

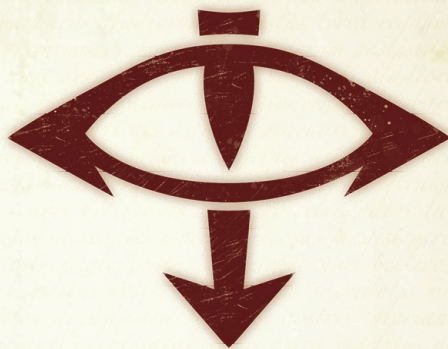
THE HORUS HERESY



CRUSADE IMPERIALIS

ARMY LISTS

THE HORUS HERESY



CRUSADE IMPERIALIS ARMY LISTS

A SUPPLEMENT FOR WARHAMMER 40,000

FOREWORD

This book provides you with compiled, updated and revised rules to field the armies of the Imperialis Auxilia, whether Loyalist or Traitor, in games of Warhammer 40,000 set during the nightmarish wars of the Horus Heresy.

This book presents three separate army lists from the volumes of Forge World's Horus Heresy series: the Solar Auxilia Crusade Army list, the Imperialis Militia & Cults Army list and the Questoris Knight Crusade Army list.

Contained within are rules for fielding full armies as well as allied contingents from all three of these distinct forces, including the towering war machines of the Knights Questoris usable as Lords of War by the Space Marine Legions. Also included are updated rules for the Age of Darkness expansion for Warhammer 40,000 and the core Age of Darkness missions.

In order to use this book, you will also need a copy of the *Warhammer 40,000* rulebook.



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WARHAMMER
40,000

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THE SOLAR AUXILIA CRUSADE ARMY LIST

THE BATTLES IN THE AGE OF DARKNESS WARHAMMER 40,000 EXPANSION

The Battles in the Age of Darkness expansion is a narrative framework and series of different, interlocking campaign systems for your games of Warhammer 40,000 set in the deadly milieu of the Horus Heresy. It presents its own distinct way of playing based on the armies which fought each other for control of the nascent Imperium and the battles which decided Mankind's fate in this dark age of war. Battles in the Age of Darkness games use all of the core rules presented in the Warhammer 40,000 rules except where noted in this précis of general rules, and where shown in the various campaign rules found in the Horus Heresy volumes. These take precedence over the *Warhammer 40,000* rulebook where exceptions to the rules found there are made.

Army Selection/Force Organisation

Charts: Battles in the Age of Darkness games use their own special core Force Organisation chart (see page 9), as well as special optional charts found in the various Horus Heresy volumes. These replace the standard Battle-forged army system presented in the *Warhammer 40,000* rulebook. Each Battles in the Age of Darkness army is composed of a single Primary Detachment, and may also contain a number of optional (Secondary) Detachments as shown on the relevant Force Organisation chart. Unless specified by a particular mission, all of the units chosen as part of the Primary and Lords of War detachments must be from the same army list and same Faction (in the case of a Space Marine Legion, they must also have the same version of the Legiones Astartes special rule as well where relevant). Allied Detachments should be chosen according to the Allies in the Age of Darkness chart and be of the same Faction (see page 21). Fortification Detachments may be chosen from any Imperial-type fortifications shown in the *Warhammer 40,000 Stronghold* expansion as well as those in Forge World's Imperial Armour and Horus Heresy books.

Designer's Note: Other Force Organisation charts (as well as formations and detachments) from the *Warhammer 40,000* rulebook and other game expansions, as well as Unbound armies, are not designed with Battles in the Age of Darkness in mind and should not be used in Battles of the Age of Darkness games, unless by the mutual prior consent of all the parties involved. Note that

using Unbound armies, etc, can be a great deal of fun and make for a range of interesting options, but will likely throw up rules anomalies and inconsistencies between play styles and the close narrative framework of the Horus Heresy campaign rules, so caveat emptor!

Scoring Units: Unless specified in a particular mission, in Battles in the Age of Darkness games, only units taken from the Troops choices and those specifically noted in their entries (other than Dedicated Transports) are counted as scoring units. They may only score Victory points for objectives if present within 3" of that objective so long as enemy scoring and denial units are not also present in this radius.

Denial Units: All other units in the game which are not scoring units, immobilised, currently Falling Back, Zooming Flyers/ Super-heavy Flyers or Swooping Monstrous Creatures/Gargantuan Monstrous Creatures are counted as denial units. This means that if they are present within the listed scoring range of an objective, an opposing unit cannot score Victory points from the objective or claim it.

Size of Battle: A points total of around 1,750 - 3,500 points per player is an ideal game size for use with the Battles in the Age of Darkness rules, battles of a larger size may benefit from using the Apocalypse rules or standard games using the rules found under the Choosing Your Army section of the *Warhammer 40,000* rulebook instead. Smaller games may benefit from the use of a more restricted Force Organisation chart such as that provided by the Strategic Raid mission rules found in *The Horus Heresy Book Four – Conquest*.

Factions

The Factions system found in the *Warhammer 40,000* rulebook is not used in conjunction with the Battles in the Age of Darkness expansion. Instead, during the Horus Heresy there are in effect only two Factions: Loyalist and Traitor, and an army's forces must be chosen from one or the other of these (but never both). In the various Age of Darkness army lists, certain characters and units can only be chosen by armies of that Faction. If a character or unit is not specified as belonging to a particular Faction, they may be selected by either Faction.

Lords of War

The Lords of War system, originally developed by Forge World, has since been expanded into other formats within the Warhammer 40,000 range, however the bespoke version which is presented here is designed to be used in conjunction with Horus Heresy gaming.

In addition, in Battles in the Age of Darkness games, Lords of War use the following special rule: The Price of Failure.

The Price of Failure (Lords of War Secondary Objective)

As well as being colossally powerful and destructive units capable of turning the tide of battle on their own, a Lord of War also represents a substantial strategic asset to their own side, the loss or destruction of which can have dire implications for their army's cause.

As a result, unless specifically exempted or modified by the special rules of a Battles in the Age of Darkness mission, destroying an enemy Lords of War choice always represents a secondary objective in the game. This secondary objective is worth 2 additional Victory points to the destroying side in the case of an Engine of Destruction, Great Beast or Primarch or 1 additional Victory point each per vehicle/creature in the case of War Machine Detachments, Monstrous Hordes and Sub-orbital Strike Wings.

Psychic Powers

During the latter days of the Imperium's Great Crusade and the early wars of the Horus Heresy, the secrets of Malefic Demonology were known to only a select few, and the grasp of the Ruinous Powers on the galaxy had waned. As a result, unless specifically noted in their entry, Malefic Demonology psychic powers are not available to any model with psychic powers.

Lords of War availability

In a Battles in the Age of Darkness game of 2,000 points or greater, Lords of War choices will be available to an army based upon the specific Force Organisation chart being used. These choices must be bought from the army's points total as normal, and may not make up more than 25%* of the army's total points cost for each Lords of War choice, unless specified as being otherwise by the mission that is being played. Lords of War are only available to an army's Primary Detachment.

*The 25% rule: This means that the maximum points value of a single Lords of War choice in a Battles in the Age of Darkness game for some common army sizes is as follows:

- 2,000 points – 500 points
- 2,250 points – 563 points
- 2,500 points – 625 points
- 2,750 points – 688 points
- 3,000 points – 750 points
- 3,250 points – 813 points
- 3,500 points – 875 points

"What truth can a man ever know but treachery? Fathers betray sons, sons their fathers, brothers turn upon brothers, master cuts down servant, servant murders master. Whether by malice, by weakness, by fear, by jealousy or by hate; the dagger cuts just as deep."

The Dramaturge Bylok the Reviled, M25

BATTLES IN THE AGE OF DARKNESS FORCE ORGANISATION CHART

Games which are played based upon the Battles in the Age of Darkness rules expansion use the following Force Organisation chart, which offers the widest degree of flexibility and should be considered the standard form of play while using this rules expansion. The various army lists presented in Forge World's Horus Heresy series have been

designed with this Force Organisation chart in mind. Further advice on selecting your army and its composition can be found in the *Warhammer 40,000* rulebook. However, note that the Force Organisation charts presented in the Horus Heresy series take precedence over those listed in the rulebook.

Primary Detachment (Required)

- **Compulsory:** 1 HQ, 2 Troops
- **Optional:** +2 HQ, +4 Troops, +4 Elites, +3 Fast Attack, +3 Heavy Support

Fortification Detachment (Optional)

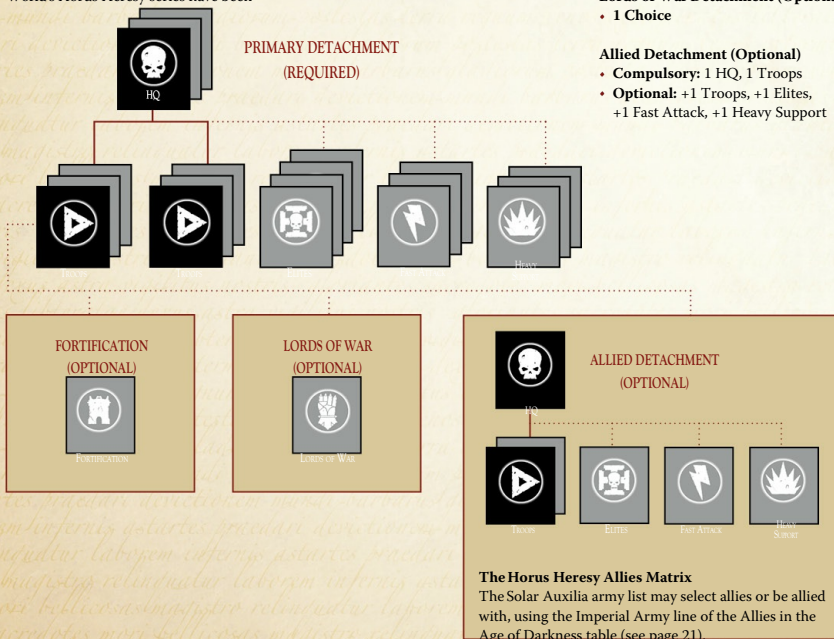
- 1 Choice

Lords of War Detachment (Optional)

- 1 Choice

Allied Detachment (Optional)

- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support





"I care not if my troops consider me a tyrant or a saint; I care only that they obey my orders."

*Lord Marshal
Konstin Shillesse,
Legate Commander
of the 187th Cohort
(the Death's Heads)*

USING THE ARMY LIST ENTRIES

Each unit entry in the army list contains the following information:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile: This will show the profile of any models the unit can include, even if they are upgrades.

Unit Type: This refers to the Unit Type rules in the *Warhammer 40,000* rulebook. For example, a unit may be classed as Infantry, Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit's name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail subsequently, or in the Special Rules section of the *Warhammer 40,000* rulebook.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both provided you pay the points cost for each.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart choices, but otherwise function as separate units. The Transports section of the *Warhammer 40,000* rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord trait, in which case it will be listed here in their army list entry.

Lords of War and the Solar Auxilia: The Solar Auxilia has access to a number of Super-heavy vehicles as shown in its army list as Lords of War choices. In addition, it has access to Super-heavy Walkers from the Legio Titanicus (see the *Mechanicum Taghmata Army List* book) or Knights chosen from the Questoris Knight Crusade Army list (the Household ranks in this case are not used). These may comprise either a War Machine Detachment (1-2 Super-heavy vehicles with the same unit type, with 8 or less Hull Points) or a single Engine of Destruction (a Super-heavy vehicle of any type with 9 Hull Points or less).

Note that several 'lighter' Super-heavy vehicles are already integrated into the Solar Auxilia army list as standard Heavy Support choices – these do not count as Lords of War for the army (nor are they subject to the Price of Failure special rule). It should always be made clear to your opponent at the start of the battle where this is or is not the case!

SOLAR AUXILIA SPECIAL RULES

The tactics of the Solar Auxilia have long been formulated on active defence; the expectation that in battle they are most likely to be outnumbered and under direct attack, with the basic response of drawing the enemy onto their guns and to break upon their lines like waves against unyielding rocks. It is this that has won the Solar Auxilia their fierce battlefield reputation and has seen them survive on many hostile worlds, where none, save the Legiones Astartes, might be expected to prevail, albeit often at great cost. Key to this is their ability to stand shoulder to shoulder and maintain volleys of disciplined fire with rapidity and accuracy regardless of what unholy terrors are boiling down on them. This regime and tactical doctrine is as unwavering as it is harshly enforced.

Disciplined Fire

Models with this special rule may fire Overwatch Snap Shots at BS 2 when using Pistol, Assault and Rapid Fire weapons.

Close Formation Fighting

So long as at least two friendly models with this special rule are in base-to-base contact during an assault, they may fight at +1 WS.

Super-heavy Command Tank

If the vehicle is upgraded to a Super-heavy Command tank, all allied units within 24" of the vehicle may re-roll failed Morale checks.

Disciplined Command

The Solar Auxilia regiments adhere to a strict chain of command in their battlefield deployments. In game terms, this chain of command determines your choice of Warlord where the Solar Auxilia forms your army's Primary Detachment, unless your army also contains a Unique character with rules to the contrary.

- If your army contains a Lord Marshal, this must be your Warlord.
- If your army contains no Lord Marshal but does contain one or more Legate Commanders, one of these must be your Warlord.
- If your army contains neither a Lord Marshal nor any Legate Commanders but does contain one or more Auxilia Tactical Command Sections, then a Strategos from one of these units must be your Warlord.
- If your army contains none of the above, but does contain one or more Auxilia Tank Commanders, then the Auxilia Tank Commander attached to the tank with the highest points value counts as your Warlord, but does not gain a Warlord Trait.

Hold the Line

While a squad with this rule is within 12" of another squad from the same Tercio which is itself not already Falling Back, it may re-roll any dice results of a 6 against Pinning tests and Morale checks caused by attacks in the Psychic phase or Shooting phase.

"Battles are won by courage, by standing firm in the face of overwhelming adversity, by advancing into certain death when every instinct is screaming at you to turn. When you land on a world where every life form is determined to kill, eat or enslave you, and there's nowhere to run because the drop ships have already lifted, you don't have much choice but to fight, to advance and to stand firm."

Everyone's a hero when there's nowhere left to run."

*Auxiliary Skarn,
2333rd Cohort
(the Iron Hearts)*



"Fear not death, for it is nature's sole intent. Fear instead a death devoid of meaning."

Ancient Terran proverb

SOLAR AUXILIA REGIMENTS WARLORD TRAITS

When generating their Warlord Traits, a Solar Auxilia Regiment may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or instead roll on the following table:

SOLAR AUXILIA REGIMENTS WARLORD TRAITS TABLE

- | D6 | Warlord Trait |
|----|---|
| 1 | Uncanny Survivor
<i>The Warlord has outlived many enemies by fair means and foul, and both the cruel claws of the xenos and the blades of rivals and courtly assassins have failed to lay them low.</i>
The Warlord gains the Eternal Warrior special rule. |
| 2 | Shattering Bombardment
<i>The Solar Auxilia's armoured reserves are infamous for the deadly effect to which their firepower can be put, and the Warlord is a master of such tactics.</i>
While the Warlord is alive, select a single weapon in a unit within 6" of them in the Shooting phase that has the Ordnance special rule. That weapon counts as being twin-linked for this player turn. |
| 3 | Bitter Blood
<i>Whether a black-hearted duellist of deadly repute or simply a ferocious killer of inhuman skill, the Warlord's abilities in hand-to-hand combat are not to be underestimated.</i>
When fighting in a challenge, the Warlord gains the Hatred special rule. |
| 4 | Blind Barrage
<i>One tactic often employed, whether in attack or defence, is to precede battle with a heavy barrage of smoke and blind shells, blanketing the battlefield in a thick obscuring fog more impenetrable than the darkest night, in which the Solar Auxilia have already prepared their fields of fire ahead of time to deadly effect.</i>
The Warlord's controlling player may choose to unleash a Blind bombardment at the start of the game. If this is done, all friendly Solar Auxilia units gain the Shrouded special rule for the duration of the first game turn only. |
| 5 | Void Master
<i>The Warlord has fought alongside Rogue Traders (or perhaps has even been granted such a letter of marque themselves) and faced strange perils on distant and nightmarish worlds besides which the horrors of the battlefield hold little fear.</i>
The Warlord gains the Stubborn special rule, and they and any unit they join gains the Move Through Cover special rule. |
| 6 | Siege Master
<i>The Warlord is a veteran of uncounted sieges and knows, with almost preternatural skill, the vulnerabilities in his enemy's defences.</i>
At the start of the game, after deployment but before the game begins, nominate a single piece of terrain in the enemy's deployment zone (note that this cannot be a Fortification purchased for their army). The cover save provided by this terrain is lowered (ie, made worse) by -1 (eg, 5+ becoming 6+, etc). |

SOLAR AUXILIA WARGEAR

RANGED WEAPONS

Archaeotech Pistol

Despite the renaissance of human power in the galaxy that the Great Crusade has created, there remains much of Mankind's ancient might and arts that is lost to myth and legend, save for a few relics that have survived Old Night. One of the more common types found are sidearms of surpassing firepower and elegance. Be they bespoke slug throwers utilising micro-atomic munitions or searing kill-rays that draw power from a planet's ambient magnetosphere; such priceless artefacts of war find their way into the hands of the Emperor's chosen agents and the most senior officers of the Solar Auxilia.

Weapon	Range	Str	AP	Type
Archaeotech pistol	12"	6	3	Pistol, Master-crafted

Demolisher Cannon

A short-ranged but destructive weapon designed for line-breaking and smashing enemy fortifications, the huge, rocket-propelled shell fired by the Demolisher cannon is enough to pulverise bunkers and collapse buildings around their defenders in a tide of rubble and dust.

Weapon	Range	Str	AP	Type
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")

Solar Auxilia Support Weapons

The Solar Auxilia utilise a variety of support weapons as needed, including shell-firing heavy guns of different calibres, directed energy weapons and missile launch systems.

Weapon	Range	Str	AP	Type
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Quad mortar (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
(Shatter)	36"	8	4	Heavy 4, Sunder
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Hellstrike missiles	72"	8	3	Ordnance 1, One Use
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Vanquisher battlecannon	72"	8	2	Heavy 1, Armourbane
Colossus Bombard	24"-60"	6	3	Ordnance 1, Barrage, Large Blast (5")

Shell Shock

Due to the repeated rapid impact of the quad mortar's shells, Pinning tests taken because of its attacks are made at a -1 Leadership penalty.

Sunder

Attacks with this special rule may re-roll failed Armour Penetration rolls.

Graviton Weapons

Little understood even by the Tech-Priests of Mars, the term 'graviton gun' refers to a group of gravity projector devices whose sophistication is such that the few that now remain are relics of a lost age. Such weapons prove extremely useful when fighting on a starship or in a null gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and crack bones even inside armour, but its primary use is to impede the enemy and damage machinery without the risk of secondary explosions.

Weapon	Range	Str	AP	Type
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussive, Graviton Pulse*, Haywire
Graviton cannon	36"	*	4	Heavy 1, Large Blast (5"), Concussive, Graviton Pulse*, Haywire

Graviton Pulse

Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Irradiation Projectors

'Irad' or 'Rad' projectors are potent anti-personnel weapons and relics of the Dark Age of Technology used exclusively by the militant forces of the Mechanicum. They commonly comprise a bulky generator unit terminating in a dish-like projector that unleashes a powerful blast of deadly cross-spectrum radiations. Victims caught in the blast of such a weapon suffer an appalling death as they are boiled alive from within – their tissues blasted apart on a cellular level. Thick barriers of solid matter between the beam and the target provide some protection from this effect, though victims who survive the initial blast will often die later of extreme radioactive contamination.

Weapon	Range	Str	AP	Type
Lucifex	6"	2	5	Pistol, Fleshbane, Rad-phase
Rad/Irad-cleanser Template	2	5		Assault 1, Fleshbane, Rad-phase
Irradiation engine Template	4	3		Heavy 1, Fleshbane, Rad-phase, Torrent

Rad-phase

A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

Lightning Gun

This aptly named weapon takes the form of a baroque designed carbine either connected to a micro-reactor or, in the case of an Ordo Reductor Thallax, their firer's own cybernetic power core. It fires an ionizing las-beam down which a powerful phased discharge of electromagnetic force is unleashed, and is equally effective at slaughtering the living and overloading machine targets.

Weapon	Range	Str	AP	Type
Lightning gun	18"	7	5	Heavy 1, Shred, Rending

Mauler Pattern Bolt Cannon

A field-support weapon found within Skitarii tech guard formations and mounted on certain Battle-automata, these baroque and bulky automatic cannon differ from the more common heavy bolter only in calibre, with the Mauler using substantially larger and denser shells, with a proportionally larger and stronger gun-frame needed to handle the firing stresses involved. These are powerful weapons whose secrets are jealously guarded by the Mechanicum.

Weapon	Range	Str	AP	Type
Mauler bolt cannon	24"	6	3	Heavy 3, Pinning

Needle Pistol

A favoured weapon of the assassins of the Terran Courts during the days before Unification, needle pistols are sophisticated and elegant handguns whose operation is silent, invisible and deadly. The finest examples use a combination of a flashless laser to pierce flesh, followed by an impeller-shot of virulent poisons delivered instantaneously into the open wound. This combination can lay low the toughest foe with ruthless efficiency.

Weapon	Range	Str	AP	Type
Needle pistol	12"	2	5	Pistol, Poisoned, Rending

Photon Thruster Weapons

The arcane secrets of these deadly but unstable beam weapons are jealously guarded by the adepts who hold them, leading some to believe the technology is xenos in origin. When fired they unleash howling, needle-thin beams of utter blackness able to pierce the densest matter, slashing and slicing armoured men and machinery apart like razors, leaving pulsing waves of darkness in their wake. The exotic power sources of these unearthly weapons are extremely unstable, and catastrophic failure can lead to their firers being consumed by raging black flames until only dust remains.

Weapon	Range	Str	AP	Type
Photon gauntlet	12"	5	2	Assault 2, Blind, Gets Hot
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot
Darkfire cannon	60"	7	2	Heavy 2, Lance, Blind, Gets Hot

Plasma Weaponry [Great Crusade Era]

In addition to the Imperial plasma weapons listed in the *Warhammer 40,000* rulebook, such technology was far better understood during the dawning age of the Imperium, if still somewhat unsafe. As a result, three additional rarer types of sophisticated plasma weapons are listed below, which would become all but unknown in later ages.

Weapon	Range	Str	AP	Type
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Phased plasma-fusil	24"	6	3	Salvo 2/3
Executioner cannon	36"	7	2	Heavy 3, Blast (3")

Rotor Cannon

Favoured by many Imperial Army formations, rotor cannon are multi-barrelled stubbers, using electric motors to maintain an extraordinary rate of fire from their spinning barrels. The simple, medium calibre solid slug projectiles they fire lack the power of bolt shells, but the hail of shot they unleash can be particularly useful against unarmoured hordes of foes and fleshy xenofoms. The newly prototyped assault cannon technology represents a more effective and powerful implementation of this principle.

Weapon	Range	Str	AP	Type
Rotor cannon	30"	3	6	Salvo 3/4

Volkite Weapons

'Volkite' is an arcane Martian term for a variety of powerful ray weapons whose origins date back to the Age of Strife. Possessed of considerable killing power surpassing most armaments of their size, volkites were difficult to manufacture, even for the most able of the Mechanicum's forges, and the demands of the expanding Great Crusade swiftly overwhelmed supply of these relic guns. Once relatively common within the fledgling Legions, they had fallen largely from favour by the time of the Horus Heresy, and had been superseded in the Space Marine Legions by the far more flexible and utilitarian Terran bolter. Those few that remained in service were the purview of only a few specialised units – the outbreak of the conflict that rent the Imperium asunder.

Weapon	Range	Str	AP	Type
Volkite serpenta	10"	5	5	Pistol, Deflagrate
Volkite charger	15"	5	5	Assault 2, Deflagrate
Volkite caliver	30"	6	5	Heavy 2, Deflagrate
Volkite culverin	45"	6	5	Heavy 4, Deflagrate
Volkite demi culverin45"	7	5	5	Heavy 5, Deflagrate

Deflagrate

Deflagrating attacks have a devastating effect on organic matter, explosively burning flesh into ash and jetting fire. After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

Solar Auxilia Las Weaponry

While first the dreaded volkite, and later the powerful bolter, were the standard tactical armaments favoured by the Space Marine Legions, the serried ranks of the Imperialis Auxilia from the beginning favoured las weapons as the pattern for their standard small arms. Adaptable, environmentally resilient, readily manufactured and —given their technological basis— extremely readily supplied and maintained by Great Crusade forces as they expanded out from Terra, las weapons were patterned to fit every conceivable need, from officer's sidearms to tactical rifles to armour-breaching heavy weapons. Within these broad categories were innumerable variations in patterns and models, from the Mars-Luminal, whose core design predated even the Age of Strife and was replicated to exacting tolerances by the priesthood of the Machine God, who considered it a prayer made solid, to the crude Gethrik 'Fireshot' lascarbine, lacking even the most basic of safety functions or fire selector modes, and furnished in local stonewood for the use of the deeply superstitious and feral savages of Jub'bala after their induction into the Imperial war machine.

