+

Unit Composition

- 1 Kyr Vhalen

Wargear

- Volkite charger
- Aegeas
- Artificer armour
- Iron halo
- Frag grenades
- Krak grenades
- Melta bombs
- Servo-arm
- Cortex controller

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Iron Warriors)
- Master of the Legion
- Independent Character
- Master of Automata
- Battle-hardened (1)
- Battlesmith (3+)
- Feel No Pain (6+)
- Loyalist
- Warlord: Battle Logistician

Warlord Trait: Battle Logistician

If chosen as the army's Warlord, Kyr Vhalen automatically has Battle Logistician as his Warlord Trait and may not select any other.

Battle Logistician: When this Warlord Trait is selected, before deployment and before any models are placed on the board, the Controlling player may select a single unit of any type that begins the game deployed on the table. Whilst all models that are part of the selected unit are within the Controlling player's deployment zone, this unit gains the Relentless special rule. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.

Aegeas

A broadsword of extraordinary balance and durability, Aegeas was taken as a trophy from the clawed hands of a Xenarch slain by Kyr Vhalen during the Therikon Wastes suppression campaign and is said to have its origins in the Dark Age of Technology.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Aegeas	-	+2	3	Melee, Breaching (4+), Blind, Master-crafted

NIGHT LORDS ELITES

Even among the Night Lords Legion, there were those who overstepped the bounds of what even they considered sane. One such individual was the Apothecary Mawdrym Llansahai, or 'Bloody Bones' to give him the nickname granted him without irony by his Legion. A Nostraman by birth and a child of that benighted world's ruling class, Llansahai registered as both highly intelligent and psychologically stable, and showed great aptitude and ability for the Apothecarion in which he was placed. The Night Lords Apothecaries were charged with other arts than mere healing; they were needed to oversee interrogations, contrive inventively malignant punishments and keep their 'subjects' alive and lucid far longer than they wished to be. Having risen to be a Primus Medicae, Llansahai was master of these twisted surgical arts and those who wielded them, and slowly and surely they began to corrode his sanity.

Soon it was discovered that he was performing numerous unsanctioned vivisections and surgical experiments. Dragged in chains to his Primarch for judgement, Llansahai was released under suspended sentence of death. Although afterwards a shunned and dreaded pariah among his Legion, he survived, a monster among monsters, and on Istvan V he worked unspeakable horrors upon the wounded and the dying of friend and foe alike.

FLAYMASTER MAWDRYM LLANSAHAI125 POINTS

Fallen Primus Medicae of the Night Lords, The Smiling One, Bloody Bones

	M	WS	BS	S	T	W	I	A	Ld	Sv
Mawdrym Llansahai	7	5	5	4	4	3	5	2	8	3+

Unit Composition

- 1 Mawdrym Llansahai

Wargear

- Archaeotech pistol
- Red Jaqa
- Frag grenades
- Krak grenades
- Power armour
- Refractor field
- Narphagia

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Night Lords)
- Independent Character
- Unfit for Command
- Traitor

Red Jaqa

Llansahai's custom-wrought scalpel is a long-bladed knife of unknown origin, whose edge can cut cleaner and deeper than any power blade. Although no true combat weapon, in Flaymaster Llansahai's hands it is a terrifying and deadly thing.

Weapon	Range	Str	AP	Type
Red Jaqa	-	3	3	Melee, Murderous Strike (5+), Specialist Weapon

Narphagia

Although similar in appearance to the narthecium systems routinely found with Legionary apothecaries, Llansahai's own equipment incorporated many additional features, few of which appeared to be of any aid to those injured on the field of battle. Instead, these foul devices appeared to sustain Llansahai himself, at the expense of the wellbeing of his charges.

At the end of each of their turns, if Mawdrym Llansahai has less than his starting number of Wounds but has not been removed as a casualty and has joined a unit that has at least one other model with the Legiones Astartes (Night Lords) special rule, the controlling player may roll a D6. On a roll of 4+, Mawdrym Llansahai regains a Wound lost earlier in the battle. If Mawdrym Llansahai regains a wound in this way, a model with the Legiones Astartes (Night Lords) special rule, in the squad that Mawdrym Llansahai has joined, suffers a wound with no Armour Saves or Damage Mitigation rolls allowed.

Additionally, all models with the Infantry or Cavalry Unit Types in a unit that Mawdrym Llansahai has joined gain the Feel No Pain (5+) special rule. Models with the Artillery Sub-type are not affected by this special rule and do not gain the Feel No Pain (X) special rule.

Unfit for Command

Considered deranged and sadistic even by the standards of his brethren, Llansahai would never find himself placed in a position of battlefield command – even the Night Lords had their limits of toleration for madness.

Mawdrym Llansahai may never be selected as the army's Warlord.

NIGHT LORDS HQ

A long-serving member of the Night Lords Legion raised up from the gutters of Nostramo to captain and set loose among the stars, for seven decades Ophion fought the wars of the Great Crusade, forging a legacy of solid service. Such stubborn bravery was an aberration amongst a Legion dedicated to practicality and the subtle, if gruesome, prosecution of war, and many of his peers saw him as flawed.

At the bloody end of the Thramas Crusade, as the Dark Angels vented their wrath against the unprepared fleet of the Night Lords, it was the intervention of two ships that allowed so many of their kin to escape. One was the Nightfall, the VIIIth Legion's flagship, the other was the Shroud of Eventide, a line cruiser that, under Ophion's command, turned annihilation into mere decimation. This unexpected bravery saw him appointed to the ranks of the restored Kryptera, the shadowy council who ruled the Night Lords in their Primarch's absence. Ophion led his contingent, some 9,000 warriors, to the Nostramo sector. There he intended to rally those scattered by the Night Lords' defeat and bring them back into the greater war, to join the final push on Terra. Yet these plans were to be upset by the arrival of an unexpected foe and with Ophion lost and presumed dead, the Nostramo sector fell back into chaos and strife.

KHERON OPHION OF THE KYROPTERA..... 150 POINTS

Master of the Shroud of Eventide, Captain of the 39th Company, The Coward

	M	WS	BS	S	T	W	I	A	Ld	Sv
Kheron Ophion	7	6	5	4	4	3	5	4	9	3+

Unit Composition

- 1 Kheron Ophion

Wargear

- Volkite serpenta
- Revenant
- Melta bombs
- Frag grenades
- Krak grenades
- Power armour
- The Bloody Aegis

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Night Lords)
- Independent Character
- Master of the Legion
- Relentless
- Stubborn
- The Coward
- Warlord: Aberrant Bravery
- Traitor

Warlord: Aberrant Bravery

If chosen as the army's Warlord, Kheron Ophion automatically has Aberrant Bravery as his Warlord Trait and may not select any other.

Aberrant Bravery: If Kheron Ophion's controlling player is controlling fewer Objectives than their opponent, Ophion and any Night Lords units within 12" of him gain the Stubborn special rule. In addition, an army whose Warlord is Kheron Ophion may make an additional Reaction in the opposing player's Movement phase, as long as Kheron Ophion has not been removed as a casualty.

The Bloody Aegis

Crafted from fragments of the broken hull plating of Ophion's first command, the Killing Whisper, which was destroyed over Pragus as it sought to stand off an entire Fra'al conclave hounding the retreat of the 67th Expeditionary Fleet, the Bloody Aegis stands as a personal reminder from the Praetor of the 67th of the cost of such bravery. As much a mark of shame and cruel jest as a trophy of glory, the Bloody Aegis bears few marks of expert craftsmanship, but forged of the same metal as the hulls of void craft and covered in vicious barbs of serrated ceramite, it presents a dire obstacle to a foe.

The Bloody Aegis grants a 4+ Invulnerable Save, increasing to a 3+ Invulnerable Save in close combat. In addition, when fighting in a Challenge, each To Hit roll of a 1 made by the opposing player for attacks directed against Kheron Ophion result in a single S4, AP - wound being inflicted upon the model Engaged in a Challenge with Kheron Ophion.

The Coward

Once Kheron Ophion has lost at least a single wound, he gains the Feel No Pain (4+) special rule. When reduced to a single remaining wound, Kheron Ophion replaces Feel No Pain (4+) with Feel No Pain (3+).

Revenant

Kheron Ophion's weapon of choice, the discordant roar of this vicious chainglaive is tuned to resemble the howls of tortured spirits and is used as much to horrify the foe as it is to inflict harm.

The weapon listed here is counted as a 'Chain' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Revenant	-	+2	3	Melee, Shred, Breaching (5+), Master-crafted

NIGHT LORDS HQ

Nakrid Thole was among those warriors of the Night Lords that had never seen Terra, never fought at the side of the Emperor. The only master he had ever known was the Night Haunter, the only home the dark, blood-slicked streets of Nostramo. It was a heritage that had shaped him in a far different mould than many of the more well-regarded Legions, and taught him the value of spite and terror over honour and mercy. Thole would spend the final years of the Great Crusade clawing his way up the ranks of his Legion, his superiors culled at his hand when they proved weak or foolish, and careful alliances built with the strong. It was a tradition of the Nostraman ganglords, as honourable to the Night Lords as self-sacrifice and humility were to the Ultramarines.

NAKRID THOLE185 POINTS The Faceless Prince, Master of the Cross of Bone

	M	WS	BS	S	T	W	I	A	Ld	Sv
Nakrid Thole	7	6	5	4	4	3	6	4	8	2+

Unit Composition

- 1 Nakrid Thole

Wargear

- Volkite serpenta
- Nostraman flay-whip
- The Devil's Due
- Artificer armour
- Iron halo

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Night Lords)
- Independent Character
- Master of the Legion
- Relentless
- Counter-attack (1)
- Fear (1)
- Valour's Shadow
- Traitor

Valour's Shadow

Time and time again Nakrid Thole would survive death and defeat by fleeing the field of battle and leaving others to die in his place. What other Legions might have named cowardice, the Night Lords praised as wisdom, a wisdom that Thole had long since mastered. Even overwhelming force could not guarantee his demise and from even the most grievous defeats he would return to plague the victors, his anger only stoked to greater extremes by his past failures.

Nakrid Thole may not be allocated wounds due to the Precision Strikes (X) or Precision Shots (X) special rules. In addition, when Nakrid Thole is reduced to 0 Wounds, the controlling player must roll a D6. If the result is a 5+, then Nakrid Thole is still removed as a casualty, but does not count as being destroyed for the purposes of scoring Victory points or achieving specific mission Objectives.

Nostraman Flay-whip

A length of electro-charged steel links studded by viciously-hooked spikes, this weapon is difficult to master but deadly in the hands of a skilled warrior. Cutting arcs through the air with every blow, this advanced whip can be used to torment and entangle a single foe, lacerating them as it unleashes high-voltage charges, or to hold masses of weaker foes at bay. Some few of the Night Lords still practise the skills needed to master this weapon, now otherwise vanished from the galaxy with Nostramo's destruction.

Weapon	Range	Str	AP	Type
Flay-whip	-	User	4	Melee, Breaching (6+), Electro-charge, Web of Steel, Specialist Weapon

Electro-charge: Any model that suffers an unsaved wound from this weapon reduces its Initiative Characteristic to 1 until the end of its controlling player's next turn.

Web of Steel: A model with a melee weapon with this special rule may choose to forfeit all of its normal attacks in order to make a single attack against each enemy model from a unit that it is locked in combat with and within 2" of the wielder, using the Flay-whip's profile. If this option is used then the Electro-charge special rule cannot trigger from unsaved wounds.

The Devil's Due

A short-handled hatchet of black metal, one side sports a curved moon-shaped blade and the other a long, wickedly hooked spike. In battle its surface is super-heated by a miniature atomantic coil, allowing it to cut through even the thickest armour with ease despite its small size. Nakrid Thole wielded the Devil's Due in his left hand, keeping it hidden from his opponent until the moment of the target's weakness and then striking a fatal blow from surprise.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
The Devil's Due	-	+2	2	Unwieldy, The Devil's Due, Murderous Strike (6+), Master-crafted

The Devil's Due: If an enemy model in base contact with this model has its Initiative Characteristic reduced by the effects of any other weapon or special rule then this model may make a single additional attack against the enemy model. This additional attack is made immediately before the enemy model would attack and uses the profile for The Devil's Due shown above.

WORLD EATERS HQ

Shabran Darr was a relatively young World Eaters officer who had risen quickly in his Legion's ranks and distinguished himself in battle many times, earning himself a place in the 11th Assault Company and willingly accepting psychosurgery by the Legion's apothecaries to enhance his aggression. Why such a loyal and committed warrior of the World Eaters was chosen to die as part of the first wave on Isstvan III will forever remain unknown but it was perhaps because he was one of the few within the Legion of Cuth'vasi blood. Birth on this death world—locked in perpetual night—marked him out as different with sallow stone-grey skin and the white-on-white eyes of its near-abhuman natives. When the betrayal of his brothers became evident Shabran Darr went almost insane with hatred, but in him this became a cold, killing rage that allowed him to keep his wits. He determined to live to kill his enemies rather than die in a blaze of violence as so many others of his Legion had. Taking Traitor skulls in his own mounting death tally, he became the leader of a force of Loyalist World Eaters that made the fire-blackened warren north of the Precentor's Palace their killing ground and fought to the bitterest end, accounting for many times their number in a series of savage hit-and-run attacks.

SHABRAN DARR.....140 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Shabran Darr	7	6	5	4	4	3	4	3	9	2+

Unit Composition

- 1 Shabran Darr

Wargear

- Artificer armour
- Bolt pistol
- The Liberator
- Refractor field
- Frag grenades
- Krak grenades

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (World Eaters)
- Independent Character
- Feel No Pain (6+)
- Rage (2)
- Loyalist
- Head-hunter
- Warlord: Bloody-handed

Options

- Shabran Darr may take a Legion Warhawk jump pack for +20 points

Head-hunter

Shabran Darr took particular pleasure in slaughtering sergeants and officers, cleaving their heads from their shoulders and mounting them on spikes and railings for their traitorous brothers to find.