The Solar Auxilia, in particular, favoured the use of some of the most advanced and adaptable las weapon designs in mass-produced Imperial service, usually sourcing their arms directly from Terra, Mars and latterly also from Voss, Telastoria and Triplex Phall when possible. Such was the elite status of the Solar Auxilia within the wider Excertus Imperialis, and indeed often the personal wealth and political power of their commanders, that the Solar Auxilia commonly employed additional modifications to improve the overall firepower and capability of their standard issue weaponry. These included, most commonly, lasrifles fitted with advanced beam collimators to increase their effective range and accuracy, while many Solar Auxilia regiments sanctioned the use of forced-chamber over-compression cells, more commonly known as 'blast-chargers'.

These devices imposed a kind of contained overload on a lasgun's firing chamber, resulting in the expulsion of an unstable pulse of energy far more powerful than that of a standard las-discharge. Crude jury-rigged modifications fashioned for this effect had always been known, but at the Lords Solar's request, refined mechanisms of this type were put into production for special issue, particularly where large and deadly xenos species such as the Orks were expected to be encountered. Even so, such a massive increase in firepower on even the best manufactured lasgun frame was not without a price and every time it was used, the weapon risked catastrophic overheating and in the worst case, the total burnout of the weapon. Such risks meant that in practice blast-chargers were employed only by express order and in the direst of situations.

A similar technology was employed far more reliably in a range of artisan-produced las weapons known commonly as 'blast pistols'. These bespoke weapons were able to fire only a handful of shots before reloading, but their stopping power rivalled that of arcane volkite weaponry. Produced in the main by master weaponsmiths for the officer class and the colonial nobility, they promised extreme lethality at short range should the life of their bearer be threatened, either by an enraged predator during a beast hunt in some far-flung alien jungle or by a hulking Ork Skarboy breaking the defensive line amid a pitched battle. Blast pistols were seen as an emblem of wealth and prestige, and many were works of art in their own right, thus they also became a widely used form of decoration and reward for extreme gallantry and commendation within the Solar Auxilia regiments.

Weapon	Range	Str	AP	Type
Laspistol	12"	3	-	Pistol
Blast pistol	6"	5	-	Pistol, Twin-linked, Gets Hot
Auxilia lasrifle	30"	3	-	Rapid Fire
(Collimator)	36"	3	-	Heavy 2
(Blast-charger)	18"	6	6	Heavy 1, Charger Burnout
Multi-laser	36"	6	6	Heavy 3
Quad multi-laser	36"	6	6	Heavy 6, Twin-linked
Lascannon	48"	9	2	Heavy 1
Laser destroyer array	48"	9	1	Ordinance 1, Twin-linked

Note that the use of collimators and blast-chargers on lasrifles is optional. Their use should be stated by the player before any models in the unit are fired, and all of the lasrifle-equipped models must use them or none at all.

Charger Burnout

If a lasrifle is used with a blast-charger, it may not be used again at all until after the owning player's next player turn (in essence you must skip a turn firing the unit's lasrifles). In addition, after the blast-chargers are used, roll a D6. If a 1 is rolled, the blast-charger cell has fused and the option may not be used again in this game. Place a marker by the model to indicate this is the case. In the case of a unit with more than one model with this special rule, roll once and apply the outcome to the whole unit.

Grenade Launcher

The grenade launchers used by the Solar Auxilia are advanced, selective fire weapons proofed for use in void conditions and able to deploy a variety of munitions types not normally encountered in the Excertus Imperialis.

Weapon	Range	Str	AP	Type
Kinetic grenade	24"	4	5	Assault 1, Blast (3")
Tempest shell	24"	-	6	Assault 1, Haywire
Krak grenade	24"	6	4	Assault 1

CLOSE COMBAT WEAPONS

Battle-automata Power Blades

Fitted to the primary weapon-limbs of some Battle-automata, these sabre-like bladed weapons use molecular disruption fields super-charged with power from the Battle-automata's core. They are a close combat weapon with the following profile:

Weapon	Range	Str	AP	Type
Power blades	-	User	2	Melee, Rending, Paired Weapons

Paired Weapons: Battle-automata power blades are paired weapons and so add +1 to the model's attacks and count as being two-handed.

Charnabal Sabre

With their origins tracing back to the ancient duelling societies, assassin cults and bloody vendettas of the Terran Courts during the Age of Strife, these elegant and deadly weapons rely on speed and dexterity rather than brute force for their lethality. The pure metal of their blades is press-folded and stamped scores of times over before being micro-serrated with a fractal-sharp edge. The master swordsmiths of Terra are each said to have their own rituals of forging, impressing a distinct pattern in each bespoke blade as legible as a signature to those with the wit to read them. As well as the nobles of the Terran Court, certain senior officers of the Solar Auxilia favour the Charnabal sabre over more 'clumsy' power weapons as they see them as being more responsive to true martial skill, while others think them effete and decadent weapons.

Weapon	Range	Str	AP	Type
Charnabal sabre	-	User	-	Melee, Rending, Duellist's Edge

Duellist's Edge

When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

Digital Lasers

Incredibly sophisticated miniaturised weapons of xenos origin, these devices are extremely short ranged but potent enough to kill despite being small enough to be concealed in a ring, gauntlet, sword hilt or helm. With a skilled user they are particularly effective in close combat, where they can be used to deliver a deadly strike to a foe already occupied in fending off the fighter's blows.

Digital lasers provide +1 Attack in close combat.

Heavy Chainblade

Weapon	Range	Str	AP	Type
Heavy chainblade	-	+2	5	Melee, Two-handed

Paragon Blade

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

Weapon	Range	Str	AP	Type
Paragon blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon

Murderous Strike

Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this Instant Death-causing wound separately to any other wounds the attack inflicts.

Shock Chargers

Used to augment the combat power of Legio Cybernetica Battle-automata, these amplify the force of the Battle-automata's blows with powerful electrostatic discharges which detonate like thunderclaps when striking their target.

- A model equipped with shock chargers gains the Concussive special rule added to all of their close combat attacks regardless of type (including Hammer of Wrath, Smash, etc).
- Shock chargers are not a weapon as such in themselves and so do not have a profile of their own, nor do they add additional attacks in conjunction with other weapons.

EQUIPMENT

Armoured Ceramic

Additional heavy ceramic plating fitted to a vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is commonly fitted to orbital strike craft to enable them to withstand the rigours of 'crash' re-entry from space into a planet's atmosphere, and also to certain siege vehicles to protect them from thermal energy weapons.

A vehicle with this wargear is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.

Armoured Cockpit (Flyers)

A vehicle equipped with an Armoured Cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

Artificer Armour

Artificer armour confers a 2+ Armour save.

Augury Scanner

This energy scanning device has the effect of alerting the user to the concealed presence or imminent arrival of enemy troops in the vicinity, even if concealed, and can detect the tell-tale electro-gravitic disruption effect on local space that presages teleport transfers.

Models cannot be deployed using the Infiltrate special rule within 18" of a model which is equipped with an augury scanner. Enemy models deployed using Deep Strike within this range can also be attacked by a unit carrying an augury scanner in the Shooting phase as if their Rapid Fire and Heavy type weapons (if they have any) had the Interceptor special rule.

Auxiliary Drive

The standard patterns of Imperial vehicles are often customised by the regiments that field them, and in some cases are test beds for technology either designed or recovered in the field by the Magos and crew that maintain them. One common form of such customisation is the fitting of back-up and auxiliary drive systems, such as secondary galvanic motors or outrigger thrusters, to keep a vehicle mobile for short periods even if its main motive drive becomes damaged.

A vehicle with an auxiliary drive may repair Immobilised results it suffers on a D6 roll of 4+ at the start of the controlling player's Movement phase.

Cognis-signum

An advanced array of sensory devices, cogitator-assisted communications and telemetry arrays, the Cognis-signum enables the wearer to co-ordinate battlefield data with blinding speed.

A model with this wargear automatically counts as being equipped with an augury scanner and has the Night Vision special rule.

In addition, in lieu of the model equipped with the Cognis-signum firing a weapon in the Shooting phase, a single designated unit of the controlling player's choice within 6" of the Cognis-signum-equipped model (other than Independent Characters or Super-heavies) gains a bonus of +1 to their BS for that Shooting phase.

Cortex Controller

This control and signalling device uses data-djinn to command Battle-automata fitted with cybernetic cortex systems, allowing the wielder to witness the battlefield through the automata's own senses, as well as monitor their status and exact precise control over their actions. Only the most highly experienced and specifically augmented adepts of the Mechanicum and the Forge Lords of the Legiones Astartes can hope to fathom the use of these fractious devices and successfully interpret the storm of data streaming from their un-living minions.

The presence of a cortex controller within 12" of part of a unit of friendly models with the Programmed Behaviour special rule at the start of any phase means that special rule is negated for that phase and their controlling player is free to use them as any other unit.

For every cortex controller present in the detachment, it may include a single Castellax Battle-Automata Manipul as a Heavy Support choice as part of the normal maximum for the detachment.

Cyber-familiar

Utilised by Techmarines and the Adepts of the Mechanicum, cyber-familiar is a term that encompasses a variety of semi-autonomous devices such as servo-skulls, mek-spiders and other smaller drone units and lesser haemonculites tied into the direct neural control of their operator. These minion-drones are an extension of their master's will and provide them with a host of additional senses and capabilities.

A Cyber-familiar adds +1 to its owner's invulnerable save (to a maximum of 3+) or an invulnerable save of 6+ if they do not already possess one. In addition, they allow them to re-roll failed characteristic tests other than Leadership tests and failed Dangerous Terrain tests.

The Cyber-familiar may either be modelled as part of the character equipped with them, or on separate bases and kept in coherency; however they are discounted as models for game purposes, have no separate profile, make no attacks, need not be transported, etc, and are simply moved out of the way in combat or if they interfere with the game.

Displacer Matrix

These relics of xenos technology are one of a number of arcane 'displacer' devices known to exist. These particular matrixes, taking the shape of glassy black amulets, are found in the hands of certain Rogue Traders and are said to pre-date even the Eldar, being found sometimes on dead worlds far out on the edge of explored space. They incorporate a shield generator system which uses a teleportation effect to protect the bearer from harm, displacing the energy of any impact into the void beyond or, if this fails, serves to remove the bearer from harm instantly, returning them nearby some moments later... hopefully! Such devices are, it must be said, shunned and considered an anathema by the Machine Cult of Mars as being flawed and dangerous to their users but for some, this is a risk well worth taking.

The displacer matrix provides a 3+ invulnerable save. In addition, if any results of a 1 are rolled for the save, the model is removed from play and enters Ongoing Reserves. They must then return to play using the Deep Strike rules, but if any Deep Strike Mishap occurs, they are destroyed.

Djinn-skein

An Archmagos Prime operating as a battlefield commander is not simply a general whose orders are carried out, but the governing will of the Taghmata; a spider at the centre of a web of data-djinn and stolen perceptions from across the battlefield that enables them to make tactical predictions based on inhumanly swift calculation and accuracy. In order to use the abilities of the Djinn-skein, the Archmagos Prime must be present on the table and not currently taking part in an assault. The Djinn-skein provides the Archmagos Prime with the following abilities:

- At the beginning of their Shooting phase, the Archmagos Prime may nominate a single unit which is a part of their Primary Detachment (including themselves) within 6" of them or any Cyber-ocularis purchased as a part of their wargear to benefit for +1 BS.
- Deep Striking units which are part of their Primary Detachment choosing to arrive within 6" of the Archmagos Prime do not scatter.
- Barrage weapons in the same detachment may use the Archmagos Prime and any Cyber-ocularis purchased as part of their wargear to draw a line of sight from for their attacks. Note that direction of fire, range, etc, is still drawn from the firing weapon.

Enhanced Targeting Array

Certain Battle-automata are fitted with additional slaved cogitators and sub-incunabula machine-spirits devoted to relentlessly tracking and targeting any and all potential threats in range. A model with this upgrade has its BS increased by +1 and the cover saves of enemy targets are reduced by -1.

Flare or Chaff Launchers (Flyers)

These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

Flare Shield

A flare shield operates against shooting attacks that strike the vehicle's front arc. It reduces the strength of attacks by weapons with the Template or Blast type by -2, and other shooting attacks' Strength by -1. A flare shield has no effect on close combat attacks or attacks inflicted with the Destroyer rule.

Grav-wave Generator

A strange archaeotech device found in the plundered inventories of certain ancient pre-Imperial void craft, these small portable gravitational wave generators send out pulses of force from a field that coheres several metres away from the bearer. This has an effect akin to any moving object striking the field as if hitting an invisible sandbag wall. The field collapses temporarily when struck by any object with sizable mass, but by then it has usually served its defensive purpose.

Any model charging the bearer or the unit they are with suffers a penalty of D3" to their Charge rolls (note this is cumulative with any other modifiers) and cannot make Hammer of Wrath attacks this turn.

Ground-tracking Auguries

A Flyer equipped with this system gains the Strafing Run special rule.

Illum Flares (Flyers)

A vehicle equipped with illum flares may drop a single flare per turn. They are fired in the same manner as Bombs (see the *Warhammer 40,000* rulebook), a marker being placed where the flare lands after it has scattered. Leave the marker in place until the end of the turn. Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision special rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

Imperialis Vexillas

The Vexillas — the banners, icons and standards of the Solar Auxilia — serve as a focal point on the battlefield, both for the fighting troops' morale and as a reminder of their oaths of duty and service. Whether a Troop Vexilla represents a single fighting section or one of the elaborate company banners bedecked in the names of past worlds fought for and conquered during the Great Crusade, it is a point of bloody tradition and pride that the colours and icons of the regiment never fall.

- **Troop Vexilla:** A unit that contains a model with a Troop Vexilla counts as scoring an additional wound for the purposes of calculating close combat results, and may always attempt to Regroup regardless of having been reduced to below 25% casualties.
- **Cohort Vexilla:** A unit which contains a model with a Cohort Vexilla has all the benefits of a Troop Vexilla (see previously). In addition, any friendly unit from the Solar Auxilia army with models within 24" of the Cohort Vexilla may ignore casualties when taking Morale checks.

Infravisor

Any Auxilia Infantry character may be given an infravisor as an option for +5 points. This grants the model the Night Vision special rule. However, the model and any unit they have joined count as having an Initiative of 1 when taking Blind tests.

Lorica Thallax

A Lorica Thallax provides a 4+ Armour save and Feel No Pain (6+), and a model equipped with it may not make Sweeping Advances.

Machinator Array

- A machinator array adds +1 to its user's Toughness and provides the Night Vision special rule. It also incorporates a flamer and an inferno pistol, and the user can either opt to fire both of these weapons in the Shooting phase, or one of them and another ranged weapon the model is carrying.
- A model with the Battlesmith special rule may add +2 to their Repair roll result if also equipped with a machinator array.
- A model equipped with a machinator array may make two additional attacks per turn in close combat as well as any they would normally be eligible to make.

Weapon	Range	Str	AP	Type
Machinator array	-	+1	2	Melee, Shred, Unwieldy, Armourbane

Mechanicum Protectiva

This term covers a variety of energy field and defensive shield projectors devised by the Magos of the Mechanicum to protect themselves both on the battlefield and from assassination by their rivals. For this reason, the frequency and modulation of each device is a closely guarded secret.

- A model equipped with a Mechanicum Protectiva gains a 4+ invulnerable save.

Nuncio-vox

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a nuncio-vox, it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note that the nuncio-vox equipped model must already be on the table at the start of the turn for it to be used (and cannot be used from inside a vehicle).

Psi-jammer

Often either examples of prohibited and little understood technology, or even xenos artefacts, these devices generate a passive field which impedes psychic energy directed at the wearer and hides their mind from telepathic contact.

Psi-jammers grant the bearer the Adamantium Will special rule.

Refractor Fields & Iron Halos

These devices are defensive field generators designed for personal protection. They encompass the wearer in an energy field or force barrier which serves to refract or deflect impacts and energy discharges, although the need for the wearer to move and fight, as well as their power consumption, prevents them from being anywhere near inviolable to attack. Devices of this nature are relatively rare, and are the province of commanding officers and honoured champions, where they are often incorporated into armour or amulets and gifted as a mark of favour and rank.

- Refractor fields provide a 5+ invulnerable save.
- Iron halos provide a 4+ invulnerable save.

Servo-arm

A model with the Battlesmith special rule (see page 20) may add +1 to their Repair roll result if they are also equipped with a servo-arm.

A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make. This is done using the weapon profile shown below:

Weapon	Range	Str	AP	Type
Servo-arm	-	8	2	Melee, Unwieldy

Shroud Bombs

These canister bombs unleash a shimmering grey fog of dense smoke and multi-spectrum electromagnetic charge that foils scanners and surveyors just as easily as it does vision.

Shroud bombs count as defensive grenades in combat (see the *Warhammer 40,000* rulebook). In addition, with the exception of vehicles, Daemons, Gargantuan Creatures and units which have the Night Vision special rule, units must pass a Leadership test in order to charge a unit equipped with shroud bombs.

Siege Wrecker

This is a general term given to a specialised form of massive close combat weapons intended for Legion Dreadnoughts and Mechanicum Battle-automata. Wreckers are designed to enable these heavy assault units to smash through fortifications and easily crush armoured barricades and defences in siege warfare. The most common form of this weapon is a hydraulic ram or massive disruption field-augmented hammer, although specialised forms of heavy claw or drill systems are also used.

Weapon	Range	Str	AP	Type
Siege wrecker	-	10	2	Melee, Concussive, Wrecker, Specialist Weapon

Wrecker

Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

Void Armour/Reinforced Void Armour

Based on designs ceded to the Imperium by the Saturnyne Domains during the unification of the Sol System, the void armour of the Solar Auxilia regiments has become largely synonymous with the fighting force itself. Offering a degree of environmental and combat protection exceeded only by the power armour of the Legiones Astartes, void armour, as its name implies, is intended to enable a human soldier to survive the deadly travails of space battle and the harshest of exoplanetary conditions.

Void armour: This provides a 4+ save and counts as being Void Hardened in games of Zone Mortalis and other missions where this will be relevant.

Reinforced void armour: In addition to the benefits provided by void armour, the wearer of reinforced void armour must re-roll failed saves against Template and Blast type weapons.

ADDITIONAL SPECIAL RULES

Automated Artillery

Unlike standard artillery, automated artillery does not require crew in order to function. It is not removed from play due to a lack of crew and each gun must be destroyed normally before it is removed. Automated Artillery cannot move and cannot charge. If assaulted they do not Pile In and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally.

If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile Ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns.

If the Automated Artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

Battlesmith

Those versed in the secret arts and teachings of the Mechanicum, whether Techmarine, Forge Lord or Magos, have the skill and ability to reconstruct and effect field repairs to war machinery in the very heat of battle.

If a Battlesmith is in base contact with, or embarked upon, one or more damaged vehicles during the Shooting phase, they can attempt to repair one of them instead of firing a weapon. Roll a D6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hull Point
- Repair a Weapon Destroyed result
- Repair an Immobilised result to the attendant vehicle

If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Battlesmith cannot use this ability if they have Gone to Ground or are Falling Back.

Models with the Battlesmith rule that also possess a cortex controller may, instead of the above, restore a single lost wound to a Battle-automata as a use of this ability.

Explorator Adaption

Many of the combat vehicles of the Solar Auxilia are modified during construction to operate freely in the most dangerous alien environments, providing fully sealed life support systems and are fabricated with materials and component systems far superior in the quality of their materials than those commonly possessed by the Excertus Imperialis.

Vehicles with this special rule have an invulnerable save of 6+ against any attack with the Blast or Template special rule, and count as Void Hardened in games where this might have an effect. Failed Dangerous Terrain tests by vehicles with this special rule must be re-rolled.

Cybernetica Cortex

Comprising a synthetic 'brain' of sorts of the most advanced Battle-automata, a Cybernetica Cortex consists of an armoured casing containing a complex bio-plastic mass which extrudes nerve-like grey tendrils into the body of the robotic frame into which it is housed, invigorating it with strange false-life. Far

beyond a simple cogitator in capacity, it is neither truly alive nor sapient like the dread and inhuman 'Silica Animus' feared of old. Instead, it is akin to a primal web of bellicose instinct, guided not by self-awareness and reason, but by a programmed framework of encoded behaviour, comprising simple and exacting instructions and commands. The result is a superior, self-guided weapon; a machine-predator that will actively and instinctively pursue its foes as well as act with a degree of tactical sense and self-preservation beyond anything a servitor is capable of, but without the dangers of revolt and the development of blasphemous intelligence—or so the Legio Cybernetica claim.

Special Rules

Models with a Cybernetica Cortex all have the following special rules:

Fearless: Units containing one or more models with this special rule automatically pass Fear and Regroup tests and Morale checks, but cannot Go to Ground due to the Our Weapons are Useless special rule (see the *Warhammer 40,000* rulebook).

Adamantium Will: Units containing one or more models with this special rule gain +1 to their Deny the Witch tests.

Fire Protocols: A model with this special rule may fire up to three of its weapons once each in the Shooting phase – this must be against the same target.

Machine Creature: Units made up of models with a Cybernetica Cortex 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 in Age of Darkness games – see page 8 for more on this.

Cybernetic Resilience: Successful wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against this model. In addition to any other effects they cause, attacks with the Haywire special rule will cause an additional wound on a D6 result of a 6 against the model. Roll for this wound separately – saves may be taken as normal.

Programmed Behaviour: Unless within range of a model from the same detachment equipped with a cortex controller at the start of the owning player's turn, the following restrictions are placed on the unit's use in that turn of the game. These do not apply if the chosen model is already locked in an assault:

- **Methodical:** The Battle-automata may not make Sweeping Advances or Run moves.
- **Target Priority:** If enemy models are within 12" and within line of sight during their Shooting phase, the Battle-automata Manipule must fire all its weapons against the closest enemy unit it is able to harm. If this is not the case, they are free to select targets as normal.
- **Onslaught:** If enemy units are within 12" during their Assault phase, the Battle-automata must attempt to charge the closest enemy unit if able. Note that the Battle-automata may still only charge the same unit it fired at if it fired in the Shooting phase. If consolidating after combat, they must do so towards the nearest enemy model if one is present within 12".

ALLIES IN THE AGE OF DARKNESS

In the tumult and warfare of the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. During these times old arguments, suspicions and rivalries were bought to the fore. This is represented by the Age of Darkness Allies chart, which works in a similar manner to the Allies chart in the *Warhammer 40,000* rulebook, but rather than depicting relationships between alien races and forces, it offers a more nuanced web of relationships and discords between the Space Marine Legions at the start of the Horus Heresy. Note that the chart is not split along the lines of Traitors and Loyalists, as in many cases the Legions were in themselves split into factions for either side, and so instead in particular campaign battles, who plays the Traitor and who plays the Loyalist in your version of the Heresy (and such additional limitations this poses) is left up to you.

In any game where the Primary Detachment is built using an army list presented in one of Forge World's Horus Heresy books, Allied Detachments should be chosen using the table shown opposite. The rules presented here for the effects of alliance are used rather than those found in the *Warhammer 40,000* rulebook. Note that for the purposes of this table, forces with different Legiones Astartes special rules are treated as being different armies as shown by the name of their Legion.

Note: The Mechanicum line of the table is used for an army selected from the Ordo Reductor, Legio Cybernetica, Taghmata Ommissiah and Questoris Knight Crusade army lists. The Solar Auxilia Crusade Army list uses the Imperial Army line.

Sworn Brothers

The closest of allies who have fought beside each other many times.

The two forces are considered 'friendly units' in all regards. This means, for example, that Sworn Brothers may be joined by allied independent characters, are treated as friendly units for the targeting of psychic powers, special abilities, Warlord Traits and so on, and may also benefit from nuncio-vox carried by allied units.

Note: Not even Sworn Brothers can embark in allied transport vehicles, and rules that affect a particular force owing to its Legiones Astartes special rule do not carry over to an allied force.

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

Fellow Warriors

The two forces are willing to fight together for common cause against their foes.

Units in your army treat Fellow Warriors as not being part of their army with the exception that they may not be deliberately targeted, attacked, targeted with psychic powers, etc (note that blasts, psychic powers and the like may still scatter over allied forces and adversely affect them). Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied independent characters and are not counted as friendly units for the purposes of psychic powers. In essence, the two forces fight alongside each other without any additional positive or negative effect.

Distrusted Allies

The two forces can make common cause against an enemy, but never fully trust each other due to long-standing feud or inherent antipathy.

Distrusted Allies are treated exactly like Fellow Warriors except that the allied units are never counted as scoring units.

By the Emperor's (or the Warmaster's) Command

Two forces with this relationship will only ever fight beside each other in the direst of circumstances or by the direct command of their overlord, be they the Emperor or the Warmaster.

In this case the two forces are dealt with exactly like Distrusted Allies (see previously), but, in addition, at the start of each of the player's Movement phases, a D6 must be rolled for every unit (except those already engaged in combat) within 6" of an allied unit. On a roll of 1, that unit may not move, shoot, run or assault that turn (being too busy watching for betrayal). Make a note or place a counter to indicate which units have been so affected.

AGENTS

In addition to the forces shown here, some units in later volumes will be described as being either Agents of the Emperor or Agents of the Warmaster. These forces are always treated as being Sworn Brothers to either all Loyalist or all Traitor forces respectively.