When fighting in a Challenge, Shabran Darr's attacks gain the Breaching (4+) special rule.

The Liberator

Appearing as little more than a well used phobos-pattern chainaxe when not in the hands of Shabran Darr himself, this weapon was transformed into a whirling hurricane of hardened ceramite teeth and flying viscera when in the white-knuckled grasp of its frenzied owner.

The weapon listed here is counted as a 'Chain' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
The Liberator	-	+1	-	Melee, Shred, Breaching (6+), Brutal (2)

WORLD EATERS HQ

Once, Gahlan Surlak was an apothecary of the Legiones Astartes World Eaters, his mission to heal the wounds of his battle-brothers that they might return to battle all the faster. As his Legion fell from grace however, this mission drastically changed. At the orders of the Legion's High Command, Surlak focused his duties ever less upon healing the wounded and instead dedicated himself to the induction of Legion Aspirants who cared so little for pain they would never have to be healed – they would win the fight or they would die, there being no middle ground where a Legionary might require medical attention.

It was in the aftermath of the Istvan betrayal that Surlak had revealed to him the hidden mysteries of blood and flesh, of genes and mutations, when he and a number of his peers were inducted into an inner circle of apothecaries, their high magus the Chief Apothecary of the Emperor's Children – Fabius. What Surlak and his fellow apothecaries learned from Bile they carried with them to Bodt, where upon Angron's orders they began a program of rapid indoctrination intended to usher in a new generation of Legion Aspirants who, thanks to his bloody artifice, would have no concept of pain, fear or defeat.

GAHLAN SURLAK..... 150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ghalan Surlak	7	6	5	4	4	3	5	3	9	2+

Unit Composition

- 1 Gahlan Surlak

Wargear

- Artificer armour
- Needle pistol
- Narthecium
- Fleshripper
- Iron halo
- Frag grenades
- Krak grenades

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (World Eaters)
- Master of the Legion
- Independent Character
- Bitter Duty
- Sacred Trust
- Traitor
- Warlord: Abhorrent Augmentations

Warlord Trait: Abhorrent Augmentations

If chosen as the army's Warlord, Gahlan Surlak automatically has Abhorrent Augmentations as his Warlord Trait and may not select any other.

Abhorrent Augmentations: If Gahlan Surlak is chosen as the army's Warlord, before any models are deployed the controlling player may choose up to a total of three Legion Tactical Squads and Legion Despoiler Squads from the same Detachment as Gahlan Surlak to have Abhorrent Augmentations. These units gain Bitter Duty special rules along with +1 to their Strength characteristic, but suffer -1 to their BS and lose the Heart of the Legion special rule and Line Unit Sub-Type. In addition, an army whose Warlord is Gahlan Surlak may make an additional Reaction in the opposing player's Movement phase, as long as Gahlan Surlak has not been removed as a casualty.

Fleshripper

In stark contrast to the life-preserving tools carried by Surlak in his role of apothecary, Fleshripper existed only to hack and destroy.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Fleshripper	-	+1	2	Melee, Unwieldy, Shred

DEATH GUARD HQ

Cryos Morturg was a bitter warrior, morbid and given to introspection, he was disliked by his battle-brothers despite his evident talents as a warrior and field commander. Morturg was neither of Terra nor of Barbarus by birth, but instead taken in with an emergency influx of recruits from the induction pool of the 18th Expeditionary Fleet after the Death Guard suffered near-catastrophic losses in the Rangda Xenocide campaign. Years after his induction into the Legion, after he had risen to the rank of Lieutenant, his psyker talent suddenly manifested. This only served to further isolate him, and he had barely begun his training within the Legion Librarius when Mortarion had it disbanded. Reassigned to the Legion's Destroyer Corps he was frequently given Legionaries judged to be fractious or unstable, and his units tasked to the brunt of the worst fighting the Death Guard endured. Progression through the ranks as he might otherwise have earned was barred to him and he was clearly marked for death on Istvan III. Morturg however would not die, and in this hour of his most terrible trial he rose to become one of the most deadly commanders of the Loyalist resistance. Despite all the odds Morturg survived the atrocity of Istvan III and he and the few remnants of the slaughtered Loyalists he had gathered to him would live to revenge themselves against their former brothers.

CRYSOS MORTURG175 POINTS The Black Shield, The Revenant, Captain of the 108th Independent Company

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cryos Morturg	7	5	5	4	5	3	5	3	9	2+

Unit Composition

- 1 Cryos Morturg

Wargear

- Two Disintegrator pistols
- Death's Tally
- Alchem combi-flamer
- The Revenant's Aegis
- Frag grenades
- Krak grenades
- Rad grenades

Unit Type

- Infantry (Character, Unique, Psyker, Heavy)

Special Rules

- Legiones Astartes (Death Guard)
- Independent Character
- Relentless
- Stubborn
- Bitter Duty
- Counter-attack (1)
- Loyalist
- Shielded by Hate
- Warlord: The Shadow of Death

Warlord: The Shadow of Death

If chosen as the army's Warlord, Crysos Morturg automatically has The Shadow of Death as his Warlord Trait and may not select any other.

The Shadow of Death: During deployment, if any enemy unit is deployed within 18" of Crysos Morturg, or any model in a unit he has joined, then once all Infiltrators and Scouts have been deployed (both friendly and enemy) Crysos Morturg and all models in any unit he has joined may be moved up to 7" in any direction, but must end the move in Unit Coherency. In addition, Crysos Morturg and any unit he has joined may make a Reaction of any kind normally allowed to them at no cost to the controlling player's Reaction Allotment, when Reacting to an enemy unit entering play from Reserves (including as part of a Deep Strike Assault).

Shielded by Hate

Such was his will to survive and his desire to strike back at his traitorous kin, it often seemed as though some aegis of protection could manifest around him. Crysos Morturg miraculously escaped death on so many occasions that it could not be attributed to mere good fortune.

Crysos Morturg gains access to the Shielded by Hate Psychic Power and the Aetheric Lightning Psychic Weapon only and gains no other Disciplines, Psychic Powers or Psychic Weapons.

Shielded by Hate (Psychic Power)

Once per battle, when Crysos Morturg is reduced to 0 Wounds or otherwise removed from play as a casualty the controlling player may immediately make a Psychic check for Crysos Morturg. If the Psychic check is passed then Crysos Morturg is not removed as a casualty, but is instead placed in Reserves with 1 Wound remaining, and may re-enter play as normal. If the Psychic check is failed then Crysos Morturg is removed as a casualty as normal and if Crysos Morturg was part of a unit when the Psychic check is failed, then the unit suffers Perils of the Warp.

The Revenant's Aegis

This battle-scarred and tarnished suit of armour appears to be nothing more than a Sol 'militaris' pattern suit of MkIII power armour. However, over the long years of his service Crysos Morturg has adjusted its field emitters and tweaked the actuators to optimise its protection and performance. During his tenure in the Death Guard's short-lived Librarius he also modified the armour to focus his latent psychic abilities, granting him a preternatural ability to anticipate lethal attacks and slip away from attacks that would have slain any other.

The Revenant's Aegis grants a 2+ Armour Save, a 4+ Invulnerable Save and a 6+ Shrouded Damage Mitigation roll.

Death's Tally

This short power blade is crafted for efficiency in close quarters combat, to stab and slash in the gory confines of trenches and tight corridors of void ships. Morturg himself had overcharged the field emitter to dangerous levels, the blade emitting a distinct whine when powered up, always on the very edge of a catastrophic overload. Crysos was known to have kept a tally of his kills inscribed upon its flat grey edge, and to have opined that he could not die until he had filled the blade with tally marks, for the last space on the blade was for his own death.

Weapon	Range	Str	AP	Type
Death's Tally	-	+1	2	Melee, Overcharged, Reaping Blow (2)

Overcharged: After a combat in which a model whose weapon has this special rule has made at least one Attack has been resolved, roll a dice. On the roll of a '1' that model suffers a Wound against which only Invulnerable Saves may be taken.

DEATH GUARD HQ

A fanatical follower of his Primarch, Durak Rask had viewed Mortarion as a preternatural saviour from his early youth on the benighted planet of Barbarus. Having first been accepted into training for the Death Guard Legion when he came of age, Rask's innate intelligence and fervour were marked from an early stage and he quickly proved to be a dour and driven warrior with an uncommon flair for siegecraft. Over his decades of service Rask rose steadily through the ranks to become his Legion's Marshal of Ordnance, proving his mettle over many battles and campaigns, and earning a rare commendation from Mortarion himself after the Siege of Valstpol, a battle in which Rask himself lost his left eye and was left horrifically scarred. When Mortarion declared for Horus, Rask was one of the first and loudest in his support, having already become a member of the seven-pillared lodge which had been founded within the Death Guard to corrupt them. On Istvan III Rask volunteered to lead the vanguard attack against his former battle-brothers, a treachery he would pay for with his life.

MARSHAL DURAK RASK.....165 POINTS Siegemaster of the Death Guard Legion

	M	WS	BS	S	T	W	I	A	Ld	Sv
Marshal Durak Rask	7	5	5	4	4	2	5	3	9	2+

Unit Composition

- 1 Marshal Durak Rask

Wargear

- Volkite serpenta
- Defiant
- Artificer armour
- Nuncio-vox
- Refractor field
- Frag grenades
- Krak grenades
- One phosphex bomb

Unit Type

- Infantry (Character, Unique, Heavy)

Special Rules

- Legiones Astartes (Death Guard)
- Independent Character
- Protocols of Destruction
- Traitor
- Warlord: Merciless Doctrine

Warlord: Merciless Doctrine

If chosen as the army's Warlord, Marshal Durak Rask automatically has Merciless Doctrine as his Warlord Trait and may not select any other.

Merciless Doctrine: Any Feel No Pain Damage Mitigation rolls taken against Wounds inflicted by Shooting Attacks made by Marshal Durak Rask and any unit that he has joined are reduced by -1, to a minimum of 6+ (for example, a model with a Feel No Pain (4+) requires a roll of 5+ against the attack). In addition, an army whose Warlord is Durak Rask may make an additional Reaction in the opposing player's Shooting phase, as long as Marshal Durak Rask has not been removed as a casualty.

Protocols of Destruction

The controlling player of a model with Protocols of Destruction may activate them at the start of any of their own turns, or, if the controlling player is not taking the first turn of the battle, at the start of the battle, before the beginning of the opposing player's first turn. Once Protocols of Destruction are activated, any Penetrating Hits caused by a model with Protocols of Destruction and any unit that they have joined, gain +1 to any rolls on the Vehicle Damage chart until the beginning of the controlling player's next turn. In addition, any Legion Rapier Carriers with quad launchers in the same Detachment as Marshal Durak Rask may be upgraded to have phosphex canister shot for +20 points per model, and any Legion Arquitor Squadrons with Morbus bombard in the same Detachment may be upgraded with phosphex shells for +20 points per model.

Defiant

Carrying with it the same air of stoicism and resilience as its bearer, this huge hammer was as much an icon of Rask's authority within the XIVth Legion as it was a tool of war.

Weapon	Range	Str	AP	Type
Defiant	-	8	2	Melee, Unwieldy, Brutal (2), Specialist Weapon, Sunder

THOUSAND SONS FAST ATTACK

The very existence of the sect known as the Ammitara Occult was in some cases doubted, such was the group's secrecy and shadowed reputation beyond the confines of its Legion. While even within the ranks of the Thousand Sons, it was spoken of obliquely, if acknowledged at all, as evidence collected from the wreckage of Prospero was later to attest.

What the Ammitara was in fact was the striking fangs of the Order of the Blind, perhaps the most hidden and obscure division of the Thousand Sons, dedicated to misdirection, reconnaissance and some claimed even espionage beyond the Legion, with the Intercession Cabals of the Ammitara specialising in another dark art of war – that of assassination.

AMMITARA OCCULT INTERCESSION CABAL.....175 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ammitara Intercessor	8	4	5	4	4	1	4	1	7	4+
Ammitara Fate	8	4	5	4	4	1	4	2	8	4+

Unit Composition

- 4 Ammitara Intercessors
- 1 Ammitara Fate

Wargear

- Nemesis bolter
- Bolt pistol
- Frag grenades
- Krak grenades
- Shroud bombs
- Scout armour

Unit Type

- Ammitara Intercessor: Infantry (Light, Psyker, Skirmish)
- Ammitara Fate: Infantry (Light, Psyker, Skirmish, Character)

Special Rules

- Legiones Astartes (Thousand Sons)
- Scout
- Infiltrate
- Move Through Cover
- Relentless
- Shrouded (6+)

Dedicated Transport

An Ammitara Occult Intercession Cabal may take a Legion Storm Eagle as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- An Ammitara Occult Intercession Cabal may take:
 - Up to 5 additional Ammitara Intercessors +25 points each
- For every five models in the squad, one Ammitara Intercessor may exchange their Nemesis bolter for one of the following options:
 - Meltagun +5 points each
 - Plasma gun +10 points each
- The Ammitara Fate may take any of the following options:
 - Nuncio-vox +10 points
 - Melta bombs +5 points

Mind Killer

The psychic talents of the Ammitara are more subtle and honed than that of the greater adepts of the Thousand Sons, and encompass a number of forces touching on the purview of different cults, but with a single goal in mind; the precise and efficient dealing of death. So it is that one Ammitara might use delicate precognition to predict where a target will be when they fire with preternatural accuracy, while another might psychokinetically accelerate a shell towards its target with shattering force, or more nightmarishly, cause a foe's blood to evacuate their wounds with horrifying speed.