SOLAR AUXILIA WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Archaeotech pistol	12"	6	3	Pistol, Master-crafted
Atomantic imploder	-	D	1	Ordnance 1, Blast (3"), Blind, Instant Death
Auxilia lasrifle (Collimator)	30"	3	-	Rapid Fire
(Blast-charger)	36"	3	-	Heavy 2
	18"	6	6	Heavy 1, Charger Burnout ¹
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast (10")
Blast pistol	6"	5	-	Pistol, Twin-linked, Gets Hot
Charnabal sabre	-	As User	-	Melee, Rending, Duellist's Edge ²
Charonite claws	-	+1	3	Melee, Flesh Ripper ³
Chem inferno gun	Hellstorm	3	2	Heavy 1, Poisoned (2+), Pinning, Armourbane, Torrent (18") ⁴
Colossus Bombard	24"-60"	6	3	Ordnance 1, Barrage, Large Blast (5"), Ignores Cover
Darkfire cannon	60"	7	2	Heavy 2, Lance, Blind, Gets Hot
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")
Demolition charge	-	9	3	Ordnance 1, Large Blast (5")
Dual battlecannon	72"	8	3	Ordnance 2, Large Blast (5"), Twin-linked
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Electromagnetic storm charge	-	3	4	Bomb 1, Large Blast (5"), Haywire, Concussive, One Use
Executioner cannon	36"	7	2	Heavy 3, Blast (3")
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Graviton cannon	36"	*	4	Heavy 1, Large Blast (5"), Concussive, *Graviton Pulse ⁵ , Haywire
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussive, Haywire, *Graviton Pulse ⁵
Heavy chainblade	-	+2	5	Melee, Two-handed
Hellstrike missiles	72"	8	3	Ordnance 1, One Use
Hyperios missile	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker ⁶
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Incineration charge	-	5	4	Ordnance 1, Massive Blast (7"), Ignores Cover
Inferno gun	Hellstorm	7	3	Primary Weapon 1, Torrent (18") ⁴

Weapon	Range	Str	AP	Type
Inferno pistol	6"	8	1	Pistol, Melta
Irradiation engine Template	4	3		Heavy 1, Fleshbane, Rad-phage ⁷ , Torrent
Kinetic grenade	24"	4	5	Assault 1, Blast (3")
Kinetic piercer missile	48"	6	2	Heavy 1, Armourbane, Heat Seeker ⁶ , One Use
Krak grenade	24"	6	4	Assault 1
Kraken penetrator heavy missile	36"	8	1	Heavy 1, Armourbane, One Use
Lascannon	48"	9	2	Heavy 1
Laser destroyer array	48"	9	1	Ordnance 1, Twin-linked
Laspistol	12"	3	-	Pistol
Lightning gun	18"	7	5	Heavy 1, Shred, Rending
Lucifex	6"	2	5	Pistol, Fleshbane, Rad-phage ⁷
Machinator array	-	+1	2	Melee, Shred, Unwieldy, Armourbane
Mauler bolt cannon	24"	6	3	Heavy 3, Pinning
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Multi-laser	36"	6	6	Heavy 3
Needle pistol	12"	2	5	Pistol, Poisoned, Rending
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse ⁸
Paragon blade	-	+1	2	Melee, Murderous Strike ⁹ , Specialist Weapon
Phased plasma-fusil	24"	6	3	Salvo 2/3
Phosphex bomb cluster	-	5	2	Bomb 2, Barrage, Bomb Cluster, Blast (3"), Poisoned (3+), Crawling Fire ¹⁰ , One Use, Lingering Death ¹¹ , Deadly Cargo ¹²
Photon gauntlet	12"	5	2	Assault 2, Blind, Gets Hot
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (10")
Power blades	-	As User	2	Melee, Rending
Precision Bombardment	Unlimited	9	2	Ordnance 1, Barrage, Pinning, Large Blast (5")
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked

SOLAR AUXILIA WEAPONS SUMMARY

Weapon	Range	Str	AP	Type
Quad mortar (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock ¹³
(Shatter)	36"	8	4	Heavy 4, Sunder ¹⁴
Quad multi-laser	36"	6	6	Heavy 6, Twin-linked
Rad/trad-cleanser Template	2	5		Assault 1, Fleshbane, Rad-phage ⁷
Rotor cannon	30"	3	6	Salvo 3/4
Servo-arm	-	8	2	Melee, Unwieldy
Siege wrecker	-	10	2	Melee, Concussive, Wrecker ¹⁵ , Specialist Weapon
Stormhammer cannon	60"	9	2	Primary Weapon 1, Massive Blast (7"), Shred, Pinning
Stormsword siege cannon	36"	10	1	Primary Weapon 1, Apocalyptic Blast (10"), Ignores Cover
Sunfury heavy missile	36"	6	3	Heavy 1, Large Blast (5"), Blind, Gets Hot, One Use
Tempest shell	24"	-	6	Assault 1, Haywire
Vanquisher battlecannon	72"	8	2	Heavy 1, Armourbane
Volcano cannon	120"	D	2	Primary Weapon 1, Large Blast (5")
Volkite caliver	30"	6	5	Heavy 2, Deflagrate ¹⁶
Volkite charger	15"	5	5	Assault 2, Deflagrate ¹⁶
Volkite culverin	45"	6	5	Heavy 4, Deflagrate ¹⁶
Volkite demi culverin	45"	7	5	Heavy 5, Deflagrate ¹⁶
Volkite serpenta	10"	5	5	Pistol, Deflagrate ¹⁶
Vulcan mega-bolter	60"	6	3	Heavy 15, All Power to Weapons ¹⁷

¹Charger Burnout: If a lasrifle is used with a blast-charger, it may not be used again at all until after the owning player's next player turn (in essence you must skip a turn firing the unit's lasrifles). In addition, after the blast-chargers are used, roll a D6. If a 1 is rolled, the blast-charger cell has fused and the option may not be used again in this game. Place a marker by the model to indicate this is the case. In the case of a unit with more than one model with this special rule, roll once and apply the outcome to the whole unit.

²Duellist's Edge: When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

³Flesh Ripper: Any rolls To Hit of a 6 should be separated out from the Hit pool and dealt with separately. These are treated as having AP 2 and the Instant Death special rule.

⁴Torrent (18"): This uses the Torrent rule (see the *Warhammer 40,000* rulebook), but with a Template range of 18" rather than 12".

⁵Graviton Pulse: Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn.

⁶Heat Seeker: Jink saves may not be taken against attacks with this special rule.

⁷Rad-phage: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

⁸Shock Pulse: Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this rule may only fire Snap Shots on the following game turn.

⁹Murderous Strike: Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this Instant Death-causing wound separately to other wounds the attack inflicts.

¹⁰Crawling Fire: After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

¹¹Lingering Death: When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles.

¹²Deadly Cargo: If the Flyer carrying unused weapons with this special rule takes hull damage but is not destroyed, roll a D6. On a 6, the Flyer suffers an Explodes! result on the Vehicle Damage chart.

¹³Shell Shock: Due to the rapid impact of the quad mortar's shells, Pinning tests taken because of its attacks are made at a -1 Ld penalty.

¹⁴Sunder: Attacks made with this rule may re-roll failed Armour Penetration rolls.

¹⁵Wrecker: Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

¹⁶Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

¹⁷All Power to Weapons! If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (either at the same target or at different ones).



HQ

Auxilia field officers are known by many titles, but each is an individual with a unique history, demeanour and command style. Some are despots hated and feared by their troops in equal measure while others are strutting martinetes, seemingly more concerned with parades than with battle. Both are equally deadly, for to reach their station they have proven themselves able leaders indeed and survived the many deadly rivalries of high office.

Legate Commanders often bear noble patent in addition to military rank, and many are motivated by the promise of planetary settlement rights at the end of a hard fought campaign. Some attain such high acclaim that they are granted Warrants of Trade by the Council of Terra itself, affording them the unparalleled status, power and personal wealth of a Rogue Trader Militant.

Regardless of their roots, Legate Commanders are tough and experienced fighters, masters of tactics and strategy and, most importantly, inspirational leaders upon whose orders the Solar Auxilia would march into hell itself.

LEGATE COMMANDER

45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legate Commander	4	4	3	3	3	3	2	9	4+
Lord Marshal	4	4	3	3	3	4	3	10	4+

Unit Composition

- 1 Legate Commander

Unit Type

- Infantry (Character)

Wargear

- Void armour
- Close combat weapon
- Laspistol
- Frag grenades
- Krak grenades
- Refractor field

Special Rules

- Disciplined Fire
- Independent Character
- High Command
- Paragon Fighting
- Disciplined Command
- Household Retinue (Lord Marshal only)
- Forged in War (Lord Marshal only)

Options

- One Legate Commander in the army may be upgraded to a:
 - Lord Marshal +35 points (gaining the improved profile shown). The Lord Marshal retains the same options as listed for a Legate Commander.
- The Legate Commander may exchange either their laspistol and/or their close combat weapon for the following options:
 - Blast pistol +2 points
 - Charnabal sabre +5 points
 - Needle pistol +5 points
 - Volkite serpenta +5 points
 - Hand flamer +10 points
 - Plasma pistol +10 points
 - Power weapon +10 points
 - Power fist +15 points
 - Inferno pistol +15 points
 - Archaeotech pistol (Lord Marshal only) +20 points
 - Paragon blade (Lord Marshal only) +25 points
- The Legate Commander may take any of the following:
 - Melta bombs +5 points
 - Digital lasers +5 points
 - Infravisor +5 points
 - Grav-wave generator (Lord Marshal only) +10 points
 - Psi-jammer +5 points
 - Cyber familiar +10 points
- The Legate Commander may exchange their refractor field for one of the following:
 - Iron halo +10 points
 - Displacer matrix (Lord Marshal only) +15 points
- The Legate Commander may exchange their void armour for:
 - Artificer armour +20 points
- One weapon possessed by the Legate Commander may be:
 - Master-crafted +10 points

High Command

So long as a model with this special rule is on the table (including being transported in a ground vehicle or when inside a friendly fortification) and not either Falling Back or engaged in an assault, all friendly units from the same detachment may use this model's Leadership value rather than their own when taking Morale checks and Pinning tests (all normal modifiers apply).

Household Retinue

In an army with a Lord Marshal as its Warlord, Veletaris Storm Sections may be taken as Household Retinue squads in addition to their usual role. Such squads are WS 4 but do not have the Hold the Line special rule. In addition, they have the Preferred Enemy (Infantry) special rule while the Lord Marshal is present on the table and not Falling Back. Household Retinue squads are Elites choices (and not Tercio Troops choices) for the army, and may take either a Dracosan Armoured Transport or an Auxilia Arvus Lighter as a Dedicated Transport choice.

Forged in War

A model with this special rule may select rather than roll for its Warlord trait using the tables it is normally eligible for, if they are chosen as the army's Warlord.

LORD MARSHAL IRETON MASADE

THE OLD GENERAL, PROTECTOR OF AGATHON, FORMER MASTER OF THE 60TH EXPEDITIONARY FLEET

155 POINTS

MaSade

WS	BS	S	T	W	I	A	Ld	Sv
3	5	3	3	3	3	2	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Master-crafted power sword
- Archaeotech pistol
- Iron halo
- Ambulator frame
- Frag grenades
- Krak grenades
- Psi-jammer

Special Rules

- Hatred (Traitor forces)
 - Independent Character
 - Disciplined Fire
 - High Command
 - Close Formation Fighting
 - Household Retinue
 - Protector of Agathon
 - Warlord
- (If MaSade is your army's Warlord, he has the Master of the Battlefield trait rather than rolling randomly)

Warlord: Master of the Battlefield

After both sides have been deployed but before the game begins, MaSade's owning player may redeploy D3 units of their choice – this may take units already deployed and place them in Reserves or vice versa.

Protector of Agathon

Ireton MaSade has the might and industrial power of an entire stellar domain to call upon to serve his military needs, and the wit to employ such resources effectively to the battlefield. The first time any unit (other than a Dedicated Transport, Lords of War or Unique unit) in the same detachment as Ireton MaSade is destroyed, roll a D6. On a roll of a 5 or 6, a new identical unit is placed in the owning player's Ongoing Reserves.

Ambulator frame

This life support exoskeleton uses irreplaceable relic technology of the Dark Age. It counteracts the infirmities of his years and acts as Artificer armour (2+ armour save), and gives him the It Will Not Die special rule.

Loyalist Faction: Lord Marshal Ireton MaSade may only be chosen as part of a Loyalist Primary Detachment and must be its Warlord.

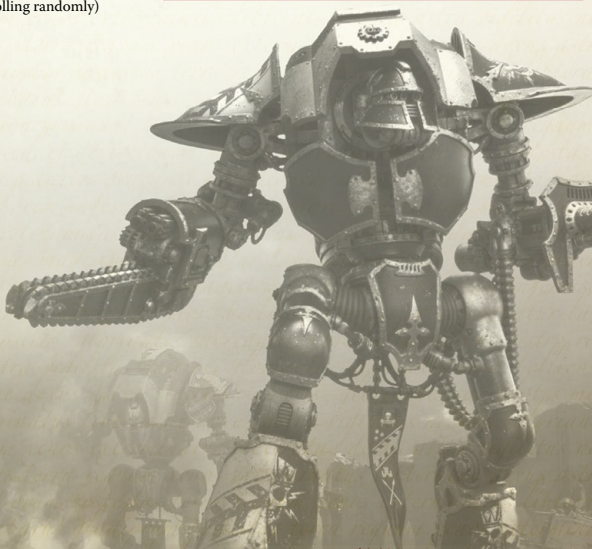


HQ

One of the many human warlords of the Great Crusade whose own meteoric career and martial glories were largely overshadowed by the superhuman warriors of the Legiones Astartes, Ireton MaSade was nevertheless something of a legend among the Solar Auxilia.

Born to the scavenger tribes of the Talacra Silt Wastes to the west of Old Albia on Terra, as a young man he, like millions of others, joined the muster of the Great Crusade as it first broke free of the Terran system. Assigned to the Solar Auxilia as a common void-soldier, over decades of frontline service he ascended swiftly through the ranks by dint of great intelligence, cold-blooded bravery and a phenomenal natural talent for warfare. Eventually, he gained the rare honour of the command of an entire Expeditionary fleet of the Great Crusade after its previous master died in battle, a brevet command later ratified by the hand of the Emperor directly.

His lifespan extended by Imperial augmetics, MaSade eventually went into retirement as the first Imperial Commander of the hive world of Agathon at the end of his long service and was all but forgotten by his peers until the wars of the Horus Heresy would see him rise again to war, driven by vengeance.





HQ

Solar Auxilia Tactical Command Sections are specialists in battlefield command and control. They facilitate the flow of orders, direct the Tercio's actions and co-ordinate artillery and orbital operations.

The Section comprises a Proclaimator, equipped with communications equipment linked to every node in the chain of command. A Strategos, a Junior Officer (or more rarely a seconded fleet officer or even an Expeditionary Navigator or Astropath) tasked with issuing tactical orders and co-ordinating orbital support fire as well as the movements of drop vessels, shuttles and logistics transports. The Section also includes a Vexiliarius, a warrior who has earned the honour of bearing the unit's standard. The Vexiliarius might be chosen for this signal honour having performed an act of bravery or feat of arms, or because their skills are so renowned that should the standard touch the ground, the battle is already lost.

AUXILIA TACTICAL COMMAND SECTION

75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Strategos	3	4	3	3	2	3	2	8	4+
Vexiliarius	3	4	3	3	1	3	1	7	4+
Proclaimator	3	4	3	3	1	3	1	7	4+
Veteran Auxiliary	3	4	3	3	1	3	1	7	4+

Unit Composition

- 1 Strategos
- 1 Proclaimator
- 1 Vexiliarius
- 2 Veteran Auxiliaries

Unit Type

- Strategos/Vexiliarius/
Proclaimator: Infantry
(Character)
- Veteran Auxiliary: Infantry

Wargear

- Void armour
- Close combat weapon
- Laspistol
- Frag grenades
- Krak grenades
- Cohort Vexilla
(Vexiliarius only)
- Cognis-signum
(Strategos only)
- Nuncio-vox
(Proclaimator only)
- Auxilia lasrifle with
collimator and blast-charger
(Veteran Auxiliary only)

Special Rules

- Disciplined Fire
- Close Formation Fighting
- Precision Bombardment
(Strategos only)
- Disciplined Command

Dedicated Transport

- The unit may take either a Dracosan Armoured Transport or an Auxilia Arvus Lighter Orbital Shuttle as a Dedicated Transport.

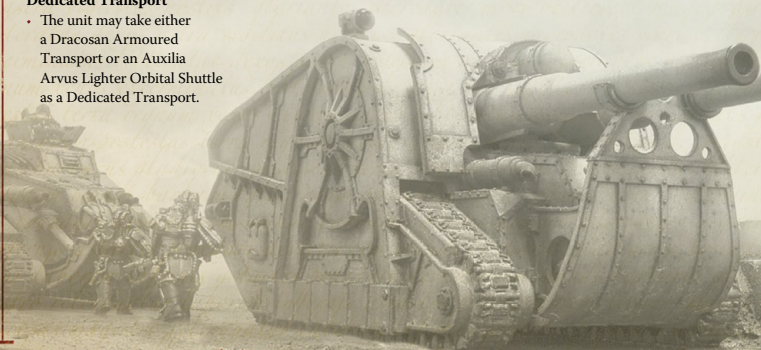
Options

- The squad may include:
 - Up to five additional Veteran Auxilia+5 points each
- The Strategos may exchange either their laspistol and/or their close combat weapon for the following options:
 - Blast pistol+2 points
 - Charnabal sabre+5 points
 - Needle pistol+5 points
 - Hand flamer+10 points
 - Plasma pistol+10 points
 - Power weapon+10 points
 - Power fist+15 points
- Up to two of the Veteran Auxilia in the unit can exchange their lasgun, blast-charger and collimator for one weapon from the following:
 - Volkite charger+5 points each
 - Grenade launcher (kinetic, tempest and krak)+5 points each
 - Flamer+5 points each
 - Rotor cannon+10 points each
 - Meltagun+10 points each
 - Plasma gun+15 points each

Precision Bombardment

Once per game, in lieu of firing a weapon, the Strategos may call in a Precision Bombardment with the profile listed below. This attack may not be carried out if the Strategos is engaged in an assault or Falling Back.

	Range	Str	AP	Type
Precision Bombardment	Unlimited	9	2	Ordnance 1, Barrage, Pining, Large Blast (5")



AUXILIA TANK COMMANDER

55 POINTS + COST OF TANK

	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Tank Commander	-	4	-	-	-	-	-	-	-

Unit Composition

- 1 Auxilia Tank Commander

Unit Type

- Vehicle
(as per Tank, Character)

Special Rules

- Armoured Warfare
- Tank Ace
- Disciplined Command
- Support Officer

Options

- The Auxilia Tank Commander has no specific options. Their tank, however, may receive options as normal for its type.

Armoured Warfare

The Auxilia Tank Commander must be attached to either an Auxilia Leman Russ tank (of any type), Malcador tank, Valdor Tank Destroyer, Baneblade, Stormblade, Stormlord, Stormhammer or Shadowword which is also present in the army. Note that this means there must be at least one of these vehicles available for each Auxilia Tank Commander in order for them to be taken as part of an army.

The Auxilia Tank Commander cannot leave their vehicle during the game and is slain when their vehicle is destroyed.

The vehicle to which the Auxilia Tank Commander is attached automatically gains the Command Tank special rule and uses the Tank Commander's BS score of 4, the cost of which has been included in the Tank Commander's own points cost.

Support Officer

If chosen as part of a Primary Detachment, an Auxilia Tank Commander cannot be taken as a compulsory HQ choice.

Tank Ace

A vehicle commanded by an Auxilia Tank Commander may fire Overwatch with any weapons eligible to do so and, in addition, must choose a single special rule from the following list which applies to the tank:

- Tank Hunters
- It Will Not Die
- Scout and Move Through Cover
- Preferred Enemy (Infantry)
- Monster Hunter
- Precision Shots (Note that this does not apply to Blast or Template weaponry)

HQ

The greater orders of battle of the Solar Auxilia include several templates formulated for the prosecution of armoured warfare and all senior officers are well versed in their application.

Tank Commanders are Solar Auxilia officers who specialise in leading armoured assaults, rapid advances and the exploration and domination of worlds too hazardous even for the well equipped Solar Auxilia to explore on foot. These officers are renowned for leading from the front, their attitudes and tactics not unlike the cavalrymen of Ancient Terra. The crews that serve under the Tank Commanders regard themselves as an elite within an elite, though the line auxiliaries often look upon them with barely disguised derision.

The most famous of Solar Auxilia Tank Commanders take to battle in the command turrets of super-heavy tanks. From there they lead entire regiments or even cohorts of tanks of all classes, crushing the enemies of humanity beneath the treads of their fearsome beasts of steel.



ELITES

The Medicae Orderlies of the Solar Auxilia perform a number of vital functions, for which they receive extensive training and are issued with highly specialised equipment. Firstly, they are responsible for keeping at bay the single most deadly enemy of any human warrior outside of the Legiones Astartes – disease. With the Auxilia operating upon worlds tainted with all manner of ravenous alien microbes, a force could be rendered entirely ineffective before battle is even joined, even with the formidable survival equipment the Solar Auxilia are so well known for.

Secondly, they are responsible for treating combat injuries as they occur, ensuring a unit's effectiveness is maintained even in the heat of battle.

Lastly, they hold the solemn duty of administering the final mercy to a fatally wounded auxiliary. At battle's end, Solar Auxilia Medicae Orderlies are often covered in the blood of those they have euthanised, making them in equal measure figures of respect and dread.

AUXILIA MEDICAE DETACHMENT

60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Medicae Orderly	3	3	3	3	1	3	1	8	4+

Unit Composition

- 3 Medicae Orderlies

Unit Type

- Infantry (Character)

Wargear

- Void armour
- Laspistol
- Close combat weapon
- Medi-pack

Special Rules

- Disciplined Fire
- Attached Deployment
- Close Formation Fighting

Options

- The Medicae Detachment may include:
 - Up to three additional Medicae Orderlies.....+15 points each
- Any Medicae may be equipped with a:
 - Needle pistol.....+10 points per model

Attached Deployment

Before deployment, each Medicae Orderly must be attached to one of the other Auxilia units in the army, and may not leave that unit for the duration of the game unless that unit is destroyed. If the owning player wishes, multiple Medicae Orderlies may be attached to a single unit.

The following units are eligible to be joined by Medicae Orderlies:

- Auxilia Tactical Command Section
- Auxilia Lasrifle Section
- Auxilia Flamer Section
- Veletaris Storm Section

Medi-pack

Comprising a sophisticated array of battlefield medical equipment and triage materials, backed with the skills to best employ it, a medi-pack grants its bearer and any unit they have joined the Feel No Pain (5+) special rule.

AUXILIA RAPIER BATTERY

35 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Rapier	-	-	-	7	2	-	-	-	3+
Auxiliary	3	3	3	3	1	3	1	7	4+

Unit Composition

- 1 Rapier team comprising
1 Rapier Carrier and
2 Auxiliaries

Unit Type

- Rapier: Artillery
- Auxiliary: Infantry

Wargear (Auxiliaries)

- Void armour
- Lasgun
- Close combat weapon

Wargear (Rapier)

- Quad multi-laser

Special Rules

- Extremely Bulky (Rapier combined with Crew)
- Disciplined Fire (Auxiliaries)
- Close Formation Fighting (Auxiliaries)

Options

- The Rapier Battery may take:
 - Up to two additional Rapier teams.....+35 points per team
- Any Rapier may exchange its quad multi-laser with one of the following:
 - Laser destroyer array+15 points each
 - Quad mortar (frag & shatter shells)+35 points each
 - Graviton cannon+35 points each



ELITES

The Solar Auxilia makes extensive use of the Rapier weapons carrier, its rugged track assembly able to transport support weaponry too heavy for an auxiliary to carry. The Rapier and other similar classes used throughout the Imperium's military fulfils a number of battlefield roles in both attack and defence, and can be deployed alongside all manner of different force types, from vanguard exploration to full scale planetary assault.

The Solar Auxilia mounts a number of different weapons systems on their Rapier carriers, from the anti-armour laser destroyer to the beloved 'Thudd Gun' multi-launcher. The most common however is the quad multi-laser. This weapon has become synonymous with the Solar Auxilia's victories and many a battle has been won by the Infantry Tercios forming around supporting Rapier batteries as numberless hordes of aliens or feral world primitives close in from all directions, only to be scythed down by the hundred by the unyielding servants of the Imperium.





AUXILIA OGRYN CHARONITE SQUAD

185 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn Charonite	4	3	5	5	3	2	3	6	4+

Unit Composition

- 3 Ogryn Charonites

Unit Type

- Infantry

Wargear

- Void armour
- Charonite claws

Special Rules

- Hammer of Wrath
- Stubborn
- Very Bulky
- Dead-man's Switch
- Feel No Pain (6+)
- Brutal Fighters
- Mind-slave

ELITES

Living weapons whose dark origins lay lost within the Age of Strife, Charonites are biochemically and cybernetically altered Ogryn abhumans, mutilated in mind and body and left entirely creatures of brute obedience and drug-induced frenzy by remote control.