Mind Killer: At the start of their turn, before any models are moved, a Psychic check may be made once for each Ammitara Intercession Cabal by the controlling player, using the Leadership Characteristic of any model with the unit that does not have the Independent Character special rule. If the Check is passed, the Shooting Attacks of all models in the unit with the Psyker Unit Sub-type gain the Rending (4+) and Ignores Cover special rules in addition to any other effects their weapons might have, for the duration of the turn. This does not replace or improve any other versions of the Rending (X) special rule already possessed by the unit and may not be used when attacking with weapons that have either the Template or the Blast (X) special rules. If the Check is failed then no benefit is gained and the unit suffers Perils of the Warp.

SONS OF HORUS ELITES

An evolution of the despoiler and assault squads found in the order of battle of the Luna Wolves, the jump pack-equipped Reaver Aggressor squads in many ways epitomised the Sons of Horus' way of warfare. Heavily influenced by the hit-and-run tactics of the seething and incessant tribal warfare of Cthonia, Reaver Aggressor units specialised in lightning swift assaults which maimed and disabled a foe, striking down leaders, mercilessly cutting down any who were weak or isolated, and sowing panic and disorder in any who remained. Of these the Catulan Reavers were the most infamous during the early battles of the Horus Heresy and were active at both Iststvan III and V, but there were many more.

REAYER AGGRESSOR SQUAD165 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Reaver Aggressor	7	5	4	4	4	2	4	2	8	3+
Reaver Aggressor Chieftain	7	5	4	4	4	2	4	3	8	3+

Unit Composition

- 4 Reaver Aggressors
- 1 Reaver Aggressor Chieftain

Wargear

- Bolt pistol
- Chainaxe
- Frag grenades
- Krak grenades
- Power armour
- Legion Warhawk jump pack

Unit Type

- Reaver Aggressor: Infantry
- Reaver Aggressor Chieftain: Infantry (Character)

Special Rules

- Legiones Astartes (Sons of Horus)
- Relentless
- Chosen Warriors
- Counter-attack (1)
- Precision Shots (6+)
- Precision Strikes (6+)

Options

- A Reaver Aggressor Squad may include:
 - Up to 15 additional Reaver Aggressors+30 points per model
- One Reaver Aggressor may take a nuncio-vox +10 points
- One Reaver Aggressor may take a Legion vexilla..... +10 points
- Any model in the unit may take one of the following:
 - Charnabal weapon +10 points each
 - Power weapon.....+10 points each
 - Power fist +15 points each
- Any model in the unit may exchange their bolt pistol for a:
 - Hand flamer +5 points each
- Any model in the unit may exchange their bolt pistol and chainaxe for:
 - Two lightning claws.....+15 points per model
- For every 5 models in the unit, one Reaver may take one of the following:
 - Flamer +10 points each
 - Meltagun..... +15 points each
 - Plasma gun +10 points each
 - Plasma pistol +5 points each
- The Reaver Aggressor Chieftain may take:
 - Melta bombs..... +10 points
- The Reaver Aggressor Chieftain may exchange their power armour for:
 - Artificer armour..... +10 points

The Black Reaving

Reaver Aggressor Squads may be chosen as Troops choices for Detachments using the Sons of Horus The Black Reaving Rite of War, and when chosen as Troops choices for this Rite of War gain the Line Unit Sub-type.

SONS OF HORUS HQ

Until the Horus Heresy, Tybalt Marr's most celebrated victory was won in the low mountains of Murder, where he led the 18th Company against the hideous xenos strain of that bloody world. Virtually identical in features to his battle-brother Captain Verulam Moy of the 19th, the two were known as the 'Either and the Or' by the other officers until Moy's untimely death at Davin.

One of many captains tasked with hunting down the survivors of the Iststvan V Dropsite Massacre, Marr was responsible for the destruction of the Iron Hands Clan-Council at Oqueth Minor. His hunt continued for another three years, during which he came to respect and despise his foe in equal measure. Marr believed he had finally killed Meduson and destroyed his fleet at Arissak, only to discover his enemy had slipped the net and made a direct attack on the Warmaster himself at Dwell. Having taken his suspicions as to the true extent of Meduson's strategy to Horus, Marr was pronounced the 'Lone Wolf' and tasked with hunting down the Shattered Legions once and for all.

TYBALT MARR175 POINTS Captain of the Sons of Horus 18th Company, The Either, The Lone Wolf

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tybalt Marr	7	5	5	4	4	3	5	3	10	2+

Unit Composition

- 1 Tybalt Marr

Wargear

- Banestrike bolter
- Bolt pistol
- The Culling Blade
- Artificer armour
- Iron halo
- Frag grenades
- Krak grenades

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Sons of Horus)
- Master of the Legion
- Independent Character
- Relentless
- Traitor
- Warlord: The Armour of Pride

Warlord Trait: The Armour of Pride

If chosen as the army's Warlord, Tybalt Marr automatically has The Armour of Pride as his Warlord Trait and may not select any other.

The Culling Blade

A serrated night-black blade of unknown origin, the Culling Blade was presented to Tybalt Marr by Maloghurst the Twisted before Marr's departure to hunt down the Loyalist survivors of Iststvan.

Weapon	Range	Str	AP	Type
The Culling Blade	-	5	-	Melee, Breaching (5+), Murderous Strike (5+), Duellist's Edge (1), Master-crafted

ALPHA LEGION HQ

Autilon Skorr was listed in the roll of honour of the Great Crusade's Council of War no less than seven times before the outbreak of the Horus Heresy, for he was frequently dispatched by the Alpha Legion to demand Compliance of newly discovered worlds in the name of the Imperium. Those worlds that refused invariably fell to disorder within weeks, a strike force of Alpha Legion squads led by Skorr himself delivering the coups-de-grace and bringing Compliance with only a single shot fired, invariably through the temple of the world's broken ruler. After the outbreak of the Horus Heresy he performed the same role, until the debacle at Epsilon Stranivar IX, where the disparate forces of a dozen shattered Loyalist battle groups threw back his forces in ignominious defeat.

In the wake of this defeat, Skorr's once spotless record was marred and he quickly fell from the graces of both the Warmaster and his Primarch, exiled to the distant battlefields of the northern rim of the galaxy and forgotten. There, desperate for a return to glory, he seized upon the Mezoa campaign as a chance for his return to the upper echelons of the Traitors' cause. Determined to sacrifice every last warrior under his command to feed his ambition, Autilon Skorr once more trod the path to war.