Found among the arsenals of several void-capable human pocket-civilisations within the Segmentum Solar, the difficult and unstable technologies used in their creation were deemed proscribed and unholy by the Mechanicum and may in part have had alien origins. Despite this the Solar Auxilia, thanks to their strong connection both with the Saturnyne enclaves of Terra and the celestial keeps of Pavonis, both of whom retained much of their independence after Imperial Compliance, retained a dispensation for the creation and use of Charonites in limited numbers, despite the opprobrium of Mars.

As the Horus Heresy raged, many Loyalist Solar Auxilia commands, particularly those cut off from Terra, turned to the creation of Charonites to strengthen their forces, particularly as a match against the power of Traitor Legiones Astartes and Dark Mechanicum forces, although the difficulty of their creation ensured that such products of Old Night did not become widespread.

Options

- The unit may take:
– Up to six additional Ogryn Charonites.....+55 points each

Dead-man's Switch

When the Charonite Ogryns unit fails a Morale check, and their owning player has at least one unengaged HQ unit from the same Primary Detachment on the table, they may choose to employ the Dead-man's Switch. The Charonite Ogryns unit immediately negates the failed test but suffers D3 wounds with no saves of any kind allowed – each wound is randomised among the surviving models in the unit.

Mind-slave

All Ogryn Auxilia Charonites have been subject to extensive cranial surgery and implanted chemical controls. While this removes the possibility of inattention and mutiny, it makes them incapable of little else but brute obedience. Units with this special rule cannot voluntarily Go to Ground and are never counted as scoring units.

Brutal Fighters

Models with this special rule must always attempt to make Sweeping Advances, and when consolidating after combat must always move towards the closest enemy unit.

Charonite Claws

These devices—heavily constructed servo-claws and matched augmetic implants, purpose built and surgically bonded in place of the Ogryn's own hands and forearms—have an obscure origin in the early days of the Great Crusade and are principally intended for use in the murderous confines of shipboard combat. Designed to amplify and take advantage of the Ogryn's already superhuman strength and physical stature, they can crush and rip through armour plate and ceramite with ease, and if the Ogryn Charonite can gain purchase with both 'hands', they are designed to retract apart from each other with flesh-rending force, savagely dismembering their victims.

	Range	Str	AP	Type
Charonite claws	-	+1	3	Melee, Flesh Ripper

Flesh Ripper: Any rolls To Hit of a 6 should be separated out from the Hit pool and dealt with separately. These are treated as having AP 2 and the Instant Death special rule.

ENGINEER AUXILIA

65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Engineer Adept	3	3	3	3	1	3	1	8	3+
Servo-automata	3	3	4	5	1	1	1	6	5+

Unit Composition

- 1 Engineer Adept
- 4 Servo-automata

Unit Type

- Engineer Adept Infantry (Character)
- Servo-automata (Infantry)

Wargear (Engineer Adept)

- Power armour
- Laspistol
- Power axe
- Servo-arm

Wargear (Servo-automata)

- Close combat weapon

Special Rules (Engineer)

- Battlesmith
- Servo-automata Support

Special Rules

- (Servo-automata)
- Cybernetica

Options

- The unit may include:
 - Up to two additional Engineer Adepts...+20 points per model
- The unit may include:
 - Up to four additional Servo-automata+5 points each
- The Engineer Adept may take any of the following:
 - Nuncio-vox+10 points
 - Augury scanner+5 points
 - Volkite charger+10 points
 - Cortex controller+15 points
 - Graviton gun+15 points
 - Infravisor+5 points
 - Refractor field+10 points
 - Cyber-familiar+10 points
- The Engineer Adept may take melta bombs+5 points each
- Any Servo-automata may take one of the following weapons:
 - Servo-arm+5 points
 - Flamer+5 points
 - Phased plasma fusil+10 points
 - Rotor cannon+10 points
 - Grenade launcher (kinetic, tempest and krak grenades)+10 points
 - Heavy bolter+15 points
 - Multi-melta+15 points

Cybernetica

If the Servo-automata are no longer accompanied by an Engineer or Magos, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).

Servo-automata Support

For each additional servo-arm armed Servo-automata in the unit, the Engineer gains +1 to their Battlesmith rolls (note that a roll of '1' will still fail regardless of this bonus).

Battle-automata: If one or more Cortex Controllers are present in the detachment, then the following Battle-automata units become available for the army: Thallax Cohort (see page 58), Castellax Battle-automata Manipile (see page 59).

ELITES

No army in the Emperor's mighty hosts can prosecute the wars of the Great Crusade or the Age of Darkness without the support of the Mechanicum, for only the adepts of the Omnissiah are capable of maintaining the staggering array of weapons, war machines and specialised wargear employed. To this end, Solar Auxilia Cohorts are accompanied on campaign by a host of adepts, a wide range of the many orders and sects of the Mechanicum represented in their ranks and performing a myriad of different roles.

Sometimes, these adepts deploy to battle alongside the Solar Auxilia, where their mastery of the arts of the machine can be brought to bear in the most destructive manner. Some are accompanied by a retinue of servo-automata, bolstering their firepower and affording them additional protection from the enemy. Quite aside from the fearsome array of deadly weapons an Engineer can bring to bear in battle, they are able to repair damaged war machines and upgrade field defences, as well as issuing machine-cant commands to the various classes of Mechanicum Battle-automata that might also accompany the force.

TROOPS

The mainstay of the Auxilia are the Infantry Tercios, groupings of up to three Lasrifle Sections trained and equipped to fight in close formation as part of a larger company force. They can also fight as armoured infantry, mounting each section in a Dracosan Armoured Transport, a formidable carrier that serves as a section's base of operations throughout a campaign and which combines a potent array of weaponry with substantial armour, extensive life support systems and extended operational range.

When deployed as a colonial Expeditionary force, the Solar Auxilia is called upon to prosecute a landing in a hostile zone, which they rapidly fortify in expectation of swift and overwhelming enemy counter-attack. To this end, they are accompanied by pioneer companies that prepare the ground for defence within hours of landing, erecting defence lines augmented with weapons points, ammunition stockpiles and communications nodes. When the inevitable counter-attack arrives, it is met by a wall of plastel bristling with steel and manned by warriors for whom retreat is not an option and victory the only means of living to see another day.

AUXILIA INFANTRY TERCIO

(1-3 SECTIONS)

The basic military division of the Solar Auxilia is the Infantry Tercio, a flexible arrangement of three sub-units or 'Sections' of armoured infantry of various battlefield roles. When selecting forces using the Solar Auxilia army list and when using detachments, a Tercio of up to three Sections comprises a single Troops choice on the Force Organisation chart being used.

All the Sections comprising a Tercio must be deployed simultaneously or, if held in Reserves, count as a single unit, with all of its Sections required to enter play at the same time. After deployment, however, each Section is considered a separate Troops choice for the purposes of scoring or denying objectives, and yields up Victory points if destroyed as per the Victory Conditions for the mission being played.

Each Tercio must contain at least one Section, and may contain up to another two Sections as desired. The points cost for the Tercio is equivalent to the combined cost of its Sections.

Troop Master: One Sergeant in the Tercio's Sections may be upgraded to a Troop Master. A highly experienced soldier and field commander, the Troop Master uses a separate profile but retains the options of a Sergeant.

Support Section: An Auxilia Infantry Tercio may only contain Sections with this rule if it already contains at least one Auxilia Lasrifle Section.

Dedicated Transports: The Auxilia Infantry Tercio as a whole may be bought up to three Dracosan Armoured Transports as Dedicated Transports (see page 38 for details).

Special Fortifications: So long as no Dedicated Transports are selected for the Auxilia Infantry Tercio, then when using the Battles of the Age of Darkness Force Organisation chart as your Primary Detachment for this army, the player may also take a single Aegis Defence Line (see page 37) for each section in the Tercio for the appropriate points cost. These defence lines take up no Force Organisation choices for the army and may be upgraded normally. If this option is taken, the Tercio must be deployed on the table at the start of the game and may not be held in Reserves.



AUXILIA LASRIFLE SECTION

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Troop Master	4	4	3	3	2	3	2	8	4+
Sergeant	3	3	3	3	1	3	2	8	4+
Vexilla Bearer	3	3	3	3	1	3	1	7	4+
Vox Operator	3	3	3	3	1	3	1	7	4+
Auxiliary	3	3	3	3	1	3	1	7	4+

Unit Composition

- 1 Sergeant
- 1 Vexilla Bearer
- 1 Vox Operator
- 17 Auxiliaries

Unit Type

- Troop Master /Sergeant:
Infantry (Character)
- Auxiliary/Vexilla Bearer/Vox
Operator: Infantry

Wargear

- Void armour
- Auxilia lasrifles
- Collimator
- Close combat weapon
- Frag grenades
- Krak grenades
- Nuncio-vox (Vox Operator)
- Troop Vexilla (Vexilla
Bearer)

Special Rules

- Disciplined Fire
- Close Formation Fighting
- Hold the Line

Options

- The Sergeant may take melta bombs.....+5 points
- The Sergeant may exchange their lasgun and collimator and/or close combat weapon for one of the following:
 - Laspistol.....Free
 - Blast pistol.....+2 points
 - Charnabal sabre+5 points
 - Needle pistol.....+5 points
 - Hand flamer+10 points
 - Plasma pistol.....+10 points
 - Power weapon+10 points
 - Power fist+15 points
- One Sergeant in the Tercio may be upgraded to be a:
 - Troop Master.....+15 points
- The entire section may be given:
 - Blast-chargers for their lasrifles.....+25 points

Zone Mortalis Deployment

In games of Zone Mortalis, an Auxilia Lasrifle Section must be broken into two equally sized squads of ten models before play. These are treated as separate units during the game, but still count as being part of the same Tercio.

TROOPS

Solar Auxiliaries are recruited from all over the Imperium, from void born asteroid miners to underhive scum, and such cultures are the fuel of the Imperium's growth. While most pressed into the Emperor's armies join the line regiments of the Imperial Army, those who display the right combination of aggression, discipline and skill-at-arms are earmarked for the Solar Auxilia Cohorts, affording them an undreamed-of escape from the gutter into a life of service across the myriad battlefields of the war-torn galaxy.

The image of Auxilia Lasrifle Sections arrayed in multiple, disciplined ranks standing firm against hordes of alien foes is a celebrated one, but it is far from the only way in which they are deployed. Infantry Tercios are adept at fighting in loose order in 'Zone Mortalis' missions or launching massed assaults across the most hostile of the galaxy's battlefields, and it is said that a Solar Auxiliary is second only to a transhuman Legiones Astartes, an elite amongst humanity's many fighting forces.



TROOPS

The Veletarii are the most skilled and dedicated warriors in the Solar Auxilia, issued with the most potent weaponry and tasked with the most arduous of battlefield missions. Veletaris Storm Sections are often gathered together into special, cohort-level reserves which serve as their commander's household under his direct command, or they may be raised on a company-by-company basis. On occasion, they serve as a formal guard of honour for the Legate Commander, bearing ceremonial power axes which they sometimes even use in battle.

The Veletaris are deployed in a number of roles. Some commanders use them as shock troops whose discipline and firepower can overwhelm even the most fearsome of enemies. Others utilise them as a line reserve, able to react quickly to enemy breakthroughs and bolster a wavering defence.

VELETARIS STORM SECTION

115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Prime	4	4	3	3	1	3	2	9	4+
Veletarii	3	4	3	3	1	3	1	8	4+

Unit Composition

- 1 Prime
- 9 Veletarii

Unit Type

- Prime: Infantry (Character)
- Veletarii: Infantry

Wargear

- Reinforced void armour
- Volkite charger
- Laspistol
- Close combat weapon
- Frag grenades
- Krak grenades

Special Rules

- Disciplined Fire
- Move Through Cover
- Hold the Line
- Close Formation Fighting

Options

- The Prime may take melta bombs..... +5 points
- The Prime may exchange their laspistol and/or close combat weapon for one of the following:
 - Blast pistol..... +2 points
 - Charnabal sabre +5 points
 - Needle pistol..... +5 points
 - Hand flamer..... +10 points
 - Plasma pistol..... +10 points
 - Power weapon..... +10 points
 - Power fist..... +15 points
- One Veletarii may carry a nuncio-vox for +10 points
- The entire Section may be equipped with:
 - Shroud bombs..... +25 points
- The Section's Veletarii may exchange their volkite chargers for one of the following weapon types. If this option is chosen, all of the Veletarii must be upgraded to carry the same weapon. If this is done then the Section's Prime may also exchange their weapon for the same type as the Section, although this is not compulsory:
 - Rotor cannon..... Free
 - Power axe..... +5 points each





Veletaris of the 905th Solar Auxilia Cohort (the 'Ash Scorpions'): The elite Veletaris squads of the Ash Scorpions formed the spearhead of the 905th's assault on the Traitors that had taken control of Port Maw. They fought with savage bravery against Battle-automata of Archmagos-Astral Mercuric in the plasma coil chamber, laying down their lives in the battle to disable Port Maw's reactor control.



TROOPS

Flamer Sections are configured and equipped to provide close support to the Lasrifle Sections, armed with flamer units that project a searing wave of alchemically-fuelled fire capable of incinerating dozens of lightly armoured enemies such as Orks with each blast.

The sections' exact deployment depends on the nature of the battle being fought. In large, set piece actions they are often held just behind the main Lasrifle line, and moved up at the last moment to receive the enemy charge, unleashing a wall of flame through which the foe must assault. Flamer Sections make ideal tactical reserves, beating back any enemy penetration of the Tercio's lines with concentrated blasts of fire. In Zone Mortalis actions, the Flamer Sections are often assigned to lead the way through the dark, cramped passageways, which their weapons can flood with fire the instant an enemy presents itself.

AUXILIA FLAMER SECTION

125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sw
Sergeant	3	3	3	3	1	3	2	8	4+
Auxiliary	3	3	3	3	1	3	1	7	4+

Unit Composition

- 1 Sergeant
- 9 Auxiliaries

Unit Type

- Sergeant: Infantry (Character)
- Auxiliary: Infantry

Wargear

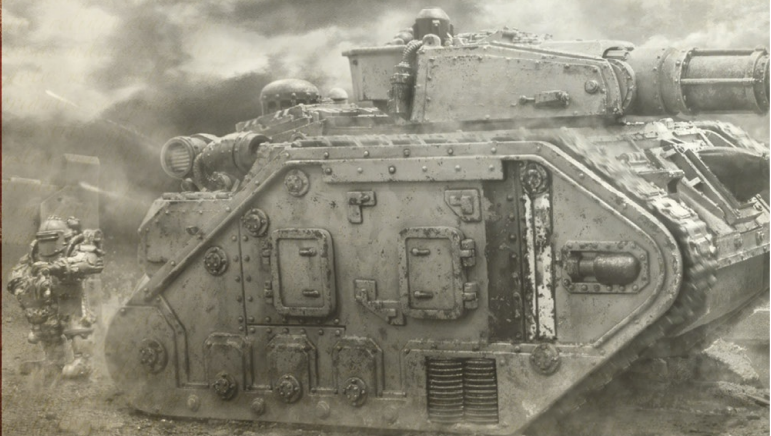
- Reinforced void armour
- Flamer
- Laspistol
- Close combat weapon (Sergeant only)
- Frag grenades
- Krak grenades

Special Rules

- Disciplined Fire
- Close Formation Fighting
- Hold the Line
- Support Section

Options

- The Sergeant may take melta bombs.....+5 points
- The Sergeant may exchange their laspistol and/or close combat weapon for one of the following:
 - Blast pistol.....+2 points
 - Charnabal sabre+5 points
 - Needle pistol.....+5 points
 - Hand flamer.....+10 points
 - Plasma pistol.....+10 points
 - Power weapon.....+10 points
 - Power fist.....+15 points



AEGIS DEFENCE LINE

50 POINTS

Composition

- Up to 4 long and 4 short Aegis Defence Line sections. Each section of Defence Line must be placed in contact with at least one other section.

Terrain Type

- Battlefield debris (Defence Line)

Weapons

- None

Options

- Any Aegis Defence Line can take one of the following upgrades:
 - Ammunition dump +20 points
 - Comms relay +20 points
 - Icarus lascannon +35 points
 - Quad gun +40 points

Defence Line

Models in cover behind Aegis Defence Lines gain a 4+ cover save. If a unit in cover behind an Aegis Defence Line Goes to Ground, it gains a +2 bonus to this cover save. For more information, see the Terrain section of the *Warhammer 40,000* rulebook.

	Range	Str	AP	Type
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

Ammunition Dump

A ready supply of ammunition is always welcome in a fight, especially when the dead man's click of a weapon's empty magazine is heard.

Any model within 2" of an ammunition dump re-rolls failed To Hit rolls of 1 in the Shooting phase. A model in cover behind an ammunition dump has a 5+ cover save.

Comms Relay

A working comms relay can be crucial to the coordination of reserves, and therefore to a swift victory.

Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. A model in cover behind a comms relay has a 5+ cover save.

SPECIAL

Aegis Defence Lines are barricades built from crenelated armoured sections that link together into a solid shield wall. Their simple design means that they can be built and deployed at great speed onto a battlefield, leading to their widespread employment in the Solar Auxilia Cohorts, especially in the immediate aftermath of a planetary interface operation.

They are ideally suited for commanders wishing to hold ground in enemy territory or establish defensive perimeters until such time as larger, more permanent fortifications can be constructed.

DEDICATED TRANSPORT

The Dracosan is employed almost exclusively by forces configured in the Solar Auxilia pattern, whether these are 'regular' Excerptus Imperialis units or other forces following the same order of battle, such as the household troops of certain Rogue Traders Militant or, occasionally, the elite retainers of high status Imperial Commanders.

A heavily armed and armoured carrier, the Dracosan is manufactured under compact by several dozen Forge Worlds across the Imperium to standards only usually required of war machines destined for service with the Legiones Astartes. The Dracosan is large enough to accommodate a full strength Solar Auxilia Infantry Section of twenty auxiliaries, and heavily armoured enough to protect them from all but the most intense of enemy fire. Equipped with a fearsome array of weapons of its own, the Dracosan can steadfastly defend itself against enemy counter-attack and pound enemy positions to dust before the auxiliaries disembark to storm what remains of their objective.

DRACOSAN ARMOURD TRANSPORT

135 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Dracosan	3	13	12	11	5

Unit Composition

- 1 Dracosan Armoured Transport

Unit Type

- Vehicle (Tank, Transport)

Wargear

- One twin-linked lascannon
- Searchlight
- Extra armour
- Smoke launcher

Special Rules

- Explorator Adaption

Transport Capacity

- The Dracosan Armoured Transport can transport 20 models, but may not transport Bulky or larger models.

Fire Points

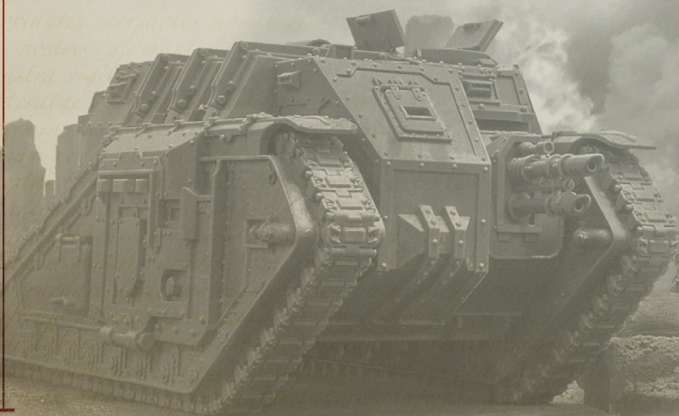
- None

Access Points

- The Dracosan Armoured Transport has two access hatches, one on each side of the hull.

Options

- The vehicle may take any of the following:
 - Flare shield +25 points
 - Armoured Ceramite +20 points
 - One pintle-mounted multi-laser or heavy flamer +10 points
 - Up to two hunter-killer missiles +10 points each
 - Dozer blade +5 points
 - Auxiliary drive +10 points
 - Extra Armour +10 points
- The twin-linked lascannon may be exchanged for a:
 - Demolisher cannon +30 points
 (if this option is taken, the vehicle's Transport capacity is reduced to 10 models)



AUXILIA ARVUS LIGHTER ORBITAL SHUTTLE

75 POINTS

	Armour				HP
	BS	Front	Side	Rear	
Auxilia Arvus Lighter Orbital Shuttle		3	11	11	10
					3

Unit Composition

- 1 Auxilia Arvus Lighter Orbital Shuttle

Unit Type

- Vehicle (Flyer, Hover, Transport)

Wargear

- None

Special Rules

- Deep Strike

Transport Capacity

- An Auxilia Arvus Lighter Orbital Shuttle has a transport capacity of 12 models.

Fire Points

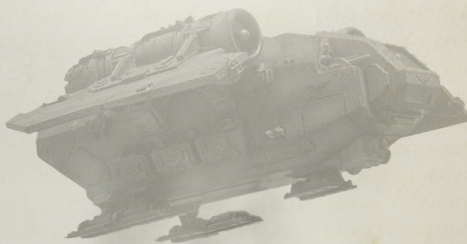
- None

Access Points

- An Auxilia Arvus Lighter Orbital Shuttle has a single access hatch on the rear.

Options

- An Auxilia Arvus Lighter Orbital Shuttle may take any of the following:
 - Flare/chaff launcher +10 points
 - Armoured cockpit +15 points
 - Illum flares +5 points
 - Searchlight +1 point
 - Extra armour +10 points
 - Flare shield +20 points
- An Auxilia Arvus Lighter Orbital Shuttle may take one of the following:
 - Multi-laser +10 points
 - Autocannon +10 points
 - Lascannon +20 points
 - Twin-linked multi-laser +15 points
 - Twin-linked autocannon +15 points
 - Twin-linked lascannon +25 points
 - Two hellstrike missiles +20 points



DEDICATED TRANSPORT

The Arvus is a light utility shuttle used by the Imperialis Armada for transferring supplies or small groups of personnel from ship-to-ship or ship-to-planet. It is a solid and reliable workhorse shuttle, squat and durable with powerful engines for carrying heavy loads. The utility model of the Arvus is unarmed as it is not a combat vehicle and is not expected to engage the enemy.

The Solar Auxilia makes extensive use of an armed variant of the Arvus and of several similar orbital shuttles, using them to insert infantry sections and command units into a war zone with pinpoint accuracy. Because its carrying capacity is limited to twelve passengers, larger units such as full strength Lasrifle Sections tend to deploy to a world's surface in drop ships able to carry entire Tercios or even companies, leaving the faster and comparatively more manoeuvrable Arvus to fulfil the role of inserting smaller units with specific battlefield tasks to perform.

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 Solar Auxilia use the Tarantula to guard exposed flanks and rear line positions where it is judged less likely, but nonetheless possible that an enemy will attack. They are sometimes pressed into service in the front line itself when manpower is stretched dangerously thin. The histories of some of the oldest cohorts contain tales, no doubt elaborated over the decades, of Tarantula weapons batteries granted honorary induction into a regiment following a close fought battle where their presence contributed greatly to the tally of enemy dead.

TARANTULA SENTRY GUN BATTERY

30 POINTS PER GUN

	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	3	-	6	2	-	-	-	3+

Unit Composition

- 1-3 Sentry Guns, forming a battery

Unit Type

- Artillery (Immobile)

Wargear

- Twin-linked heavy bolters

Special Rules

- Automated Artillery
- Firing Modes

Options

- Any Sentry Gun in the battery may exchange its twin-linked heavy bolters for:
 - Twin-linked multi-laser Free
 - Twin-linked heavy flammies Free
 - Two twin-linked rotor cannons Free
 - Twin-linked lascannon +10 points per model
 - Multi-melta and searchlight +5 points per model
- The entire Sentry Gun Battery may exchange its twin-linked heavy bolters for a:
 - Hyperios air-defence missile launcher* +20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for a:
 - Hyperios command platform* +10 points per model
- The entire battery may be upgraded to have one of the following:
 - Concealment +10 points per model
 - Forward Deployment +5 points per model
 - Drop Capsule +20 points per model

*A unit of Sentry Guns with Hyperios missile launchers or Hyperios command platforms does not have the Firing Modes special rule.



Deployment

- **Forward Deployment:** The Sentry Gun Battery has the Scout special rule (note that it still may not be deployed from Reserves).
- **Concealment:** The Sentry Gun Battery has the Shrouded special rule until the first time it fires its weapons, afterwards the effects of this rule no longer apply.
- **Drop Capsule:** The Sentry gun must be deployed via Deep Strike. Each gun in the battery is treated as a separate unit for this, and Reserves rolls, etc., are made separately for each gun.

Firing Modes

A Sentry Gun can fire in one of two ways and the controlling player must decide which mode it will be set up in before the start of the game. They cannot change its mode once it has been decided, it remains in that mode for the rest of the game.

- **Point Defence Mode:** The Sentry Gun is set up with a fixed firing arc. In this mode the gun will engage enemy targets up to 36" away which are in a fixed 90° arc to its front.
- **Sentry Mode:** The Sentry Gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight and can fire all around itself.