AUTILON SKORR.....125 POINTS Consul-Delegatus of the Alpha Legion

	M	WS	BS	S	T	W	I	A	Ld	Sv
Autilon Skorr	7	5	5	4	4	2	5	3	9	2+

Unit Composition

- 1 Autilon Skorr

Wargear

- Bolt pistol
- Rime-shard
- Artificer armour
- Frag grenades
- Krak grenades
- Refractor field

Unit Type

- Infantry (Character, Unique)

Special Rules

- Legiones Astartes (Alpha Legion)
- Independent Character
- Master of the Legion
- Honour the Legion
- Warlord: Desperate for Glory
- Traitor

Warlord Trait: Desperate for Glory

If chosen as the army's Warlord, Autilon Skorr automatically has Desperate for Glory as his Warlord Trait and may not select any other.

Desperate for Glory: On Game Turn One Autilon Skorr has Feel No Pain (6+), increasing to Feel No Pain (5+) on Game Turn Two and Feel No Pain (4+) on Game Turn Three and successive turns until the end of the battle. In addition, the controlling player of an army with Autilon Skorr as its Warlord may select one Phase at the start of the battle, before any models are deployed onto the battlefield. During the chosen Phase of their opponent's turn, Autilon Skorr and any unit he has joined may make a Reaction without expending any of the army's Reaction Allotment as long as Autilon Skorr has not been removed as a casualty.

Honour the Legion

Once per battle, at the start of any of the controlling player's turns, this rule may be activated. Once activated, take a Leadership test using the Leadership Characteristic 10: if passed then all friendly units that are Pinned or Falling Back and have at least one model that can draw line of sight to the model with this special rule immediately rally, and are no longer Pinned or Falling Back and may act normally this turn.

Rime-shard

Skorr's personal weapon, known as Rime-shard, takes the form of a long-hafted axe with a semi-translucent recurved blade. Although incorporating common components from known Forge Worlds, it is speculated that the weapon is an unsanctioned fusion of Imperial STC patterns and forbidden xenos technology.

Rime-shard is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Rime-shard	-	+1	2	Melee, Unwieldy, Master-crafted

FORTIFICATIONS

The following comprises a selection of Expanded Army List Profiles representing Fortifications that can be included in any army. Further publications may include updated rules or new profiles for the units included in this Expanded list. In these instances, the most recently published version of any profile should be used.

FORTIFICATION

Individual Firestorm Redoubts are primarily constructed to protect strategically important objectives from aerial attack and to provide a base for a garrison of troops. With its fully automated batteries of quad Icarus lascannon, any objective protected by a Firestorm Redoubt is better able to withstand a sudden aerial bombardment, and can hold out against a sustained assault until reinforcements arrive, while providing shelter for any infantry deployed to protect them against ground-based sorties.

The Firestorm Redoubt combines devastatingly effective armaments with a sturdy bunker complex. Whilst typically equipped to provide anti-aircraft support, some instead sport a range of heavy gatling guns and battle cannon to guard against more typical attacks. In either case, Firestorm Redoubts are usually constructed at regular intervals along Imperial Defence Lines, providing an interlinking curtain of firepower that is next to impossible for enemy forces to get past.

FIRESTORM REDOUBT..... 200 POINTS

BS	Armour				HP	Transport Capacity
	Front	Side	Rear			
2	13	13	13	3		10

Composition

- 1 Firestorm Redoubt

Wargear

- Firepoint (Front, 6)
- Two Turret Mounted Icarus lascannon

Access Points

- A Firestorm Redoubt has two Access Points at the rear.

Unit Type

- Fortification (Building)

Special Rules

- Battlements

FORTIFICATION

Vengeance weapons batteries most commonly consist of armoured turrets anchored into the ground outside the inner walls of a defensive cordon. Slaved together in networks of multiple installations to a targeting cogitator, their automated weapons systems stand vigilant, constantly scanning for an enemy presence, interdicting and eliminating threats as they are found.

VENGEANCE WEAPON BATTERY 75 POINTS

Armour						Transport Capacity
BS	Front	Side	Rear	HP		
2	13	13	13	2		-

Composition

- 1 Vengeance Weapon Emplacement

Unit Type

- Fortification (Emplacement)

Wargear

- One Turret Mounted Skyreaper battery

Special Rules

- None

Options

- A Vengeance Weapon Battery may take:
 - Up to 2 additional Vengeance Weapon Emplacements +75 points each
- Any Vengeance Weapon Emplacement may exchange their Turret Mounted Skyreaper battery with:
 - Icarus lascannon Free

FORTIFICATION

Usually the preserve of super-heavy war machines and the god-engines of the Mechanicum, void shields are shimmering force fields able to deflect or absorb the energy of incoming fire. Given the time and resources, a defending force may be able to erect void shield generators to further protect positions of significant import, or allow troops some respite from the relentless bombardments of an attacking force.

VOID SHIELD GENERATOR 75 POINTS

BS	Armour			HP	Transport Capacity
	Front	Side	Rear		
-	12	12	12	3	-

Composition

- 1 Void Shield Generator

Wargear

- None

Unit Type

- Fortification (Emplacement)

Special Rules

- Void Shields (1)
- Void Shield Projector

Void Shield Projector

Within the walls of the countless fortresses raised in the wake of the Great Crusade's passing were mighty void shield generators that projected a shimmering aegis of protection beyond the physical limits of the ferrocrete and adamantium walls themselves. These energy fields, capable of reflecting or absorbing even direct fire from macro-laser batteries, required vast amounts of fuel to sustain operation at full capacity, far more than practically supplied in the maelstrom of a front line combat engagement. Smaller, portable void generators were often used in these instances, imitating the effects of much more massive technology but with diminished effectiveness.

The controlling player of a model with a Void Shield Projector may make the Void Shield Envelope Advanced Reaction.

Advanced Reaction: Void Shield Envelope

Advanced Reactions are available to specific players as noted in their description. Unlike Core Reactions, they are activated in unique and specific circumstances, as noted in their descriptions, and can often have game changing effects. Advanced Reactions use up points of a Reactive player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.

Void Shield Envelope: This Advanced Reaction may be made during the Shooting phase whenever an enemy unit targets a friendly unit that has at least half of its models within 6" of a friendly Void Shield Generator with a Shooting Attack, excluding friendly units that include any models with the Monstrous, Gargantuan, Knight, Titan, Super-heavy or Flyer Sub-types. Before the Active player has resolved any Hit rolls, the Reactive player may choose to expend one of their Reactions for that Phase to have the unit targeted by the Shooting Attack gain the Shrouded (4+) special rule until the end of the Shooting phase. Note that this Advanced Reaction does not improve any existing instances of the Shrouded (X) special rule that a unit may have. The unit that has gained the Shrouded (4+) special rule as a result of this Reaction does not count as having made a Reaction, and may itself make a Reaction provided it would otherwise be able to do so, and the Reactive player has sufficient Reaction allotment remaining in that Phase.

FORTIFICATION

Skyshield landing pads are a pattern of rapidly deployed battlefield structure intended to provide shielded, stable locations upon which flying transports can touch down. Powerful locator beacons allow incoming craft to lock on to the exact position of the landing pad, in order to make rapid and direct descents from high in the atmosphere to allow passengers and cargo to be loaded and unloaded during combat operations.