Targeting: Which enemy unit within range is the Sentry Gun's preferred target is determined by its armament. If no preferred target exists in its line of sight, it will simply attack the nearest enemy target in range:

- A heavy bolter, heavy flamer or rotor cannon-equipped Sentry Gun will fire at the nearest enemy non-Vehicle target according to its firing mode.
- A lascannon or multi-melta equipped Sentry Gun will fire at the nearest enemy Vehicle or Monstrous Creature according to its firing mode (note that immobilised vehicles still count as viable targets, only wrecked vehicles will be ignored).

This means that while a preferred target type is within range, it is possible for a unit of differently armed Sentry Guns to fire at two separate targets.

Hyperios Air-defence Missile Launcher

Weapon	Range	Str	AP	Type
Hyperios missile	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker

Heat Seeker

Jink saves may not be taken against attacks with this special rule.

Hyperios Command Platform

As long as the Hyperios Command Platform is on the table, all Hyperios air-defence missile launcher-equipped sentry guns in the same unit receive the Split Fire special rule (the unit automatically passes any Leadership tests it is required to take to use the Split Fire special rule without rolling any dice).



*"Vengeance it is said is
the preserve of the gods;
gods we in our folly
denied ever existed."*

Captain-General
Orson Souzerin III,
introit to The Last Cohort



FAST ATTACK

The Leman Russ battle tank is a reliable and proven armoured vehicle named after the Primarch of the Legiones Astartes Space Wolves in honour of his savage ferocity in war.

Numerous sub-patterns mount a wide array of weapons and in the service of the Auxilia are often enhanced to the 'Solar' pattern, fitted with supplementary survival and exploration systems. Leman Russ tanks in Auxilia strike squadrons are fitted with extended fuel reserves and their engines enhanced with forced induction chargers. These combine to increase the tanks' speed and operational range substantially, allowing them to make wide flanking advances in order to engage an enemy at the moment the infantry sections launch their own attack.

AUXILIA LEMAN RUSS STRIKE SQUADRON

POINTS: SEE BELOW

	Armour					
	BS	Front	Side	Rear	HP	Points
Auxilia Leman Russ Battle Tank	3	14	13	10	3	175
Auxilia Leman Russ Exterminator	3	14	13	10	3	170
Auxilia Leman Russ Annihilator	3	14	13	10	3	170
Auxilia Leman Russ Vanquisher	3	14	13	10	3	175

Unit Composition

- 1 Auxilia Leman Russ of the types shown

Unit Type

- Vehicle (Tank)

Wargear

- Heavy bolter
- Searchlight
- Smoke launchers
- Auxiliary drive
- Induction charger
- Battlecannon (Auxilia Leman Russ Battle Tank only)
- Twin-linked lascannon (Auxilia Leman Russ Annihilator only)
- Exterminator autocannon (Auxilia Leman Russ Exterminator)
- Vanquisher battlecannon (Auxilia Leman Russ Vanquisher only)

Special Rules

- Explorer Adaption
- Outflank

Options

- The squadron may include up to two more Auxilia Leman Russ from the list shown for the cost listed in their profile.
- Any model may exchange its heavy bolter for one of the following:
 - Multi-laser Free
 - Heavy flamer Free
 - Lascannon +10 points per model
- Any model may take any of the following:
 - Armoured Ceramite +20 points per model
 - One pintle-mounted multi-laser or heavy flamer +10 points per model
 - One hunter-killer missile +10 points per model
 - Dozer blade +5 points per model
 - Extra Armour +10 points per model

Induction Charger

This may be used once per game – declare at the start of the owning player's Movement phase. The squadron counts as having the Fast special rule for this player turn.

AUXILIA THUNDERBOLT HEAVY FIGHTER

200 POINTS

Armour

BS	Front	Side	Rear	HP
Thunderbolt	4	11	11	10
				3

Unit Composition

- 1 Thunderbolt Heavy Fighter

Unit Type

- Vehicle (Flyer)

Wargear

- Two twin-linked autocannon
- Twin-linked lascannon
- Armoured cockpit
- Chaff launcher
- Four kinetic piercer missiles

Special Rules

- Simulacra Repair
- Supersonic
- Deep Strike
- Combat Interdiction

Options

- The Thunderbolt can be equipped with any of the following options:
 - Ground-tracking auguries* +10 points
 - Flare shield +20 points
- The Thunderbolt may exchange its four kinetic piercer missiles for:
 - Four hellstrike missiles Free
 - Four Sunfury heavy missiles* +20 points

*See page 23.

Simulacra Repair

When a vehicle with this roll suffers a glancing hit, roll a D6. On a result of 6, the damage is ignored.

Combat Interdiction

If one or more enemy Flyers or Skimmers are already present on the table, failed Reserves rolls for this model must be rerolled.

Kinetic Piercer Missiles

Designed to intercept and destroy aircraft, these missiles feature a second-stage solid projectile warhead, which fires a bolt of molecularly compressed metal into its target at supersonic speeds.

	Range	Str	AP	Type
Kinetic piercer missile	48"	6	2	Heavy 1, Missile, Armourbane, Heat Seeker, One Use

FAST ATTACK

A heavy fighter combining devastating strike potential with a high degree of speed and manoeuvrability, the Thunderbolt forms the bulk of the Imperialis Armada's intra-atmosphere fighter aircraft. The Thunderbolt is a true workhorse, with a rugged and reliable design, beloved of its crews and feared by its enemies.

The Thunderbolt's versatile array of armaments enables it to tackle all manner of missions, making it ideal for dominating the skies of alien worlds as the Solar Auxilia land, and supporting them in battle as they advance. The Thunderbolt can fulfil a range of missions, from hunting tanks and ground strikes, yet its main role is that of an air-superiority fighter, engaging enemy craft in dogfights or hunting down enemy bombers. Its most famous characteristic, however, is sheer resilience and it is not unusual for a Thunderbolt to land riddled with damage that would have downed a lesser craft.



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 rapid interception, interdiction and surgical-strike roles. Created by the Archmagos-Arbitrator 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 elite close support units, 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, although this reduced pattern played no part in the conflict.

AUXILIA PRIMARIS-LIGHTNING STRIKE FIGHTER

135 POINTS

Armour

	BS	Front	Side	Rear	HP
Auxilia Primaris-Lightning	4	11	11	10	2

Unit Composition

- 1 Auxilia Primaris-Lightning

Unit Type

- Vehicle (Flyer)

Wargear

- Chaff launcher
- Twin-linked lascannon
- Armoured cockpit

Special Rules

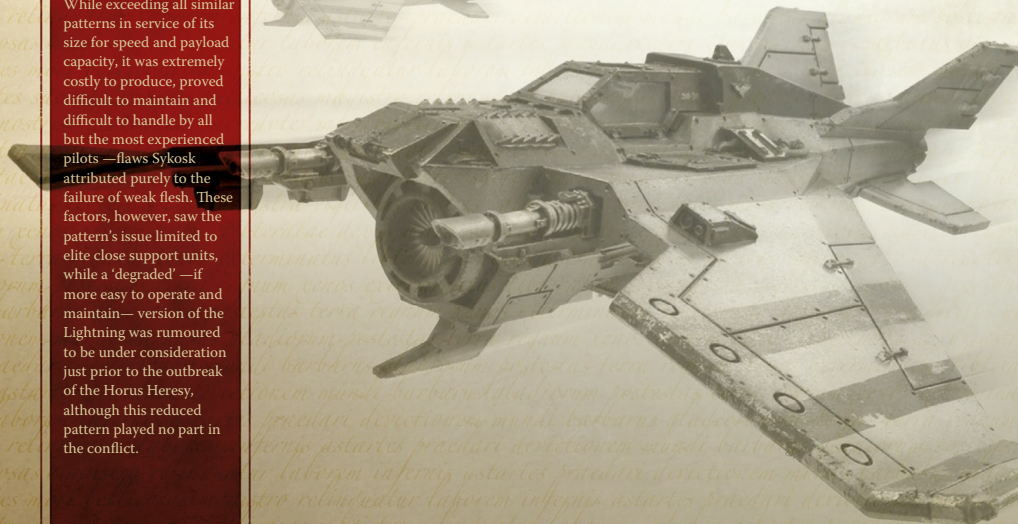
- Agile
- Deep Strike
- Supersonic
- Missile Barrage

Options

- The Auxilia Primaris-Lightning is equipped with three dual hardpoint mounts, each of which can be equipped with one of the following payload options at the cost listed:
 - Twin-linked autocannon.....+20 points
 - Twin-linked multi-laser.....+20 points
 - Twin-linked missile launcher (equipped with frag and krak).....+25 points
 - Two Sunfury heavy missiles.....+15 points
 - Two Kraken penetrator heavy missiles.....+25 points
 - Phosphex bomb cluster.....+25 points
 - Two electromagnetic storm charges.....+20 points
- The Auxilia Primaris-Lightning may be equipped with any of the following:
 - Battle Servitor Control.....+15 points
 - Ground-tracking Auguries.....+10 points

Special Ordnance: Rad Missiles

If the Auxilia Primaris-Lightning is equipped with one or more twin-linked missile launchers, these may be upgraded to further carry rad missiles for +15 points per twin-linked launcher.



Agile

A unit with this special rule increases any cover saves granted by the Jink special rule by +1.

Ground-tracking Auguries

A Flyer that is equipped with this system gains the Strafing Run special rule.

Deadly Cargo

If the Flyer carrying unused weapons with this special rule takes hull damage but is not destroyed, roll a D6. On the result of a 6, the Flyer suffers an Explodes! result on the Vehicle Damage chart.

Battle Servitor Control

A Primaris-Lightning may replace its human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Primaris-Lightning the Tank Hunters special rule.

Lingering Death

When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles. Note: It is advisable to have multiple spare blast markers when using this rule!

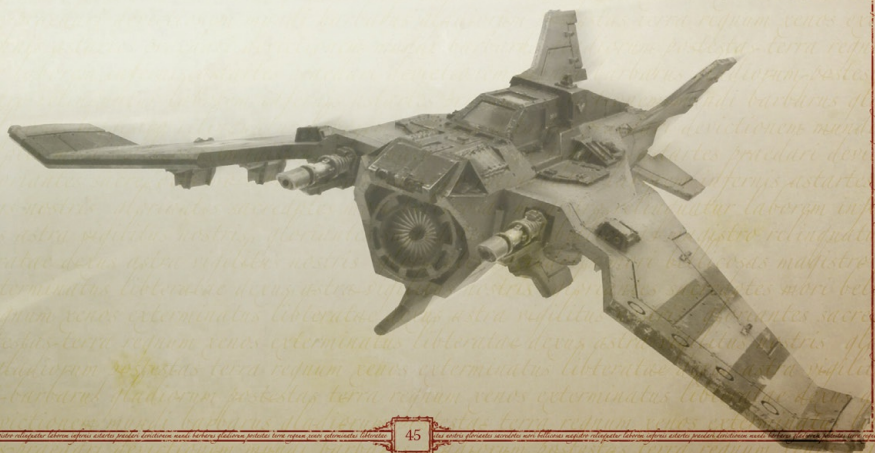
Crawling Fire

After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

Primaris-Lightning Weapons

The Primaris-Lightning was specifically intended to operate some of the most advanced and savage munitions in the arsenal of the later Great Crusade era—sometimes unstable weapons of baleful design and born of the darkest arts of the Mechanicum's priests of the machine.

Weapon	Range	Str	AP	Type
Sunfury heavy missile	36"	6	3	Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use
Kraken penetrator heavy missile	36"	8	1	Heavy 1, Missile, Armourbane, One Use
Phosphex bomb cluster	-	5	2	Bomb 2, Barrage, Bomb Cluster, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death, Deadly Cargo, One Use
Electromagnetic storm charge	-	3	4	Bomb 1, Haywire, Large Blast (5"), Concussive, One Use





HEAVY SUPPORT

Leman Russ Assault squadrons consist of heavily armoured variants of the Solar pattern Leman Russ tanks re-configured for direct assault against fortified enemies. They lack the speed of the strike Russ squadrons but are formidably durable.

Their main weapons are comparatively short ranged in relation to the artillery batteries, but they are used in a direct assault role or in close support of the Infantry Tercios, in particular those mounted in Dracosan Armoured Carriers.

The plasma destroyer mounted on the Executioner and the volkite demi culverin with which the Incinerator is armed are rare and highly prized weapons more commonly seen on the war machines of the Legiones Astartes, and they must be painstakingly calibrated and intensively ministered to by Tech-Priests assigned to the cohort to ensure their continued operation.

AUXILIA LEMAN RUSS ASSAULT SQUADRON

POINTS: SEE BELOW

	Armour					
	BS	Front	Side	Rear	HP	Points
Auxilia Leman Russ Demolisher	3	14	13	11	4	195
Auxilia Leman Russ Incinerator	3	14	13	11	4	185
Auxilia Leman Russ Executioner	3	14	13	11	4	200

Unit Composition

- 1 Auxilia Leman Russ of the types shown

Unit Type

- Vehicle (Tank)

Wargear

- Heavy bolter
- Searchlight
- Smoke launchers
- Auxiliary drive
- Demolisher siege cannon (Auxilia Leman Russ Demolisher only)
- Executioner plasma cannon (Auxilia Leman Russ Executioner only)
- Twin-linked volkite demi culverin (Auxilia Leman Russ Incinerator only)

Special Rules

- Explorator Adaption
- Co-ordinated Fire Protocols

Options

- The squadron may include up to two more Auxilia Leman Russ from the list shown for the cost listed in their profile.
- Any model may exchange its heavy bolter for one of the following:
 - Multi-laser..... Free
 - Heavy flamer..... Free
 - Lascannon..... +10 points per model
- Any model may take any of the following:
 - Armoured Ceramite..... +20 points per model
 - One pintle-mounted multi-laser or heavy flamer..... +10 points per model
 - One hunter-killer missile..... +10 points per model
 - Dozer blade..... +5 points per model
 - Extra armour..... +10 points per model

Co-ordinated Fire Protocols

So long as two or more tanks from the same squadron are firing at the same target unit, the tanks firing at that selected target gain +1 BS.



AUXILIA ARTILLERY TANK BATTERY

POINTS: SEE BELOW

	Armour					
	BS	Front	Side	Rear	HP	Points
Auxilia Basilisk	3	13	12	10	3	160
Auxilia Medusa	3	13	12	10	3	175
Auxilia Bombard	3	13	12	10	3	180

Unit Composition

- 1 of the following:
Basilisk, Medusa or Bombard

Unit Type

- Vehicle (Tank)

Wargear

- Searchlight
- Smoke launchers
- Earthshaker cannon (Auxilia Basilisk only)
- Medusa siege gun (Auxilia Medusa only)
- Colossus siege mortar (Auxilia Bombard only)

Special Rules

- Explorator Adaption

Options

- The battery may include up to two more tanks of the same type for the cost listed in their profile.
- Any model may take one of the following:
 - Pintle-mounted heavy bolter.....+10 points per model
 - Pintle-mounted heavy flamer.....+10 points per model
 - Pintle-mounted multi-laser.....+10 points per model
- Any model may take any of the following:
 - Armoured Ceramite.....+20 points per model
 - One hunter-killer missile.....+10 points per model
 - Dozer blade.....+5 points per model
 - Auxiliary Drive.....+10 points per model
 - Extra Armour.....+10 points per model
- Any Auxilia Bombard may replace its usual siege shells for:
 - Seismic shock shells.....+25 points per model

Seismic Shock Shells

The Auxilia Bombard gains both the Sunder and Concussive special rules.

HEAVY SUPPORT

Many Solar Auxilia Cohorts maintain their own mobile artillery batteries, favouring a class ideally suited to their particular battle doctrines. The most common types used by the Solar Auxilia are the Basilisk, Medusa and Bombard, each of which is substantially different to those utilised in the wider Imperial Army and other fighting forces of the galaxy-spanning Imperium.

Auxilia artillery tanks feature weapons mounted on a hull derived from the Leman Russ, in a pattern sometimes referred to as the Mars-Solar Alpha. These vehicles' fighting compartments are enclosed and sealed against hazardous atmospheric conditions, affording the crew protection in battle and when exploring the surface of hostile alien worlds.

The Auxilia employ their artillery tank batteries to support general advances by the Infantry Tercios. Being self-propelled and well protected they are able to keep pace even with Dracosan-mounted sections, engaging the foe with a fearsome weight of fire as the main line units close to engage the survivors.





AUXILIA MALCADOR HEAVY TANK

235 POINTS

HEAVY SUPPORT

A truly ancient design dating back to the wars of the Age of Strife on Ancient 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 the Stormhammer, 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 highly sophisticated, if somewhat temperamental, drive system.

By the time of the Horus Heresy, many Malcador Heavy Tanks had been relegated to strategic reserves and second line Imperial Army units, replaced by larger numbers of smaller, more tactically flexible tanks such as the Leman Russ and its many variants. The demands of the galaxy-wide civil war soon brought them back into the fray however, while their availability saw them used as test-beds for a variety of new variants designed to plug gaps in supply and resource.

	BS	Armour				HP
		Front	Side	Rear		
Malcador Heavy Tank	3	13	13	12		6

Unit Composition

- 1 Malcador Heavy Tank

Unit Type

- Vehicle (Super-heavy, Fast)

Wargear

- Traverse-mounted battlecannon
- Hull-mounted autocannon
- Two sponson-mounted autocannon
- Searchlight
- Smoke launcher

Special Rules

- Explorator Adaption

Options

- The vehicle may exchange its traverse-mounted battlecannon for a:
 - Twin-linked lascannon Free
- The vehicle may exchange its hull-mounted autocannon for one of the following:
 - Multi-laser Free
 - Heavy flamer Free
 - Lascannon +10 points
 - Demolisher siege cannon +30 points
- The vehicle may exchange both sponson-mounted autocannon for one of the following:
 - Multi-lasers Free
 - Heavy flamers Free
 - Lascannon +20 points
- The vehicle may take any of the following:
 - Flare shield +25 points
 - Armoured Ceramite +20 points
 - One pintle-mounted multi-laser or heavy flamer +10 points
 - Up to two hunter-killer missiles +10 points each
 - Siege Armour +10 points each
 - Dozer blade +5 points
 - Auxiliary drive +10 points

Siege Armour

The Front Armour value of the Malcador is increased to 14, but the tank loses the Fast special rule.



AUXILIA MALCADOR INFERNUS SPECIAL WEAPONS TANK

265 POINTS



HEAVY SUPPORT

The Malcador is a flame thrower tank, in effect a huge flamer on tracks, with a fuel trailer towed behind it. Within the trailer the promethium fuel is stored as separate chemicals. These are mixed together in a chamber just behind the barrel to create a 'jelly' that is projected out, ignited as it does so and which sticks to any surface. The massive gout of flames launched from the inferno gun is also effective at clearing mines, the sudden heat detonating mine fuses and making large areas safe much quicker than alternative methods.

The Solar Auxilia employs the Malcador Infernus in specialist reserves held at the Cohort level. They are generally deployed to lead advances against enemy forces occupying especially dense terrain, such as trench lines, city ruins or heavily forested areas.

Armour

	BS	Front	Side	Rear	HP
Infernus	3	13	12	11	6

Unit Composition

- 1 Auxilia Malcador Infernus Special Weapons Tank

Unit Type

- Vehicle (Super-heavy)

Wargear

- Hull-mounted inferno gun
- Two sponson-mounted autocannon
- Searchlight
- Smoke launcher

Special Rules

- Highly Flammable
- Chemical Ammunition
- Explorer Adaption

Options

- The vehicle may exchange both sponson-mounted autocannon for one of the following:
 - Multi-lasers..... Free
 - Heavy flamers..... Free
 - Lascannon..... +20 points
- The vehicle may take any of the following:
 - Armoured Ceramite..... +20 points
 - One pintle-mounted multi-laser or heavy flamer..... +10 points
 - Auxiliary Drive..... +10 points
- The vehicle's inferno gun may be equipped with:
 - Chemical ammunition..... +25 points (using the alternative weapon profile shown below).

Highly Flammable

The Auxilia Malcador Infernus adds +1 to any rolls made on the Catastrophic Damage table against it.

Chemical Ammunition

This uses the chem inferno gun profile listed below:

Inferno Gun

Weapon	Range	Str	AP	Type
Inferno gun	Hellstorm	7	3	Primary Weapon 1, Torrent (18")
Chem inferno gun	Hellstorm	3	2	Heavy 1, Poisoned (2+), Pinning, Armourbane, Torrent (18")

Torrent (18"): This uses the Torrent special rule (see the *Warhammer 40,000* rulebook), but with a Template range of 18" rather than 12".





AUXILIA VALDOR TANK HUNTER

300 POINTS

HEAVY SUPPORT

The Valdor is a heavy tank destroyer, named for the legendary Emperor's guard, Constantin Valdor, which was only just entering service with the Excertus Imperialis in limited numbers and on a trial basis when the Horus Heresy began. Initial production runs have been channelled to the Solar Auxilia, in particular those cohorts operating against foes equipped with heavy tanks or in the case of the myriad xenos enemies still infesting the stars, tank analogues.

While utilising a familiar chassis on which several other armoured vehicles in the arsenal of the Solar Auxilia are based, the Valdor mounts a devastating neutron laser, each a meticulously wrought iteration of a recently recovered relic of the Dark Age of Technology. While not yet in common use, Imperial logisticians have projected that its services are likely to be required in ever greater numbers, especially where Loyalist Solar Auxilia are called upon to fight the Traitor Legiones Astartes and the heavy armoured vehicles they have ready access to.

	Armour				
	BS	Front	Side	Rear	HP
Valdor	3	13	12	11	6

Unit Composition

- 1 Auxilia Valdor Tank Hunter

Unit Type

- Vehicle (Super-heavy)

Wargear

- Hull-mounted neutron beam laser projector
- One sponson-mounted autocannon
- Searchlight
- Smoke launcher

Special Rules

- Explorator Adaption
- Dangerous Reactor Core

Options

- The vehicle may exchange its sponson-mounted autocannon for one of the following:
 - Multi-laser..... Free
 - Heavy flamer..... Free
 - Lascannon..... +10 points
- The vehicle may take any of the following:
 - Armoured Ceramite..... +20 points
 - One pintle-mounted multi-laser or heavy flamer..... +10 points
 - Auxiliary Drive..... +10 points

Neutron Beam Laser

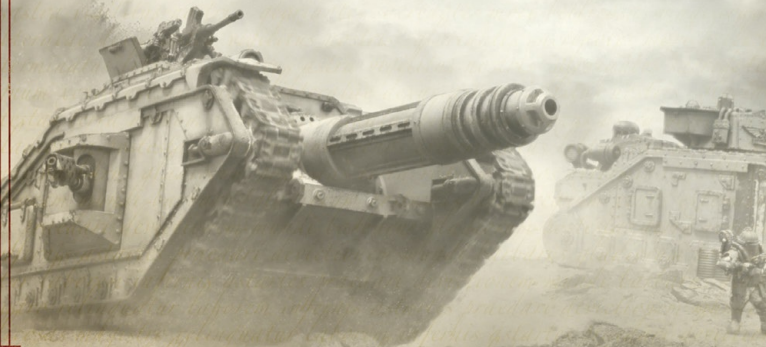
One of the most advanced weapons in the Solar Auxilia's arsenal, the Valdor was only made possible by the Archmagos Jun Hadxyis of Phaeton in the closing decade of the Great Crusade, a potent armour-destroying energy beam almost as powerful as a Scout Titan class weapon, but incredibly compact for its size.

Weapon	Range	Str	AP	Type
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse

Shock Pulse: Any vehicle (including Super-heavy vehicles) that suffers a Penetrating hit from a weapon with this rule may only fire Snap Shots on the following game turn.

Dangerous Reactor Core

The powerful reactor containment vessels needed to power the Auxilia Valdor Tank Hunter's primary weapon confer considerable risk of catastrophic explosion should the tank's armour be severely breached. If an enemy unit inflicts a Penetrating hit on the Auxilia Valdor Tank Hunter, then they may re-roll results of a 1 on the Vehicle Damage table against it. In addition, should it suffer an Explodes! result, add +D3" to the explosion's radius.



0-1 CYCLOPS REMOTE DEMOLITIONS UNIT

70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Cyclops	-	-	-	6	2	-	-	-	4+

Unit Composition

- 1 Cyclops Demolition Vehicle

Unit Type

- Infantry (Special)

Wargear

- Demolition charge

Special Rules

- Extremely Bulky
- Fearless
- Remote Control
- Detonation

Options

- The unit may take:
 - Up to four additional Cyclops Demolition Vehicles+70 points each
- All of the Cyclops Demolition Vehicles in the unit may exchange their demolition charges for the following payloads. All must carry the same payload:
 - Incineration charge+10 points each
 - Atomantic imploder+50 points each
(May only be taken if a Lord Marshal is present in the army)

Remote Control

The Cyclops unit is deployed together, but as soon as the game begins, the Cyclops Demolition Vehicles that are part of the unit may immediately be individually detached from the unit and act separately. Each Cyclops cannot function more than 36" away from another Solar Auxilia model with the Character rule. If they become separated by a greater distance than this, the Cyclops stops and can do nothing until such a model is back within 36".

Cyclops carry no ranged weapons and cannot fight normally in assaults, but can themselves be targeted normally, being hit automatically in assaults. They may however carry out charges – this is to bring them in range to detonate! Cyclops Demolition units can never make Sweeping Advances in combat. Cyclops Demolition units cannot be joined by other models and never count as scoring units.

Detonation

The Cyclops can be detonated by remote control in any of its controlling player's Assault phases regardless of whether it is in combat, and in any of their opponent's Assault phases in which the Cyclops is in combat. This detonation occurs on Initiative step 10 of the Fight sub-phase.

When the Cyclops detonates, first centre the listed Blast marker on its model and resolve the attack as shown on the profile below. Then remove the Cyclops model, which is automatically destroyed by its detonation.

Accidental Detonation: If a Cyclops Demolition vehicle is destroyed by any means, roll a D6. On a result of 6, it detonates.

Weapon	Range	Str	AP	Type
Demolition charge	-	9	3	Ordnance 1, Large Blast (5")
Incineration charge	-	5	4	Ordnance 1, Massive Blast (7"), Ignores Cover
Atomantic imploder	-	D	1	Ordnance 1, Blast (3"), Blind, Instant Death

HEAVY SUPPORT

A range of remotely controlled demolition vehicles, the Cyclops is deployed by the Solar Auxilia to breach heavy fortifications and destroy key enemy-held positions in circumstances where a direct assault is judged too costly and engagement from afar is made impossible by dense terrain.

The Cyclops is transported to the front line in a Dracosan Armoured Carrier or an Auxilia Arvus Lighter, and unloaded under cover a safe distance from the intended target. It is then controlled by an operator equipped with a vox control unit, and initiated into the outer tiers of the machine arcana, granting them sufficient knowledge to guide the Cyclops to its target and to detonate its internal charge when it is close enough to inflict the requisite damage.

The unit can be configured with a variety of munition types for use against different types of target, one of which, the atomantic imploder, is so powerful it is sometimes employed against apex xenos-forms and similar foes when all other means have failed.



LORDS OF WAR

The Baneblade was a common sight upon the battlefields of the Age of Darkness and was fielded by many of the myriad arms of the Exertus Imperialis, and even saw service in the mighty Legions of the Space Marines. At the time of the outbreak of the Horus Heresy, the first generations of Baneblades were being replaced in frontline service by more advanced and specialised war machines such as the Fellblade and the Stormhammer.

As a result, even the Imperialis Militias were beginning to be issued this most formidable of super-heavy tanks, usually in the shape of older machines which had already seen decades of service before being 'retired' to second line formations and planetary arsenals. The honour of being selected for training as a crew member for a Baneblade was however considered a great one indeed, and the officer core that commandeered them usually the best, and closest in terms of allegiance to the overall commander of the force.

AUXILIA BANEBLADE SUPER-HEAVY BATTLE TANK

535 POINTS

Armour

	BS	Front	Side	Rear	HP
Baneblade	3	14	13	12	9

Unit Composition

- 1 Baneblade

Unit Type

- Vehicle (Super-heavy)

Wargear

- Autocannon
- Turret-mounted Baneblade cannon
- Hull-mounted Demolisher cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

Special Rules

- None

Options

- May take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite.....+25 points
- May add up to two pairs of side sponsons, each with:
 - One lascannon & one twin-linked heavy bolter. . +50 points per pair
- May take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon.....+10 points
 - Heavy flamer.....+15 points
 - Heavy bolter.....+15 points
 - Multi-laser+15 points
 - Autocannon+10 points
 - Heavy stubber.....+5 points
 - Multi-melta.....+20 points
- May be upgraded to a Super-heavy Command Tank...+25 points

Baneblade cannon

	Range	Str	AP	Type
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast (10')



AUXILIA STORMLORD SUPER-HEAVY ASSAULT TANK

490 POINTS



LORDS OF WAR

The Stormlord is often employed more as a mobile fortress than a super-heavy tank, for its prodigious anti-infantry firepower and its large troop bay make it an ideal complement to the Solar Auxilia's infantry sections when prosecuting one of the types of warfare for which they are most well known – Expeditionary incursions onto the surface of hostile worlds in anticipation of massive counter-attack.

The Stormlord can be deployed by super-heavy lander along with the second or third wave of a planetfall operation, and used as a mobile bulwark around which infantry squads muster. When the inevitable counter-attack develops, the Stormlord forms the centre of the Auxilia's firebase, its twin Vulcan mega-bolters producing a wall of fire through which few enemies can advance.

Stormlords are sometimes used as a command platform by Solar Auxilia High Commanders, being more capacious and better armoured than a Dracosan and more manoeuvrable and faster than a Leviathan.

Armour

BS	Front	Side	Rear	HP
3	14	13	12	9

Stormlord

Unit Composition

- One Stormlord

Unit Type

- Vehicle (Super-heavy, Transport)

Wargear

- Vulcan mega-bolter
- Hull-mounted twin-linked heavy bolter
- Two hull-mounted heavy bolters
- Searchlight
- Smoke launchers

Special Rules

- Explorator Adaption

Transport Capacity

- The Stormlord can transport 40 models.

Fire Points

- 20 models can fire from the troop bay.

Access Points

- The Stormlord is treated as Open-topped for embarking and disembarking purposes. The +1 damage modifier for Open-topped vehicles does not apply to a Stormlord.

Options

- May take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +25 points
- May add up to two pairs of side sponsons, each with:
 - One lascannon & one twin-linked heavy bolter... +50 points per pair
- May take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-laser +15 points
 - Multi-melta +20 points
- May be upgraded to a Super-heavy Command Tank... +25 points
- May replace any of its sponsons' twin-linked heavy bolters with:
 - Twin-linked heavy flammers..... Free

Vulcan mega-bolter

	Range	Str	AP	Type
Vulcan mega-bolter	60"	6	3	Heavy 15, All Power to Weapons!

All Power to Weapons! If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (either at the same target or at different ones).





LORDS OF WAR

The Shadowword is one of the most potent armour destroyers in the arsenal of the Excerptus Imperialis and its reputation amongst the enemies of Mankind is dark indeed. The opening battles of the Horus Heresy have seen the vehicle deployed to stand against the god-engines of the Traitor Titan Legions and while there have been victories, they have only been won at considerable cost to Loyalist armoured regiments.

The Solar Auxilia has only recently added the Shadowword to its orders of battle, for it has in the past only rarely confronted an enemy it would be needed against. When it did, the High Commander would invariably call in a dedicated Imperial Army super-heavy tank regiment, but since the eruption of the galactic civil war all has changed. Now regularly confronted by Traitor Titans, Knights, Siege-automata and other super-heavies, many Solar Auxilia Cohorts have integrated Shadowwords into their tactical reserves.

AUXILIA SHADOWSWORD SUPER-HEAVY TANK

455 POINTS

Armour

BS	Front	Side	Rear	HP
3	14	13	12	9

Shadowword

Unit Composition

- One Shadowword

Unit Type

- Vehicle (Super-heavy)

Wargear

- Hull-mounted Volcano cannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers

Special Rules

- Explorator Adaption

Options

- May take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +25 points
- May add up to two pairs of side sponsons, each with:
 - One lascannon & one twin-linked heavy bolter. . +50 points per pair
- May take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-laser +15 points
 - Multi-melta +20 points
- May be upgraded to a Super-heavy Command Tank... +25 points
- May replace two of the lascannon on its side sponsons with:
 - Targeters (+1 BS) Free

Volcano cannon

	Range	Str	AP	Type
Volcano cannon	120"	D	2	Primary Weapon 1, Large Blast (5")



AUXILIA STORMSWORD SUPER-HEAVY SIEGE TANK

485 POINTS

	BS	Armour			HP
		Front	Side	Rear	
Stormsword	3	14	13	12	9

Unit Composition

- One Stormsword

Unit Type

- Vehicle (Super-heavy)

Wargear

- Hull-mounted Stormsword siege cannon
- Searchlight
- Smoke launchers

Special Rules

- Explorator Adaption

Options

- May take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +25 points
- May add up to two pairs of side sponsons, each with:
 - One lascannon & one twin-linked heavy bolter... +50 points per pair
- May take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-laser +15 points
 - Multi-melta +20 points
- May be upgraded to a Super-heavy Command Tank... +25 points
- May replace two of the lascannon on its side sponsons with:
 - Targeters (+1 BS) Free

Stormsword siege cannon

	Range	Str	AP	Type
Stormsword siege cannon	36"	10	1	Primary Weapon 1, Apocalyptic Blast (10"), Ignores Cover

LORDS OF WAR

The Stormsword represents an implementation of STC canon upon which many within the Cult Mechanicus diverge. The vehicle is more invariably the result of modifications made by Tech-Priest Engineers in the field. Most often, they are created by salvaging the hulls of otherwise heavily damaged super-heavy tanks, in particular a number of variants derived from the Baneblade, replacing a destroyed main weapon with a heavy siege gun. The result is a super-heavy tank that is almost unparalleled in the urban assault role, its massive main gun able to bring down any building and scour defenders from even the heaviest cover.

Because of their origins, few Stormswords are exactly the same. Certain Tech-Priests claim however that some perfectly functional Shadowwords and other super-heavies have been deliberately converted into Stormswords for use by the Solar Auxilia Cohorts in urban war operations. If true, this is a significant transgression of a number of rigid doctrines by which the Mechanicum operates and a potential cause of costly doctrinal schism.



LORDS OF WAR

The Stormblade came into being in a manner that demonstrates the feudal nature of the Forge Worlds and their relationship with one another and Mars. Certain Forge Worlds lacked the necessary STC imprints to construct the Shadowword super-heavy destroyer and, due to interecine differences, were unable to secure them from the Red Planet. The magi of another great Forge World, Ryza, perceived a means of circumventing the issue and gaining power for themselves in the process. Ryza, known for its mastery of plasma technology, built the first of the Stormblades, a weapon to rival the Shadowword, and ceded its pattern to those lesser Forge Worlds who would enter into mutually beneficial compacts with them.

The Solar Auxilia maintains treaties of provender with many of these domains, and while Shadowwords are a rare commodity often reserved for the dedicated super-heavy regiments of the Imperial Army, Solar Auxilia cohorts have ready access to the Stormblade.

AUXILIA STORMBLADE SUPER-HEAVY TANK

465 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Stormblade	3	14	13	12	9

Unit Composition

- One Stormblade

Unit Type

- Vehicle (Super-heavy)

Wargear

- Hull-mounted plasma blastgun
- Searchlight
- Smoke launchers

Special Rules

- Explorator Adaption

Options

- May take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite +25 points
- May add up to two pairs of side sponsons, each with:
 - One lascannon & one twin-linked heavy bolter. . +50 points per pair
- May take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Heavy bolter +15 points
 - Multi-laser +15 points
 - Multi-melta +20 points
- May be upgraded to a Super-heavy Command Tank... +25 points
- May replace two of the lascannon on its side sponsons with:
 - Targeters (+1 BS) Free

Stormblade Plasma Blastgun

	Range	Str	AP	Type
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (10")



AUXILIA STORMHAMMER SUPER-HEAVY ASSAULT TANK

555 POINTS



LORDS OF WAR

The Stormhammer is the super-heavy tank of choice for the Solar Auxilia, and most cohorts maintain at least a single example, while some field entire companies of these vehicles.

The Stormhammer is armed with a massive array of turret- and sponson-mounted weapons, that can be fired on multiple fire arcs. They are configured to serve at the vanguard of expeditions into areas considered hostile not just because of the presence of an enemy force, but due to perilous environmental factors. They can tread the surface of worlds with skies of searing acid, seas of boiling lava and winds laced with toxins that would scour flesh from bone in seconds, and can survive these hazards and give battle to the foe as well, thanks to extensive survival and exploration systems.

In battle, the Stormhammer has at times been likened to a destroyer of the Imperial armada, for it is capable of extended independent operation as well as holding a key part in a coordinated battle plan.

Armour

BS	Front	Side	Rear	HP
3	14	13	12	10

Stormhammer

Unit Composition

- 1 Stormhammer

Unit Type

- Vehicle (Super-heavy)

Wargear

- One turret-mounted Stormhammer cannon
- One co-axial-mounted multi-laser
- Six sponson-mounted multi-lasers
- One hull-mounted dual battlecannon
- One hull-mounted lascannon
- Searchlight
- Smoke launcher

Special Rules

- Explorator Adaption

Options

- The vehicle may exchange any of its multi-lasers for one of the following options:
 - Heavy flammers..... Free
 - Heavy bolters..... Free
 - Lascannon..... +10 points each
- The vehicle may take any of the following options:
 - Armoured Ceramite..... +25 points
 - One pintle-mounted multi-laser or heavy flamer..... +10 points
- The vehicle may be upgraded to have Targeters (BS 4) +20 points
- May be upgraded to a Super-heavy Command Tank... +25 points
- The vehicle may take up to:
 - Four hunter-killer missiles..... +10 points each

Stormhammer Weaponry

	Range	Str	AP	Type
Stormhammer cannon	60"	9	2	Primary Weapon 1, Massive Blast (7"), Shred, Pinning
Dual battlecannon	72"	8	3	Ordnance 2, Large Blast (5"), Twin-linked





OPTIONAL HEAVY SUPPORT

Heavily augmented cyborg shock-troops of the Ordo Reductor faction of the Mechanicum, the Thallax are sometimes attached to Auxilia forces to bolster their effectiveness and replace heavy losses.

Within their armoured torso is encased the major organs, nervous system and cerebrum of a human, the skeleton and limbs entirely replaced with armoured mechanical systems powered by an internal reactor core. The agony of this process, along with the replacement of the human sensory apparatus, is so traumatic as to require the surgical excision of the pain centres and emotions, leaving the Thallax a cold, calculating killing machine, yet retaining a certain degree of independent human thought, although for some within the Mechanicum this skirts the edge of abomination.

Thallax conversion is a process laden with difficulty, its effectiveness often depending on the subject's will to live. Sometimes, mortally wounded Auxiliaries are harvested from the field of battle and offered another chance to continue in service, albeit at a cost few understand until after the process is complete.

THALLAX COHORT

135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Thallax	3	4	5	5	3	2	2	8	4+

Unit Composition

- 3 Thallax

Unit Type

- Jet Pack Infantry

Wargear

- Lorica Thallax
- Lightning gun
- Close combat weapon
- Frag grenades

Special Rules

- Bulky
- Stubborn
- Djinn-sight

Options

- The squad may include:
 - Up to an additional six Thallax+40 points each
- The entire squad may have:
 - Melta bombs+5 points per model
- Any Thallax may exchange their close combat weapon for a:
 - Heavy chainblade+5 points per model
- One in three Thallax in the unit may replace their lightning gun for one of the following weapons:
 - Multi-laser+5 points per model
 - Phase plasma-fusil+10 points per model
 - Irada-cleanser+10 points per model
 - Multi-melta+15 points per model
 - Photon thruster+25 points per model

Djinn-sight

The sinister blank-faced helms of the Thallaxii conceal an array of inhuman sensory apparatus through which they experience the battlefield as a raging storm of electromagnetic turmoil, blood-heat and seismic percussion. However, for the organic brain to handle this hurricane of data, it must be surgically mutilated, removing the mere human senses such as sight and hearing.

The Djinn-sight means that a Thallax reduces the benefits of any cover save its opponent has by -2 (a 4+ becoming a 6, a 5+ being ignored entirely, and so on). Additionally, Infiltrators may not be set up within 24" of Thallax units, regardless of line of sight.

Optional Heavy Support: This unit may only be included in the army under certain provisions – see the cortex controller on page 17.



CASTELLAX CLASS BATTLEAUTOMATA MANIPLE

105 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Castellax	3	4	6	7	4	3	2	7	3+

Unit Composition

- 1 Castellax class Battle-automata

Unit Type

- Monstrous Creature

Wargear

- Mauler pattern bolt cannon
- Two boltguns
- Shock chargers
- Atomantic shielding

Special Rules

- Cybernetica Cortex
- Reactor Blast
- Rage
- Support Unit

Options

- The Maniple may include up to four additional Castellax class Battle-automata.....+105 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle-automata in the Maniple must have the same upgrade:
 - Searchlight+1 point each
 - Infravisor+5 points each
 - Frag grenades.....+5 points each
 - Enhanced targeting array+15 points each
- Any Castellax class Battle-automata may exchange its mauler pattern bolt cannon for one of the following:
 - Darkfire cannon+20 points
 - Multi-melta Free
- Any Castellax class Battle-automata may exchange one or both of its bolters for:
 - Flamers+5 points each
- Any Castellax class Battle-automata may exchange its shock chargers for one of the following options:
 - Two Battle-automata power blades'+10 points per Castellax
 - Siege Wrecker.....+20 points per Castellax*

*Note this increases the model's attacks by +1.

*A model equipped with a Siege Wrecker loses one of its boltguns.

Special Option

- A single Maniple comprised solely of a single Battle-automata (of any type) in the detachment may be given:
 - The Paragon of Metal special rule.....+35 points

Support Unit

This unit type may not be chosen as a compulsory Troops choice for the army.

OPTIONAL HEAVY SUPPORT

The most common of the Castellax-type battle-automata, the Castellax is a general battle unit developed during the Great Crusade from its ancient forebear. Primarily intended for siege work and shock assault, the Castellax Battle-automata is a hulking humanoid machine thrice the height of a man, with a notoriously aggressive and responsive machine-spirit and an enviable reputation on the battlefield. Its armoured endoskeleton is proof against small arms fire and highly resistant to damage thanks to its durable design and the same atomantic shielding technology used on the Legiones Astartes Contemptor class Dreadnought. The Castellax, employed in large numbers by the Legio Cybernetica, has a standard configuration of bolter and bolt cannon armament, and is able to maintain a punishing barrage of firepower as it advances. Rarer configurations, however, include Battle-automata equipped with flamer units or the arcane and powerful Darkfire heavy photon thruster cannon.

Many Solar Auxilia cohorts go to war accompanied by attached Cybernetica maniples. Some are bonded by compacts forged in the crucibles of war, the Battle-automata even bearing the same colours and heraldry as the auxiliaries themselves.



THE IMPERIALIS MILITIA & CULTHS ARMY LIST

"It is of paramount importance that the worlds of the Imperium shall look to their own defence as well as the shield of Terra to protect them. They shall also look to the defence of the wider Imperium, and the prosecution of such wars as the Emperor in His wisdom shall decree. To this end, it will be the prime responsibility of every Imperial Commander to ensure the raising of a militia according to the resources, rank and nature of their world..."

From the Preface to the
Lex Imperia Munimenta, Vol I

Across the entire Imperium, it falls to the Imperialis Militia to secure and to hold those worlds brought to Compliance by the Expeditionary fleets of the Great Crusade. Part of the vast, sprawling body of the Imperium's military and its support structure, known collectively as the 'Excertus Imperialis', they form what is in effect the lowest and most common run of the wider Imperial Army, or the 'Imperialis Auxilia' as it is more precisely known. Once a world is declared Compliant and under the full control of an appointed and independent Imperial Commander, part of that Commander's principal duty is the raising of an Imperialis Militia to protect their domain and sustain their control. It is the duty of this militia to act in no small part as

the enforcers of the Imperial Truth if needed, and its protectors should the Iterators and cadres of administrators of all stripes who are left behind to oversee the long transition to full concordance become threatened or meet resistance. When the Crusade hosts depart, such worlds stand alone once more. Should rebellion ignite, the world's own militia must crush it. Should xenos raiders or outcasts attack from without, the world's own militia must hold until help arrives. The Imperialis Militia are therefore the first, and in many cases, the only bulwark against recidivism and disorder, and its forces, whether they are raised as conscripts from a hive's teeming masses, the yeomanry of a feudal order or tribal levies, stand guard as watchmen against the return of the horrors of Old Night.

Since the earliest days of the Great Crusade, it was common for the local forces of conquered or Compliant worlds to also provide forces to strengthen the Crusade armies themselves as they progressed. These provided auxiliary or support troops to the Legiones Astartes and the regular regiments of the Imperialis Auxilia raised from the Sol System. Other than their disconnection from the world which gave them birth, there was in effect very little to distinguish these Imperialis Auxilia units from the better armed or more culturally warlike divisions of the militias. The distinctions between the two often blurred, particularly in times of emergency when local Imperialis militias were called up to bolster a front line, swell an invasion army or form a sector-wide defence force against a specific threat. Such was the case at the muster of Calth where numerous Imperialis Militia regiments from the Five Hundred Worlds of Ultramar served as the core reserve for the huge army being raised to attack the Orks at Ghaslakh. Additional regiments of the same type were also in attendance in the retinue of the Word Bearers, but these concealed their degeneration into what amounted to little more than armed warp cults, subordinate to their Legion's occultic designs.

Order of Battle

The Imperialis Militia is not a coherent, galaxy-spanning organisation by any means, and, except in times of great emergency, is not subject to the chains of command of the Excerptus Imperialis. Rather, each is a colonial defence force raised from a planet's own populace and its commander-in-chief is the Imperial Commander of the world it defends. Some are ancient martial classes with their roots in the Age of Strife, while others are irregular levies activated only in direst need, and in most cases the template of command structure and hierarchy imposed by the Imperium's Principia Militaris is adhered to only in its generality. Just as varied are the standards of equipment and pattern of accoutrement of individual Imperialis Militia regiments. Some wear gaudy dress uniforms or burnished plasmesh chainmail, others furs and hides, while some few might be clad in advanced armour such as a local pattern semi-powered carapace; all as dictated by the culture, environment and technological base of their home world, and so also the diversity of their weapons, within a minimum standard issued them from the Principia Command.

The Old One Hundred

Amongst the very first irregular forces raised by the Imperium, and considered the forerunners of the Imperialis Militia, were those of Old Earth who served alongside the Emperor and his Thunder Warrior regiments in the long Terran Unification Wars, or in some cases contested them in battle. When these wars finally ended and the Great Crusade began, the surviving irregulars and militias were integrated into the newly constituted Imperial Army, forming the core of the Imperialis Auxilia, and in time they came to be known as the 'Old One Hundred'.

These much-storied regiments, including the Geno Chiliads, the ConFed Gun Brotherhoods and the Thorosian Voltigeurs, gained numerous battle honours as the Great Crusade pressed ever outwards, and many of the Old One Hundred were in time granted settlement rights on worlds they had conquered, which would eventually produce a second generation of militia regiments from whose ranks the best would be conscripted into the Imperial Army to fight in the Emperor's ongoing wars. Some regiments however, such as the Lucifer Blacks and the Ouranti Draks, were, for a variety of reasons, judged in some way not deserving of such rights and were tasked with a ceaseless crusade across the stars. These itinerant armies strove to replace their losses by press-gangng from worlds they liberated in an ad hoc manner, transforming over time often into a pale shadow of their former strength. Others, whose service was ultimately indentured rather than given freely, were denied even this mode of recruitment. Such regiments effectively died a slow death of a thousand cuts on a hundred battlefields, and by the time of the Horus Heresy were no more than legends.

In theory at least, Imperialis Militia armies are irregular in nature, each member first and foremost a subject of their world only called to arms in times of emergency, but many worlds with large populations require a standing army simply to maintain civil order as well as deal with any outside threat. In practice, many Imperialis Militia forces consist of a core of professional soldiery, supplemented by an influx of men and women called upon to serve a period under arms as needed, after which they return to their previous lives. The core of professional commissioned and non-commissioned officers of the Imperialis Militia are usually career soldiers, even on worlds without a strongly martial culture, and in many cases, these are often older Imperial Army veterans retired from the Great Crusade into a position where their skills and experience may still serve the Imperium.

The darker side of this coin was the indenture of prisoners, recidivists and those considered to be members of abhumanity; mutations below the standard of the accepted human norm, but not so debased as to warrant immediate extermination. These forces often served the Imperialis Militia entirely unwillingly, their control guaranteed by cadres of veteran discipline masters, and the ruthless application of lethal sanction and chemical inducement where needed.

In almost all cases, Imperialis Militia supply lines are limited to their own world, and barring an initial bequest of equipment during their founding, it is unusual for them to be regularly equipped by off-world sources unless the Imperial Commander is prepared to negotiate supply compacts with nearby Forge Worlds or other centres of industry. Given the widely divergent technological levels of worlds across the Imperium, it is impossible to standardise supply of Imperialis Militia forces, necessitating local manufacture and provision in the vast majority of cases. When it comes to heavy vehicles and armour however, most Imperialis Militia are equipped from the Imperium's strategic reserves as very few worlds are capable of manufacturing such fearsome engines of war as the Leman Russ battle tank or the Baneblade super-heavy tank. Thus it was not uncommon to see a tribal warrior in warpaint and animal skins manning the command cupola of a Baneblade, or a company of warriors wearing primitive chainmail armour charging from the troop bay of a Gorgon armoured assault transport, Mars-manufactured lascarbines in hand—such is the diversity and span of the Imperium.

The Imperium split asunder

With the coming of the Horus Heresy, the Imperialis Militia was as split in its loyalties as was every other division of the Imperium's armed forces. When the Warmaster's betrayal was revealed, so too was that of countless planetary commanders, forcing those not sharing their master's conspiracy to choose whether to follow or oppose them. Many militias were brutally purged in the opening months of the Heresy and officers who could not be trusted to follow orders replaced, while on many worlds where loyalty was divided, open civil war erupted, internecine strife that would in some places last out the length of the Horus Heresy and into the years of the Scouring until it was resolved. Nor was this phenomenon limited to Traitor worlds, for the betrayal was greeted with such shock that a wavefront of paranoia spread out across the Imperium, unevenly, as world after world was gripped by the horror of what had occurred at Iststvan III, or some more local outbreak of open conflict was revealed to the population, who feared it might be visited upon them too.