SKYSHIELD LANDING PAD 75 POINTS

BS	Armour			HP	Transport Capacity
	Front	Side	Rear		
-	12	12	12	4	-

Composition

- 1 Skyshield Landing Pad

Wargear

- None

Unit Type

- Fortification (Emplacement)

Special Rules

- Battlements
- Landing Zone Beacon

Landing Zone Beacon

If the first model placed on the battlefield when performing a Deep Strike Assault is placed on the battlements of a Fortification with this special rule, that has been included as part of the controlling player's army, the model does not scatter and can be placed as if a result of Hit had been rolled. Once this first unit has been deployed, roll a D6. On the roll of a '1', the Deep Strike Assault is Disordered, and the opposing player may deploy each other unit in the Deep Strike Assault anywhere within 24" of the first unit without scattering, though no model may be within 1" of an enemy model or within Impassable Terrain. If the roll is a '2' or higher, then the controlling player deploys each other unit anywhere within 6" of the first, though no model may be within 1" of an enemy model or within impassable terrain – if there is no space to deploy a unit within 6" of the first, then the opposing player deploys that unit as if it was part of a Disordered drop.

FORTIFICATION

First constructed upon worlds brought into Compliance by the 1st Legion during the Great Crusade, these mighty structures not only serve as vital footholds upon which Legionary forces establish their presence but also as a physical edifice that epitomises the spirit of conquest. Often towering over the ruins of a once defiant civilisation, all that lies beneath the shadow of a Fortress of Redemption is bound to remain under the dominion of the Imperium of Mankind.

FORTRESS OF REDEMPTION..... 200 POINTS

	Armour					Transport Capacity
	BS	Front	Side	Rear	HP	
Bunker Annex	2	13	13	13	5	12
Tower	-	13	13	13	5	-

Composition

- 1 Tower
- 2 Bunker Annexes

Wargear (Tower only)

- None

Wargear (Bunker annexes only)

- None

Access Points

- A Bunker Annex has one Access Point located at the side.

Options

- Each Bunker Annex may take a Turret Mounted Icarus lascannon for +25 points.
- If a Bunker Annex is not upgraded with an Icarus lascannon then it may be given the Orbital Defences special rule for +25 points.

Unit Type

- Tower: Fortification (Emplacement)
- Bunker Annex: Fortification (Building)

Special Rules

- Battlements
- Multi-part Fortification

Multi-part Fortification

All component parts of a Fortress of Redemption (listed under Composition) must be deployed using the rules for Multi-part Fortifications.

FORTIFICATION

As soon as primary landing zones are established and forces of the Legiones Astartes enact the conquest of a world, the construction of defences begins. Aquila strongpoints are often amongst the first of these endeavours, armed with cannon batteries and missile silos to provide orbital defences capable of threatening enemy craft in low orbit and a base of long-range fire support for friendly forces. Networks of such defences can span across many kilometres and incorporate numerous individual strongpoints.

AQUILA STRONGPOINT..... 200 POINTS

Armour					
BS	Front	Side	Rear	HP	Transport Capacity
-	13	13	13	6	30

Composition

- 1 Aquila Strongpoint

Wargear

- None

Unit Type

- Fortification (Massive, Building)

Special Rules

- Battlements
- Infantry Transport
- Orbital Defences

Access Points

- An Aquila Strongpoint has one Access Point at the rear.

Orbital Defences

Fortified networks of immense cannon and missile batteries capable of firing beyond the atmospheric threshold were frequently constructed as part of the primary defences of strongholds and garrisons the galaxy over. Rarely used to target enemies within visual range, such defences targeted foes over entire sectors, before they had even crossed the horizon.

Once per battle, during their turn, the controlling player may declare that they will activate their Orbital Defences. Until the end of the opposing player's next turn, any Reserve rolls that the opposing player makes suffer a penalty of -1 and all rolls made by the opposing player to determine if any Deep Strike Assaults, Outflanking Assault or Subterranean Assaults are Disordered fail on the roll of 1-3 rather than just the result of a '1' (neither of these effects stack with other special rules that modify Reserves rolls or Disordered rolls, and the controlling player must choose one effect to apply). In addition, if the opposing player of a player whose army includes one or more models with the Orbital Defences special rule declares a Drop Pod Assault, then the controlling player of the models with the Orbital Defences special rule may roll a dice when the Drop Pod Assault is resolved. The controlling player of the models with the Orbital Defences special rule may select a number of enemy models with the Orbital Assault Vehicle special rule equal to the result of the dice roll, each of the models selected suffers a single Str 8 AP 2 Hi tafter it is deployed onto the battlefield.

FORTIFICATION

The Primus Redoubt is one of a class of super-heavy emplacements that were developed during the latter years of the Great Crusade in order to help defend the many worlds that the Imperium now controlled. No mere temporary fortification or simple pre-fabricated stronghold, they needed to be constructed by heavy grade servitors under the aegis of the war-wrights of the Mechanicum's Macrotek Order, who alone possessed the skill and resources to rapidly bring them into being. Such redoubts served to consolidate Terra's control over newly Compliant worlds and ward the borders of the expanding Imperium against counter-invasion. Placed at key points in large defensive networks, such as those surrounding vital cities, foundries or ports, Primus Redoubts mounted Titan class weaponry powered by a subterranean reactor and potent enough to engage enemy super-heavy tanks and even Titans.

PRIMUS REDOUBT 700 POINTS

BS	Armour				HP	Transport Capacity
	Front	Side	Rear			
3	14	14	14		10	50

Composition

- 1 Primus Redoubt

Wargear

- Hull (front) Mounted twin-linked turbo-laser destructor

Unit Type

- Fortification (Massive, Building)

Special Rules

- Battlements
- Infantry Transport
- Garrison Vault

Access Points

- A Primus Redoubt has two Access Points, one at the front and one at the rear.

Garrison Vault

If a model has a Transport Capacity and the Garrison Vault special rule, then it may transport any number of Infantry units (plus any Characters that have joined the units), so long as the number of models in the Embarked units do not exceed the model's Transport Capacity. Some models with the Garrison Vault special rule may be able to transport other units in addition to Infantry. Where this is true, the model's profile will note exactly which units may Embark on the building.

FORTIFICATION

Hammerfall bunkers are often deployed from high-atmospheric or low-orbital Space Marine craft ahead of a drop pod assault or as an area denial asset to protect the main body of a force from enemy flanking manoeuvres. Consisting of a self-deploying, armoured turret and automated weapon systems, these robust sentry units anchor down into the surface substrate allowing them to be used in low-gravity environments.