As battle lines were drawn and allegiances determined, the Imperium's worlds looked to raise more armies, either to defend themselves from the oncoming hosts of the Warmaster or to take up arms alongside them. Initially, entire planetary defence militias were swept up on both sides in unprecedented numbers, both in the Warmaster's campaign of Dark Compliance, and in Dorn's and Malcador's desperate response to the imminent threat of the invasion of Sol System.

In the forces of the Traitor, many militia regiments soon discovered that they were ranked the lowest of all the Warmaster's servants, and the lives of billions were callously spent as disposable cannon fodder. Only the most ambitious and determined warriors survived such battles and soon the Traitor armies were served by a host of bloodthirsty helot-soldiers, who in many cases worshipped their Legiones Astartes masters as demi-gods. Others were infected en masse with Warp-worshipping cult beliefs by their masters, particularly where the Word Bearers were concerned, succumbing irrevocably to mutation and insanity. The Loyalists too were soon mobilising the Imperialis Militias to oppose the Warmaster's betrayal, in particular across those sectors along the route Horus would take from Iststvan to Terra. Entire worlds were often stripped of their defence forces, multitudinous hosts of ill-prepared but determined citizen-soldiers fed into the inexorable grinder of war so that the Warmaster's advance might be slowed as Terra prepared for the inevitable final confrontation.

Throughout the so-called Age of Darkness, mortal warriors from countless worlds fought in the shadow of the mighty Legiones Astartes, often unseen, invariably unheralded. The actions of the Loyalist Imperialis Militia were rarely recorded or celebrated, while those of the Traitors must remain unspoken. Though the Horus Heresy was undoubtedly a war of brother against brother, that war was fought for mastery of the entire human race, and no people and no world would survive it untouched.

IMPERIALIS MILITIA AND CULTS WARGEAR

WEAPONS

Imperialis Militia Standard Issue Weaponry

Such is the vast diversity in origin and supply of the Imperialis Militia that no attempt to fully standardise their weapons and wargear had ever been attempted before the Horus Heresy, nor was it entirely warranted. Instead the Officio Militarum, the organisation which was given the unenviable task of overseeing the unknown billions of armed men and women flung across the Imperium, instead required only that certain minimum standards of muster and weaponry were met. The metric for such personal arms was the Mars-Tellurian pattern Mk II-III lascarbine – having a registered mortality rate of 70% when striking an unarmoured human in the central body mass with a single strength discharge in optimum firing conditions, and mounting a rechargeable liquid metal core magazine able to fire eighty discharges before reloading was needed. Such weapons had been mass produced in the tens of millions by centralised Forge Worlds, but even this was but a drop in the ocean to the Imperialis Militias' logistical demands, particularly as such Forge Worlds had calls upon their attention of far greater importance by forces ranging from the Imperialis Armada to the Space Marine Legions.

Aside from certain elite formations and the bodyguard regiments of wealthy Imperial nobles and high ranking generals—who had access to a higher standard of weaponry up to and including bolter types in some cases to meet this shortfall—it had long been the practice for militia weapons to be largely locally supplied where possible. Many worlds with advanced manufacturing capacity did manage to meet or even exceed the expected metric, either with las weaponry of their own or with a variety of high velocity chemically propelled-slug autoguns functionally identical in firepower if not durability and capacity. A great many however, were forced to make do with more primitive arms, be they low-powered charge lasers, 'numo' flechette guns, hand-actuated stub rifles, and in the most extreme cases of ferals and regressives inducted into the armies of the Imperium, even black powder and crossbow weapons are not unknown. These weapons are gathered under the broad designation of 'Auxilia arms,' and while still lethal, especially in skilled hands, they were found time and again wanting in power to combat the frontline enemies of the Great Crusade, being far from effective against Ork xenofoms, excepting in conditions of overwhelming numerical superiority, and against rarer though infinitely more dangerous creatures such as the nightmarish Khrave, they were effectively useless.

With the advent of the brutal war of the Heresy, what had proved true against the most dangerous alien life was to prove cruelly also true against the trans-human Legiones Astartes, both Traitor and Loyalist. In such battles, human militia, cult troops and local levies found themselves woefully under-armed to fight Space Marines which, after all, was perhaps also intended, given the Legiones Astartes' role as destroyers of rebellion as well as conquerors of the stars.

Weapon	Range	Str	AP	Type
Autopistol	12"	3	-	Pistol
Autogun	24"	3	-	Rapid Fire
Auxilia pistol	8"	3	-	Pistol
Auxilia rifle	18"	3	-	Assault 1
Auxilia lascarbine	24"	3	-	Rapid Fire
Auxilia lasrifle	30"	3	-	Rapid Fire
Blast pistol	6"	5	-	Pistol, Twin-linked, Gets Hot
Demolition charge	6"	8	2	Assault 1, One Use, Large Blast (5")
Hand flamer	Template	3	6	Pistol
Laslock	18"	4	-	Assault 1
Laspistol	12"	3	-	Pistol
Ripper gun	12"	5	-	Assault 3
Shotgun	12"	3	-	Assault 2

Imperialis Militia Support Weapons

The Imperialis Militia utilise a variety of support weapons as needed, including shell-firing heavy guns of different calibres, directed energy weapons and missile launch systems.

Weapon	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2
Exterminator autocannon	48"	7	4	Heavy 4, Twin-linked
Battlecannon	72"	8	3	Ordnance 1, Large Blast (5")
Vanquisher battlecannon	72"	8	2	Heavy 1, Armourbane
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Mortar	12"-48"	4	5	Heavy 1, Blast (3"), Barrage, Pinning
Quad mortar (frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
Heavy stubber	36"	4	-	Heavy 3
Heavy bolter	36"	5	4	Heavy 3
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Laser destroyer array	48"	9	1	Ordnance 1, Twin-linked
Lascannon	48"	9	2	Heavy 1
Multi-laser	36"	6	6	Heavy 3
Quad multi-laser	36"	6	6	Heavy 6, Twin-linked
Hellstrike missile	72"	8	3	Ordnance 1, One Use
Sunfury heavy missile	36"	6	3	Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use

Shell Shock

Due to the repeated rapid impact of the quad mortar's shells, Pinning tests taken because of its attacks are made at a -1 Leadership penalty.

Augmented Weapon

These are close combat weapons of various kinds which possess some form of relatively minor technological or material enhancement to their effectiveness in battle. Such weapons include vibro-blades common to hive world murder gangs, the neural whips often employed by the discipline master cadres, to more exotic weapons such as the thermo-bladed axes of the Maltantine techno-clans and the fractal-fracturing crystalline bayonets of the Ketchall Janissaries. Regardless of the type, it is usually the weapon rather than the strength or skill of the wielder that is relied upon to do the damage, and they are inferior in material strength to the blades of the Legiones Astartes or the power weapons favoured by the Imperium's elite.

Weapon	Range	Str	AP	Type
Augmented weapon	-	4	-	Melee

Charnabal Sabre

These elegant and deadly weapons rely on speed and dexterity rather than brute force for their lethality. In the hands of militia officers they are often treasured heirlooms or gifts bestowed by visiting dignitaries from the distant Throneworld.

Weapon	Range	Str	AP	Type
Charnabal sabre	-	As User	-	Melee, Rending, Duellist's Edge

Duellist's Edge: When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

Demolisher Cannon

A short-ranged but destructive weapon designed for line-breaking and smashing enemy fortifications, the huge, rocket-propelled shell fired by the Demolisher cannon is enough to pulverise bunkers and collapse buildings around their defenders in a tide of rubble and dust.

Weapon	Range	Str	AP	Type
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")

Grenade Launcher

Such is the diversity of the Excertus Imperialis that 'grenade launcher' here is used as a general term for a wide variety of simple squad support weapons which rely on propelling an explosive charge over a short distance. Such weapons range from very primitive and crude single shot rocket-propelled munitions fired from simple tube-launchers, to electronically detonated percussion shells fired from semi-automatic drum-fed weapons.

Which munitions types a particular grenade launcher has access to will be listed in the unit's description.

Weapon	Range	Str	AP	Type
Frag grenade	24"	4	5	Assault 1, Blast (3")
Krak grenade	24"	6	4	Assault 1
Fireburst grenade	24"	3	6	Assault 1, Blast (3"), Pining
Gas grenade	24"	-	5	Assault 1, Blast (3"), Poison 4+, No Cover Save

Graviton gun

Little understood even by the Tech-Priests of Mars, the term 'graviton gun' refers to a group of gravity projector devices whose sophistication is such that the few which now remain are relics of a lost age, and such weapons prove extremely useful when fighting on a starship or in a null gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and crack bones even inside armour, but its primary use is to impede the enemy and damage machinery without the risk of secondary explosions.

Weapon	Range	Str	AP	Type
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussive, Haywire, Graviton Pulse*

Graviton Pulse

Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of 6 always counts as a failure). After the weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Irradiation Projectors

'Irad' or 'rad' projectors are potent anti-personnel weapons and relics of the Dark Age of Technology used exclusively by the militant forces of the Mechanicum. They commonly comprise a bulky generator unit terminating in a dish-like projector which unleashes a powerful blast of deadly cross-spectrum radiations. Victims caught in the blast of such a weapon suffer an appalling death as they are boiled alive from within – their tissues blasted apart on a cellular level. Thick barriers of solid matter between the beam and the target provide some protection from this effect, though victims who survive the initial blast will often die later of extreme radioactive contamination.

Weapon	Range	Str	AP	Type
Rad/irad-cleanser Template	2	5		Assault 1, Fleshbane, Rad-phase

Rad-phase

A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

Needle Pistol

A favoured weapon of the assassins of the Terran Courts during the days before Unification, needle pistols are sophisticated and elegant hand guns whose operation is silent, invisible and deadly. The finest examples use a combination of a flashless laser to pierce flesh, followed by an impellor-shot of virulent poisons delivered instantaneously into the open wound. This combination can lay low the toughest foe with ruthless efficiency.

Weapon	Range	Str	AP	Type
Needle pistol	12"	2	5	Pistol, Poisoned, Rending

Lascutter

These are powerful, albeit extremely unwieldy, industrial tools used for cutting through armoured bulkheads and working otherwise impermeable ores that make use of a disruption field-assisted short range laser arc.

Weapon	Range	Str	AP	Type
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome

Cumbersome: A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.

Rotor Cannon

Favoured by many Imperial Army formations, rotor cannon are multi-barrelled stubbers, using electric motors to maintain an extraordinary rate of fire from their spinning barrels. The simple, medium calibre solid slug projectiles they fire lack the power of bolt shells, but the hail of shot they unleash can be particularly useful against unarmoured hordes of foes and fleshy xenofoms. The newly prototyped assault cannon technology represents a more effective and powerful implementation of this principle.

Weapon	Range	Str	AP	Type
Rotor cannon	30"	3	6	Salvo 3/4

Volkite Charger

'Volkite' is an arcane Martian term for a variety of rare and powerful ray weapons whose origins date back to the Age of Strife.

Weapon	Range	Str	AP	Type
Volkite charger	15"	5	5	Assault 2, Deflagrate

Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect.

Phased Plasma-fusil

Plasma technology was far better understood during the dawning age of the Imperium, if still somewhat unsafe.

Weapon	Range	Str	AP	Type
Phased plasma-fusil	24"	6	3	Salvo 2/3

Tainted Weapon

Many of the twisted blades and sacrificial knives wielded by those who had given themselves over to the worship of the Warp had been tainted by Empyrean forces utterly inimical to life. These whispered foul things into the minds of those who wielded them, driving them to ever greater acts of atrocity in order to feed the terrors beyond.

Weapon	Range	Str	AP	Type
Tainted weapon	-	As User	-	Melee, Specialist Weapon, Instant Death

EQUIPMENT

Armoured Ceramite

Additional heavy ceramite plating on a vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is commonly fitted to orbital strike craft to enable them to withstand the rigours of 'crash' re-entry from space into a planet's atmosphere, and also to certain siege vehicles to protect them from thermal energy weapons.

A vehicle with this wargear is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.

Armoured Cockpit (Flyers)

A vehicle equipped with an armoured cockpit may ignore results of Crew Shaken and Crew Stunned on a roll of 4+.

Augury Scanner

This energy scanning device has the effect of alerting the user to the concealed presence or imminent arrival of enemy troops in the vicinity, even if concealed, and can detect the tell-tale electro-gravitic disruption effect on local space that presages teleport transfers.

Models cannot be deployed using the Infiltrate special rule within 18" of a model which is equipped with an augury scanner. Enemy models deployed using Deep Strike within this range can also be attacked by a unit carrying an augury scanner in the Shooting phase as if their Rapid Fire and Heavy type weapons (if they have any) had the Interceptor special rule.

Auxiliary Drive

The standard patterns of Imperial vehicles are often customised by the regiments that field them, and in some cases are test beds for technology either designed or recovered in the field by the magos and crew that maintain them. One common form of such customisation is the fitting of back-up and auxiliary drive systems, such as secondary galvanic motors or outrigger thrusters, to keep a vehicle mobile for short periods even if its main motive drive becomes damaged.

A vehicle with an auxiliary drive may repair Immobilised results it suffers on a D6 roll of 4+ at the start of the controlling player's Movement phase.

Cameleoline

Cameleoline is a refractive chemical substance that morphically blends its colouration into the surrounding area. It is often woven into cloaks and smocks, or more rarely, as a coating over armour plate, and aids with concealment and in covert assaults.

Cameleoline provides the user with the Stealth special rule.

Carapace Armour

Carapace armour confers a 4+ Armour save.

Cognis-signum

An advanced array of sensory devices, cogitator-assisted communications and telemetry arrays, the cognis-signum enables the wearer to co-ordinate battlefield data with blinding speed.

A model with this wargear automatically counts as being equipped with an augury scanner and has the Night Vision special rule.

In addition, in lieu of the model equipped with the cognis-signum firing a weapon in the Shooting phase, a single designated unit of the controlling player's choice within 6" of the cognis-signum equipped model (other than Independent Characters or Super-heavies) gains a bonus of +1 to their BS for that Shooting phase.

Combat Shields & Boarding Shields

A combat shield is a wrist-mounted shield or buckler containing a small field generator which enables it to withstand great amounts of damage, while boarding shields are larger, bulkier versions of the same.

Combat shields and boarding shields confer a 6+ invulnerable save, increasing to 5+ in close combat. A model equipped with a boarding shield also counts as being equipped with defensive grenades. Boarding shields however are far heavier and more cumbersome than combat shields and models equipped with them cannot claim the extra attack for being armed with an additional close combat weapon.

Cyber-familiar

Utilised by Techmarines and the adepts of the Mechanicum, cyber-familiar is a term that encompasses a variety of semi-autonomous devices such as servo-skulls, mek-spiders and other smaller drone units and lesser haemonculites tied into the direct neural control of their operator. These minion-drones are an extension of their master's will and provide them with a host of additional senses and capabilities.

A Cyber-familiar adds +1 to its owner's invulnerable save (to a maximum of 3+) or an invulnerable save of 6+ if they do not already possess one. In addition, they allow them to re-roll failed characteristic tests other than Leadership tests and failed Dangerous Terrain tests.

The Cyber-familiar may either be modelled as part of the character equipped with them, or on separate bases and kept in coherency. They are discounted as models for game purposes, have no separate profile, make no attacks, need not be transported, etc, and are simply moved out of the way in combat or if they interfere with the game.

Digital Lasers

Incredibly sophisticated miniaturised weapons of xenos origin, these devices are extremely short ranged but potent enough to kill despite being small enough to be concealed in a ring, gauntlet, sword hilt or helm. Digital lasers provide +1 Attack in close combat.

Discipline Collars

Not all of the soldiers of the Imperialis Militia served willingly. In some cases, entire armies that had resisted Compliance until their world was broken by force were indentured to the Excerptus Imperialis and shipped to the front lines of the Great Crusade in punishment and to quell future rebellion. In others, warriors from sub-tribal or terminally regressive cultures were indentured who were little more than animals to whom reason and order were alien concepts were brought into the fold, and only the harshest and most immediate methods were effective in bringing discipline to the ranks. In such cases, the tool of last resort for the commanders set over them was the widespread use of discipline collars; shackles which would reward disobedience, cowardice and rebellion with paralysis, agony or death, as the crime warranted.

A unit equipped with discipline collars gains the Stubborn special rule. However, should it fail a Morale check on a roll of double 6, it is removed from play as if destroyed. Any attached models such as Discipline Masters, Auxilia Medicae Orderlies and Independent Characters however, are not removed and Fall Back normally.

Flak & Sub-flak Armour

- Flak armour confers a 5+ save.
- Sub-flak armour confers a 6+ save.

Flare or Chaff Launchers (Flyers)

These are a single use item. A vehicle equipped with flare or chaff launchers has a 4+ invulnerable save against any damage inflicted by missile weapons.

Flare Shield

A flare shield operates against shooting attacks that strike the vehicle's front arc. It reduces the strength of attacks by weapons with the Template or Blast type by -2, and other shooting attacks' Strength by -1. A flare shield has no effect on close combat attacks or attacks inflicted with the Destroyer rule.

Ground-tracking Auguries

A Flyer equipped with this system gains the Strafing Run special rule.

Illum Flares (Flyers)

A vehicle equipped with illum flares may drop a single flare per turn. They are fired in the same manner as Bombs (see the *Warhammer 40,000* rulebook), a marker being placed where the flare lands after it has scattered. Leave the marker in place until the end of the turn.

Any unit targeting an enemy unit within 12" of the flare marker gains the Night Vision special rule for that Shooting phase. If the firing unit also has the Split Fire special rule, it only gains the benefit of Night Vision when firing at units with at least one model within 12" of the flare marker.

Infravisor

This grants the unit the Night Vision special rule. However, the model and any unit they have joined count as having an Initiative of 1 when taking Blind tests.

Nuncio-vox

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a nuncio-vox, it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note that the nuncio-vox equipped model must already be on the table at the start of the turn for it to be used (and it cannot be used from inside a vehicle).

Power Armour

Power armour confers a 3+ Armour save.

Refractor Fields & Iron Halos

These devices are defensive field generators designed for personal protection. They encompass the wearer in an energy field or force barrier which serves to refract or deflect impacts and energy discharges, although the need for the wearer to move and fight, as well as their power consumption, prevents them from being anywhere near inviolable to attack. Devices of this nature are relatively rare, and are the province of commanding officers and honoured champions, where they are often incorporated into armour or amulets and gifted as a mark of favour and rank.

- Refractor fields provide a 5+ invulnerable save.
- Iron halos provide a 4+ invulnerable save.

Servo-arm

A model with the Battlesmith special rule may add +1 to their Repair roll result if they are also equipped with a servo-arm.

A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make. This is done using the weapon profile shown below:

Weapon	Range	Str	AP	Type
Servo-arm	-	8	2	Melee, Unwieldy

Vexillas and Standards

The Vexillas—the banners, icons and standards of the Imperialis Militia—serve as a focal point on the battlefield, both for the fighting troops' morale and as a reminder of their oaths of duty and service. Whether a Vexilla represents a single fighting section or one of the elaborate company banners bedecked in the names of past worlds fought for and conquered during the Great Crusade, it is a point of bloody tradition and pride that the colours and icons of the regiment never fall.

The cultic forces who flocked to the dark faith promulgated by the Word Bearers also fought beneath banners and icons of their own, though rather than the proud emblems of the Great Crusade, these were tokens of occult symbolism, warp-tainted ideology and gory totems gathered from the slain.

Vexilla: A unit that contains a model with a Vexilla counts as scoring an additional wound for the purposes of calculating close combat results, and may always attempt to regroup at their normal Leadership regardless of having been reduced to below 25% casualties.

Platoon Standard: A unit which contains a model with a Platoon Standard has all the benefits of a Vexilla (see previously).

In addition, any friendly unit from the Imperialis Militia army with models within 24" of the Cohort Vexilla may ignore casualties when taking Morale checks.

ADDITIONAL SPECIAL RULES

Automated Artillery

Unlike standard artillery, automated artillery does not require crew in order to function. It is not removed from play due to a lack of crew and each gun must be destroyed normally before it is removed. Automated artillery cannot move and cannot charge. If assaulted they do not Pin In and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally.

If a unit of automated artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile Ins and no Consolidation moves. The automated artillery remains in place and may fire normally in future turns.

If the automated artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

Agile (Flyers)

A unit with this special rule increases any cover saves granted by the Jink special rule by +1.

Battlesmith

Those versed in the secret arts and teachings of the Mechanicum, whether Techmarine, Forge Lord or magos, have the skill and ability to reconstruct and effect field repairs to war machinery in the very heat of battle.

If a Battlesmith is in base contact with, or embarked upon, one or more damaged vehicles during the Shooting phase, they can attempt to repair one of them instead of firing a weapon. Roll a D6. If the result is 5 or more, you may do one of the following:

- Restore a lost Hull Point.
- Repair a Weapon Destroyed result.
- Repair an Immobilised result to the attendant vehicle.
- If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase. The Battlesmith cannot use this ability if they have Gone to Ground or are Falling Back.

Sunder

Attacks with this special rule may re-roll failed Armour Penetration rolls.

Super-heavy Command Tank

If the vehicle is upgraded to a Super-heavy Command tank, all allied units within 24" of the vehicle may re-roll failed Morale checks.

Support Squad

A squad with this special rule may not be chosen as a compulsory choice for the army as part of the Force Organisation chart.



"I hereby call upon the defenders of this world to rise! Cast off the shackles of uncaring Terra and take your rightful place among the glorious hosts of your Warmaster!"

Jharda Kull,
Emissary of Horus,
to the High Command of
the Delta-Valaxa VI Free
Yeomanry

USING THE ARMY LIST ENTRIES

Each unit entry in the army list contains the following information:

At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile: This section will show the profile of any models the unit can include, even if they are upgrades.

Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

Unit Type: This refers to the Unit Type rules in the Warhammer 40,000 rulebook. For example, a unit may be classed as Infantry, Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit's name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail subsequently, or in the Special Rules section of the *Warhammer 40,000* rulebook.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both provided you pay the points cost for each.

Dedicated Transport: Where applicable, this option refers to any Transports the unit may take. These have their own army list entries. Dedicated Transports do not use up any Force Organisation chart choices, but otherwise function as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in their army list entry..

THE IMPERIALIS MILITIA & CULTS ARMY LIST AND THE ALLIES IN THE AGE OF DARKNESS TABLE

When determining allies, the Imperialis Militia & Cults army list uses the Imperial Army line on the Allies in the Age of Darkness table with the following exceptions (see TheHorus Heresy Book One – Betrayal, the Battles in the Age of Darkness rules download, etc):

- Armies which have the Tainted Flesh or Cult Horde Provenances may not ally with Loyalist forces.
- Armies which have the Tainted Flesh or Cult Horde Provenances may ally with forces from Codex: Chaos Daemons counted as Fellow Warriors and vice versa.
- Armies with the Cyber-augmetics Provenance are counted as Sworn Brothers with Mechanicum armies.
- Armies with the Abhuman Helots Provenance may only be classed as Distrusted Allies by all Space Marine Legion armies and Solar Auxilia armies, regardless of Faction.

ALLIES IN THE AGE OF DARKNESS

In the tumult and warfare of the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. During these times old arguments, suspicions and rivalries were brought to the fore. This is represented by the Age of Darkness Allies chart, which works in a similar manner to the Allies chart in the Warhammer 40,000 rulebook, but rather than depicting relationships between alien races and forces, it offers a more nuanced web of relationships and discords between the Space Marine Legions at the start of the Horus Heresy. Note that the chart is not split along the lines of Traitors and Loyalists, as in many cases the Legions were in themselves split into factions for either side, and so instead in particular campaign battles, who plays the Traitor and who plays the Loyalist in your version of the Heresy (and such additional limitations this poses) is left up to you.

In any game where the Primary Detachment is built using an army list presented in one of Forge World's Horus Heresy books, Allied Detachments should be chosen using the table shown opposite. The rules presented here for the effects of alliance are used rather than those found in the Warhammer 40,000 rulebook. Note that for the purposes of this table, forces with different Legiones Astartes special rules are treated as being different armies as shown by the name of their Legion.

Note: The Mechanicum line of the table is used for an army selected from the Ordo Reductor, Legio Cybernetica, Taghmata Omnisiah and Questoris Knight Crusade army lists. The Solar Auxilia Crusade Army list uses the Imperial Army line.

Sworn Brothers

The closest of allies who have fought beside each other many times.

The two forces are considered 'friendly units' in all regards. This means, for example, that Sworn Brothers may be joined by allied independent characters, are treated as friendly units for the targeting of psychic powers, special abilities, Warlord Traits and so on, and may also benefit from nuncio-vox carried by allied units.

Note: Not even Sworn Brothers can embark in allied transport vehicles, and rules that affect a particular force owing to its Legiones Astartes special rule do not carry over to an allied force.

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

Fellow Warriors

The two forces are willing to fight together for common cause against their foes.