HAMMERFALL BUNKER 150 POINTS

BS	Armour			HP	Transport Capacity
	Front	Side	Rear		
2	12	12	12	3	-

Composition

- 1 Hammerfall Bunker

Unit Type

- Fortification (Emplacement)

Wargear

- One Turret Mounted cyclone missile launcher (with frag, krak and flak missiles)
- One Hull (Front) Mounted twin-linked heavy bolter
- One Hull (Left) Mounted twin-linked heavy bolter
- One Hull (Right) Mounted twin-linked heavy bolter
- One Hull (Rear) Mounted twin-linked heavy bolter

Special Rules

- Hammerfall Strike

Options

- A Hammerfall Bunker may exchange all of its twin-linked heavy bolters for twin-linked heavy flamers at no additional points cost

Hammerfall Strike

Often deployed in an area that is identified as of strategic relevance, Hammerfall bunkers are often used to cover the advance of the main fighting force, limiting the enemy's capacity to launch a counter-attack and staking a claim on the open ground between battlelines.

A model with this special rule is deployed anywhere within the controlling player's deployment zone, more than 12" away from any enemy models, after models with the Scout or Infiltrate special rules. If both players have models with this special rule, roll off to see who will deploy them first.

EXPANDED UNIT TYPES

Fortification

Fortifications are a key part of many armies, immobile defences constructed to slow, hinder or otherwise obstruct the enemy and provide a bulwark for friendly forces. Some are simple obstacles, while others are carefully constructed redoubts bristling with emplaced guns, but all are deadly to the unprepared foe.

As with other Unit Types, the Fortification type includes a number of sub-types which may be referenced in other Age of Darkness books. The following rules apply to all Fortification models and any Fortification sub-types:

- A model with the Fortification Unit Type is a Terrain Piece that is selected as part of a player's army and included as part of their Army Roster, and counts as a unit under that player's control for all purposes (including Sudden Death Victories and Objectives).
- A model with this Unit Type that is selected as part of a player's army is always 'claimed' and remains under that player's control at all times (see page 223 of *Warhammer: The Horus Heresy – Age of Darkness Rulebook*).
- A model with the Fortification Unit Type can never be Pinned and never take Morale checks or Leadership tests.
- A model with the Fortification Unit Type can never hold or deny objectives.
- A model with the Fortification Unit Type can never make a Reaction of any type.
- A model with the Fortification Unit Type can never declare a Charge or make attacks in the Assault Phase (but can be the target of a Charge or attacks by other models in the Assault Phase).
- A model with the Fortification Unit Type may attack with all weapons it has in each Shooting Phase, targeting a single enemy unit unless another special rule allows it to do otherwise.
- A model that has the Fortification Unit Type may not join other units, or be joined by any other model, including other models with the Fortification Unit Type. Each model with the Fortification Unit Type is always considered a separate unit (excepting only Multi-part fortifications, see page 225 of *Warhammer: The Horus Heresy – Age of Darkness Rulebook*).

Building Sub-type

Some fortifications are constructed to allow troops to take shelter within, either simply as a bulwark against enemy fire, or with its own emplaced weapons to return the enemy's ire.

The following rules apply to all models with the Building Sub-type:

- A model with the Building Sub-type has an Armour Value instead of Toughness Characteristic and a reduced profile to reflect its limited capabilities. Page 224 of *Warhammer: The Horus Heresy – Age of Darkness Rulebook* presents rules for making attacks with or against models with this Unit Sub-type.
- A model with the Building Sub-type uses all of the rules for the Transport Sub-type and other models with either the Infantry or Primarch Unit Types may Embark or Disembark upon them (see page 224 of *Warhammer: The Horus Heresy – Age of Darkness Rulebook*).
- A model with this Unit Sub-type may never Move or be Moved by any special rule or effect – if it is forced to Move then it instead suffers the effects of the Total Collapse result on the Building Damage table.

Emplacement Sub-type

Dedicated to the singular purpose of mounting heavy weapons arrays that would be unwieldy for more mobile units, gun emplacements are the backbone of any defensive line. Gun emplacements make use of internal space to store ammunition rather than infantry, and offer no haven from the fires of war.

- A model with the Emplacement Sub-type has an Armour Value instead of Toughness Characteristic and a reduced profile to reflect its limited capabilities. Page 224 of *Warhammer: The Horus Heresy – Age of Darkness Rulebook* presents rules for making attacks against models with this Unit Sub-type.
- A model with this Unit Sub-type may never Move or be Moved by any special rule or effect – if it is forced to Move then it instead suffers the effects of the Total Collapse result on the Building Damage table.

Barricade Sub-type

Some barricades are little more than hurriedly assembled obstructions, while others are complex and carefully designed bulwarks, but all serve the same purpose. Barricades exist to shelter the warriors of an army from enemy fire and to serve as a simple defensive position amid the chaos of the battlefield.

- A model (friendly or enemy) in base contact with a model with the Barricade Unit Sub-type and at least 25% obscured from the attacking unit gains a 5+ Cover Save.
- Any models (friendly or enemy) that are in base contact with the same model with the Barricade Unit Sub-type are considered to be in base contact with each other.
- A unit that declares a Charge targeting an enemy unit that has at least one model in base contact with a model with the Barricade Unit Sub-type is considered to have charged through Difficult Terrain.
- A model with the Barricade Sub-type has neither a Toughness Characteristic or Armour Value and cannot be damaged, or wounded and never rolls on either the Vehicle or Building Damage tables.
- A model with the Barricade Sub-type is never counted as a unit for the purposes of any Objective or for the purposes of the Sudden Death Victory rule.
- A model with this Unit Sub-type may never Move or be Moved by any special rule or effect – if it is forced to Move then it is instead removed as a casualty.
- A model with the Barricade Sub-type may never make Shooting Attacks and may only have Emplacement Mounted weapons (see page 224 of *Warhammer: The Horus Heresy – Age of Darkness Rulebook*).

Massive Sub-type

Some fortifications are huge beyond the scope of normal defences, offering the thickest armour and mightiest emplaced weaponry. These massive bulwarks are the lynchpin of any defence line, singular manifestations of the defenders' will to resist and rarely is more than a single such redoubt to be found on a given battlefield.

The following rules apply to all models with the Building Sub-type:

- When rolling on the Building Damage table for a model with the Massive Sub-type, ignore any result other than a Total Collapse (but the model still suffers a point of Hull Point of damage for each Penetrating Hit. If the result of rolling on the Building Damage table is Total Collapse, the model with the Massive Sub-type suffers an additional D3 Hull Point damage. When reduced to 0 Hull Points, a model with the Massive Sub-type is destroyed, any weapons and wargear on the Building are also destroyed and it also suffers a Catastrophic Collapse. Any models Embarked upon a model with the Massive Sub-type that suffers a Catastrophic Collapse are immediately removed as casualties and the model with the Massive Sub-type now counts as Ruins and may not be Embarked upon.
- When selecting an army, the combined points value of all models with the Massive Sub-type, Lords of War Battlefield Role or Primarch Unit Type combined may not exceed 25% of the army's total points limit, unless otherwise specified by the mission or Force Organisation chart in use.