Units in your army treat Fellow Warriors as not being part of their army with the exception that they may not be deliberately targeted, attacked, targeted with psychic powers, etc (note that blasts, psychic powers and the like may still scatter over allied forces and adversely affect them). Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied independent characters and are not counted as friendly units for the purposes of psychic powers. In essence, the two forces fight alongside each other without any additional positive or negative effect.

Distrupted Allies

The two forces can make common cause against an enemy, but never fully trust each other due to long-standing feud or inherent antipathy.

Distrupted Allies are treated exactly like Fellow Warriors except that the allied units are never counted as scoring units.

By the Emperor's (or the Warmaster's) Command

Two forces with this relationship will only ever fight beside each other in the direst of circumstances or by the direct command of their overlord, be they the Emperor or the Warmaster.

In this case the two forces are dealt with exactly like Distrusted Allies (see previously), but, in addition, at the start of each of the player's Movement phases, a D6 must be rolled for every unit (except those already engaged in combat) within 6" of an allied unit. On a roll of a 1, that unit may not move, shoot, run or assault that turn (being too busy watching for betrayal). Make a note or place a counter to indicate which units have been so affected.

AGENTS

In addition to the forces shown here, some units in later volumes will be described as being either Agents of the Emperor or Agents of the Warmaster. These forces are always treated as being Sworn Brothers to either all Loyalist or all Traitor forces respectively.



"Three generations of my line have defended this world; our blood has watered this land and in return it has fed us. The Warmaster shall not have this place, while any man or woman here yet lives."

Yeoman-Commander
Yusavus, one hour before
the Scouring of Delta-
Valaxa VI

IMPERIALIS MILITIA WARLORD TRAITS

When generating their Warlord Trait, an Imperialis Militia army may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or instead roll on the following table:

IMPERIALIS MILITIA WARLORD TRAITS TABLE

D6

Warlord Trait

1

Ruthless Tyrant

The commander is a dark-hearted tyrant; either from a line whose bloody rule has persisted for generations or who has risen to their position through iron-fisted ruthlessness and ambition. The commander might be hated, but they are always obeyed.

The Warlord has +1 Leadership (to a maximum of 9). In addition, the army's controlling player may re-roll failed Reserves rolls so long as the Warlord is on the table when the roll is made.

2

Merchant Princeling

Having ascended to high noble rank, the commander regards the Imperialis Militia as an extension of their household's glory and has expended personal wealth on the most favoured warriors under their command.

One squad of the owning player's choice with the Infantry type counts all of their ranged weapons as having an AP of 1 better than normal for their type (AP 6 becoming AP 5, etc).

3

Beloved of the People

Whether earned through personal example or through inheriting a forebear's legacy, the commander's name is beloved by all their subjects. Should they fall, they will be avenged.

Should the Warlord ever be removed as a casualty, all of their owning player's Troops units from the army's Primary Detachment with the Infantry type gain the Hatred special rule for the remainder of the game.

4

Marcher Lord

The commander's line has long been sworn to defend their world from invasion from the lawless void beyond the frontier. They are self-sufficient and uncompromising, having stood alone against the terrors of wilderness space.

The Warlord has the Implacable Advance special rule (meaning they count as a scoring unit in Battles in the Age of Darkness games), and has the Stubborn special rule within 3" of an Objective marker.

5

Connoisseur of Alien Curios

The commander has used the status and resources of their rank to indulge a taste for the numerous curiosities to be found amidst the tombs of xenos strains scattered across the galaxy. Some of these seemingly innocuous charms are in fact fearful artefacts not wielded in battle for aeons.

The Warlord causes Fear and has the It Will Not Die special rule.

6

Robber Baron

The commander's ancestors were little more than a band of void pirates and outcasts who survived as much by 'judgement' as bravery and ambition, even though the commander may wish or strive to make it appear otherwise. In battle however, old habits die hard...

The Warlord and any infantry unit they join may opt to voluntarily fail any Morale check they are called on to take and may re-roll any Run or Fall Back distance roll they make.

0-1 FORCE COMMANDER

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Force Commander	4	4	3	3	3	3	2	8	5+

Unit Composition

- 1 Force Commander

Unit Type

- Infantry (Character)

Wargear

- Laspistol or autopistol
- Refractor field
- Frag grenades
- Krak grenades
- Close combat weapon
- Flak armour

Special Rules

- Independent Character
- The Muster of Worlds
- Provenance

Options

- The Force Commander may exchange either their laspistol and/or their close combat weapon for the following options:
 - Bolt pistol +2 points
 - Augmented weapon +3 points
 - Charnabal sabre +5 points
 - Blast pistol +5 points
 - Needle pistol +5 points
 - Hand flamer +10 points
 - Plasma pistol +10 points
 - Power weapon +10 points
 - Power fist +15 points
- The Force Commander may take any of the following options:
 - Melta bombs +5 points
 - Digital lasers +5 points
 - Infravisor +5 points
 - Cyber-familiar +10 points
- The Force Commander may exchange their flak armour for:
 - Carapace armour +5 points
 - Power armour +10 points
- One weapon possessed by the Force Commander may be:
 - Master-crafted +10 points
- The Force Commander may exchange their refractor field for an Iron Halo +15 points
- The Force Commander may be upgraded to have the:
 - Planetary Overlord rule +20 points

Special Option: Cult Demagogue

If one of the Provenances chosen by the Force Commander is the Cult Horde option (see page 73), then they are automatically modified to become a Cult Demagogue. Their profile and options remain unchanged, except that they automatically gain the Daemon and Preferred Enemy (Loyalists) special rules, and also gain the option to exchange their close combat weapon for a tainted weapon for +5 points.

Planetary Overlord

So long as the Imperialis Militia Warlord Trait chart is used, if the Force commander is your Warlord, you may select rather than roll randomly for your Warlord trait.

The Muster of Worlds

If the detachment contains a Force Commander then it may also possess up to two Provenances. Each Provenance has a listed cost shown in its description. Unless noted, the effects of these apply to any and all units in the same detachment with the Provenance special rule.



HQ

The leaders of the Imperialis Militias range from planetary commanders and their staff to tribal chiefs, depending on the nature of the militia's home world. On many planets, the ruling elite has been implanted by the Administration of Terra during the Great Crusade, and so it is far from unusual for a comparatively primitive militia to be commanded by a leader born of a Terran noble house or some other core world, clad in gaudy finery and carrying the most wondrous of personal weaponry. In other cases, native battle-kings or hive gang overlords are allowed to retain authority and elevated to formal military rank upon bending knee to the Imperium, and so lead entire armies of their own peoples in the defence of their home worlds.

When the Horus Heresy sundered the worlds of the Imperium, it transpired that countless Imperial Commanders and their houses had secretly sworn their allegiance to the Warmaster, while others had been judged by his agents as too enthralled to the Emperor of Mankind to be turned. In many instances, the former were given the task of destroying the latter as proof of their loyalty to Horus, the fruits of the arch-Traitor's patronage only granted once this grim duty was discharged.

MUSTER OF WORLDS: PROVENANCES OF WAR

The following Provenances of War are facets of a particular force which represents the nature of the world from which it originates or the particular character and background of the warriors themselves. The presence of a Force Commander in the army allows up to two different Provenances to be selected for the detachment via their Muster of Worlds special rule. Any single detachment can never have more than two Provenances however, regardless of the number of Force Commanders present.

Each Provenance has a listed cost shown in its description which is counted as part of the points cost of the Force Commander. Unless noted, the effects of any rules featured in the Provenance's description apply to any and all units in the same detachment as the Force Commander with the 'Provenance' special rule listed in their profile. In addition, certain Provenances may not be taken in combination or have other limitations which taking them imposes on the rest of the army, which means it's advisable to choose your Force Commander and any Provenances you wish for the detachment before working out the rest of your army. Certain Provenances will also allow access to special equipment options or unit options which must be paid for separately on a unit by unit basis.

Warrior Elite.....+50 points

The detachment's troops are trained to a high standard and possess discipline worthy of a regular Imperial Army unit.

All eligible units and models receive +1 to their Leadership value (to a maximum of 9). Militia Levy squads in an army with this Provenance gain the Support Squad special rule.

Gene-crafted.....+100 points

The detachment's troops have been subjected to deliberate gene-crafting to improve their physical attributes to superhuman levels, either by recent modification or owing to some ancient manipulation to their planetary stock during the Dark Age of Technology. Such manipulations however are seldom as stable or as predictable as the Emperor's handiwork

All eligible units and models receive +1 to their Strength and Initiative values (to a maximum of 4, or 6 in the case of an Ogryn's Strength). Units and models with this Provenance may not benefit from the Feel No Pain special rule from any source (such as Auxilia Medicae Orderlies, etc).

Cyber-augmetics+35 points

The detachment hails from a highly technologically advanced or even void-nomadic culture which habitually surgically enhances its troops with augmentic implants, either to improve combat performance or mitigate disfigurement or environmental damage.

All eligible units and models receive an invulnerable save of 6+ (or may improve an existing invulnerable save by +1 to a maximum of 3+). Units and models with this Provenance however must reduce any Run and Sweeping Advance rolls they make by -1. This Provenance may not be chosen in conjunction with the Gene-crafted Provenance

Alchem-jackers+35 points

Whether through a debased cultural type or simply through the use of extreme measures to guarantee the combat-worthiness of a penal unit, the troops and perhaps even the officers of this army have their resolve 'assisted' by chemical injectors or stim-inhalers in battle. The inherent insanity of certain cult forces has much the same effect.

All units with this Provenance do not suffer negative modifiers to their Leadership value in the Assault phase and, in addition, if they fail a Morale check owing to casualties in the Shooting phase, they become pinned instead of Falling Back.

Option – Frenzon: Any unit with this Provenance can have frenzon dispensers for +25 points per unit (+50 points for an Ogryn Brute unit), gaining the Rage special rule. However, any unit with these must always make Sweeping Advances if it is able to.

Survivors of the Dark Age.....+75 points

The force has its origins on a world which survived with many of the wonders of the Dark Age of Technology intact, and its forces are equipped with weapons and equipment which are potent, if idiosyncratic, in origin.

All eligible units and models receive an increase of +1 to their basic Armour save (5+ becoming 4+ and so on) to a maximum of 3+. However, the detachment's compulsory Troops choices must be filled by Grenadier squads, and in addition Inducted Levy squads in an army with this Provenance gain the Support Squad special rule and this Provenance itself may not be used in conjunction with the Cult Horde or Tainted Flesh Provenances.

Option – Advanced Weapons: The strength of its laspistols, lascarbines, lasrifles, laslocks and rotor cannon used by its Grenadier and Platoon Command Cadre squads may be increased by +1 for +20 points per squad. If this option is taken, all such squads in the army must be so upgraded. In addition Grenadier and Platoon Command Cadres with this Provenance may take either a Rhino or Land Raider Proteus as their Dedicated Transports so long as they number 10 models or less. See the Legiones Astartes Crusade Army List for details and points costs. Efforts should be made to model this upgrade accordingly with suitably ornate or enhanced weapons.

Feral Warriors+35 points

Products of a savage or warlike culture, feral warriors, whether from the depths of an underhive or barbaric tribes of regressive worlds have already been hardened by a life of violence and had their skills honed in a constant battle for survival.

All eligible units and models receive a +1 bonus to their WS (to a maximum of 4) – Ogryns instead receive +1 Attack. A detachment with this Provenance cannot have more units with the Vehicle type in total than it does those with the Infantry type.

Option – Blade and Fury: Any unit with this Provenance, other than Ogryn Brute squads, gains +1 Attack for +25 points per squad.

Abhuman Helots+35 points

Abhumans, often drawn from the helot labour classes of afflicted worlds, sub-citizens on the cusp of accepted tolerance levels for mutation and genetic deviance, are often pressed into front line fighting by their human Imperial Commanders in times of emergency, and suffer this fate even more readily at the hands of cult demagogues and petty tyrants in the Traitors' service.

All eligible units and models receive an increase of +1 to their Toughness value but also lower their Initiative value by -1 (to a minimum of 1).

Option – Discipline Collars: Any unit with this Provenance may be given Discipline Collars for +20 points per unit (see page 66).

Traitor Only – Cult Horde +35 points

Driven to debasement and lunacy by exposure to the Warp-infected influences of forbidden rites and hellish lore, some of the indentured armies that were brought to Calth by the Word Bearers, and which later served the Traitors' cause elsewhere, were murderous beyond reason, their souls and lives already forfeit to dark powers.

All eligible units and models with this Provenance gain the Zealot special rule. However, they must always charge an enemy if they are able, and may even charge if they have fired weapons in the Shooting phase which would make them ineligible to do so (counting as making a disordered charge in this case). Affected models and units with this Provenance may only make Snap Shots with their shooting attacks and cannot voluntarily Go to Ground. Grenadier squads may not be taken in an army which uses this Provenance and this Provenance may not be used in conjunction with the Survivors of the Dark Age Provenance.

Traitor Only – Tainted Flesh +35 points

Stranger and more terrible than the madmen who followed the banners of the warp cults were those who carried the stigmata of the Warp upon their flesh, forming a parade of horrors ungessed at by sane minds.

All eligible units and models receive the Fear special rule and the Feel No Pain (6+) special rule, and their close combat attacks gain the Rending special rule. However, the detachment's compulsory Troops choices must be filled by Inducted Levy squads, and it may not have more Infantry units, excepting HQ choices of other types, than it has Inducted Levy squads in total. For example, if it has three Inducted Levy squads, it can have a maximum of three additional Infantry squads of other kinds. The only HQ choices the detachment can take are the Force Commander and Rogue Psyker entries.

Special Option – Mutant Spawn: Detachments with this Provenance have access to a unique Heavy Support choice, the Mutant Spawn (see page 93).

Restriction: This Provenance cannot be taken in conjunction with the Survivors of the Dark Age, Gene-crafted or Alchem-jacker Provenances.





HQ

These stern veteran warriors are deployed throughout Mankind's armed forces and are one of the few examples of outside Imperial officials operating within the Imperialis Militia. The task of the Discipline Masters is primarily to ensure that the principles of the Imperial Truth and the manifest destiny of Humanity to rule the stars are upheld.

Chosen from war veterans from the regular Auxilia regiments drawn from the more civilised and technologically advanced worlds of the Segmentum Solar in the main, their job is to enforce order on the battlefield according to the writ of law, inspire courage and impose the Imperial Truth on often backward and insular native soldiers to whom the Imperium is often a relatively new master. They embody the rule of distant Terra and so far as the average militia warrior is concerned, have the ear of the Emperor himself. To falter in resolve within sight of a Discipline Master in the heat of battle is to fail the Emperor of humanity in person, a crime for which pain and ultimately death are judged to be fit rewards

DISCIPLINE MASTER CADRE

20 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Discipline Master	4	3	3	3	2	3	2	8	5+

Unit Composition

2-5 Discipline Masters may be taken as a single HQ choice for the army, but when units are deployed must be attached to another unit with the Infantry type within the same detachment. They may not choose to leave this unit during the game. Only one Discipline Master may be attached to each unit.

Unit Type

- Infantry (Character)

Wargear

- Augmented weapon
- Laspistol or autopistol
- Frag grenades
- Flak armour

Special Rules

- Support Officer
- Provenance
- Instil Order

Options

- Any Discipline Master may take melta bombs.....+5 points each
- Any Discipline Master may exchange their flak armour for:
 - Carapace armour +5 points each
- Any Discipline Master may take a refractor field ..+5 points each
- Any Discipline Master may exchange their laspistol for one of the following options:
 - Bolt pistol +2 points
 - Hand flamer +10 points
 - Blast pistol +5 points
 - Needle pistol +5 points
- Any Discipline Master may exchange their augmented weapon for a:
 - Power weapon +7 points

Support Officer

A model with this special rule may never be the army's Warlord and may not be used to fulfil a compulsory HQ choice on a Force Organisation chart.

Instil Order

If a model with this special rule joins a unit, the Leadership value of all the models within it is increased by +1 (to a maximum of 9), but if it fails a Leadership test, a re-roll can be made – if this is done, the unit suffers D3 wounds at AP -. These wounds may not be inflicted on Independent Characters, the Discipline Master themself or Auxilia Medicae Orderlies who have joined the unit.

SPECIAL HQ: ROGUE PSYKERS

35 POINTS EACH

DETACHMENTS WITH THE CULT HORDE OR TAINTED FLESH PROVENANCE MAY TAKE A UNIQUE HQ TYPE - THE ROGUE PSYKER

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	2	2	3	3	2	3	1	8	-
Rogue Alpha	3	3	3	4	3	4	2	9	-
Possessed	5	1	5	4	3	4	3	10	-

Unit Composition

- 1 Rogue Psyker

Unit Type

- Infantry (Character)

Wargear

- Close combat weapon

Special Rules (All)

- Independent Character
- Feel No Pain (5+)
- Fear
- Possession

Special Rules

- (Rogue Psyker only)
- Psyker (Mastery Level 1)

Special Rules (Possessed only)

- Daemon
- Rending

Psychic Disciplines

- The Rogue Psyker may choose from the Pyromancy, Telekinesis, Biomancy or Malefic Daemology disciplines from the *Warhammer 40,000* rulebook.

Options

- A single Rogue Psyker in the detachment may be upgraded to an:
 - Alpha Psyker +25 points
 They use the profile shown previously and have a Psychic Mastery Level of 2.
- Any Rogue Psyker may exchange their close combat weapon for a:
 - Tainted weapon +5 points

Possession

If the Rogue Psyker is killed either by losing wounds or as the result of suffering a Perils of the Warp attack, roll a D6. On a result of a 5+ normally or a 2+ in the case of Perils of the Warp, remove the model from play and replace them with a Possessed model. The Possessed model starts with a full complement of wounds.

If a Rogue Psyker who is the army's Warlord becomes possessed, they are still counted as destroyed for the purpose of any victory conditions of the mission being played.

HQ (SPECIAL)

Militia and cult forces serving in the rebel hordes of the Warmaster were frequently accompanied by individuals able to wield the raw power of the Warp. Some could shoot blasts of searing warp lightning from an outstretched hand, while others could boil the blood of a foe with a baleful glance. Some could even summon incorporeal entities of tooth and claw from the depths of nightmare, the veil between the material and immaterial realms stretched to breaking point as millions were sacrificed upon the altar of total war.

As the Age of Darkness ground on, the galaxy was wracked with warp storms of unprecedented intensity, and where these passed, a wave of spontaneous psyker emergence occurred, formerly unremarkable individuals coming suddenly into untold power. Others had long studied the forbidden sciences of the Immaterium in defiance of Imperial edict, secretly honing their powers until the day their cults would rise. A small number were drawn from the animist lodges of Davin, the very same sorcerer-priests who had facilitated the Warmaster's fall at the moment of the culmination of the Great Crusade.



HQ

Militia commanders are served by a cadre of subordinate officers in whom command of the numerous sub-divisions of the force is vested. These may be the kin of the commander-in-chief and therefore scions of noble blood or they may be trusted tribal or gang chiefs, former mercenaries, knight-lieutenants or yeoman-captains depending on the culture in question. The more proficient among them are often former Imperial Army veterans granted settlement rights on condition that they lead native militia forces in times of emergency, while others are simply individuals possessed of the requisite skill and demeanour to take command when no others will.

In those militias sworn to the Warmaster, a darker measure of leader quickly became apparent in the shape of savage killers and petty tyrants who, for the sake of good order if nothing else, would not have been tolerated under the Imperium, or worse yet, cult leaders utterly devoted to sorcerous rituals and abominations that beggar the sanity.

IMPERIALIS AUXILIA PLATOON COMMAND CADRE

30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Commander	4	4	3	3	2	3	2	7	5+
Militia Bodyguard	3	3	3	3	1	3	1	6	5+
Vox Operator	3	3	3	3	1	3	1	6	5+
Platoon Standard Bearer	3	3	3	3	1	3	1	6	5+

Unit Composition

- 1 Platoon Commander
- 1 Vox Operator
- 1 Platoon Standard Bearer
- 3 Militia Bodyguards

Unit Type

- Platoon Commander: Infantry (Character)
- Militia Bodyguards, Vox Operator, Standard Bearer: Infantry

Wargear (All)

- Close combat weapon
- Frag grenades
- Krak grenades
- Flak armour

Wargear

- (Militia Bodyguards only)
- Lascabine or autogun

- Wargear (Vox Operator, Platoon Commander and Platoon Standard Bearer only)
- Laspistol or autopistol

Wargear

- (Vox Operator only)
- Nuncio-vox

- Wargear (Platoon Standard Bearer only)
- Platoon Standard

Special Rules

- Provenance

Options

- The Platoon Command Cadre may include:
 - Up to four additional Bodyguards.....+5 points each
 - The Platoon Commander may take melta bombs +5 points
 - The Platoon Commander may take a refractor field.....+5 points
 - The Platoon Commander may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Hand flamer+10 points
 - Blast pistol.....+5 points
 - Plasma pistol.....+10 points
 - Augmented weapon.....+2 points
 - Power weapon.....+10 points
 - Power fist.....+15 points
 - The squad's Militia Bodyguards may replace their lascabines with one of the following options:
 - Close combat weapons.....Free
 - Shotguns.....Free
 - Laslocks.....+10 points for the entire squad
 - Boltguns.....+20 points for the entire squad
 - Heavy stubbers.....+35 points for the entire squad
 - Grenade launchers with frag & krak+70 points for the entire squad
 - The entire squad may exchange its flak armour for:
 - Carapace armour+10 points for the entire squad



IMPERIALIS MILITIA INFANTRY SQUAD

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant	3	3	3	3	1	3	2	7	5+
Militia Auxiliary	3	3	3	3	1	3	1	6	5+

Unit Composition

- 1 Sergeant
- 19 Militia Auxiliaries

Unit Type

- Sergeant: Infantry (Character)
- Militia Auxiliary: Infantry

Wargear

- Auxillia rifle
- Laspistol (Sergeant only)
- Close combat weapon
- Frag grenades
- Flak armour

Special Rules

- Provenance

Dedicated Transports

- The squad may be purchased an Auxilia Gorgon Heavy Transporter as a Dedicated Transport (see page 82).

Options

- The Sergeant may take melta bombs.....+5 points
- The Sergeant may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol.....+2 points
 - Hand flamer.....+10 points
 - Blast pistol.....+5 points
 - Augmented weapon.....+2 points
 - Power weapon.....+5 points
- One Militia Auxiliary may carry a Vexilla.....+10 points
- The entire squad may replace its Auxillia rifles with one of the following options:
 - Close combat weapons.....Free
 - Auxillia pistols.....Free
 - Shotguns.....+10 points
 - Lascarbines or autoguns.....+10 points for the entire squad
 - Laslocks.....+20 points for the entire squad
- The entire squad may be given krak grenades.....+10 points

TROOPS

The mainstay of the Imperialis Militia are the Militia Infantry squads, consisting of groups of soldiers who have received at least some degree of formal military training or are otherwise experienced in war being from a martial culture, or have defended their settlements against outcasts, invaders or any of the numerous threats that have assailed the scattered worlds of humanity throughout the Age of Strife.

These units display a staggering degree of variety across the Imperium and might include the bonded soldier-subjects of minor noble houses, belligerent bands of hive gangers or the foot-soldiers of a warp cult raised in secrecy and revealed only with the coming of the Horus Heresy. They bear a range of arms from black powder muskets to mass-produced lasrifles, most manufactured locally or supplied from a Great Crusade fleet's reserve when a local militia is swept up to fight on the front lines.



INDUCTED LEVY SQUAD

40 POINTS

TROOPS

The product of a general planetary mobilisation of every subject judged sufficiently fit to bear arms, Inducted Levy squads may consist of individuals with little or no training or direct experience of war, experienced but ill-disciplined warriors unsuited to service in standing armies, those classed as borderline abhuman or those serving penal terms for crimes not warranting a death sentence.

In primitive or regressive cultures, the levies may consist of 'probitors' yet to prove themselves in combat, or thrall-troops captured from rival gangs or tribes and forced to fight for their enemies. Such squads are rarely well-equipped and must often be herded to battle by a stern overseer, or equipped with discipline collars that terminate the lives of the entire band in the event of them attempting to flee or mutiny.

Before the desperation of the Horus Heresy, when such practices became commonplace, it was relatively rare for lives even such of these to be squandered as a matter of course, as the goal of the Great Crusade was the liberation of humanity, rather than its casual destruction.

	WS	BS	S	T	W	I	A	Ld	Sw
Custodian	3	3	3	3	1	3	2	7	5+
Levy Auxiliary	2	2	3	3	1	3	1	6	6+

Unit Composition

- 1 Custodian
- 19 Levy Auxiliaries

Unit Type

- Custodian: Infantry (Character)
- Levy Auxiliary: Infantry

Wargear

- (Levy Auxiliaries only)
- Auxilia rifles
- Close combat weapon
- Sub-flak armour

Wargear (Custodian only)

- Laspistol or autopistol
- Close combat weapon
- Flak armour

Special Rules

- Provenance
- Disposable

Options

- The Inducted Levy squad may include:
 - Up to thirty additional Levy Auxiliaries.....+2 points each
- The Custodian may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol.....+3 points
 - Hand flamer.....+10 points
 - Blast pistol.....+5 points
 - Augmented weapon.....+2 points
- One Levy Auxiliary not already upgraded may carry a:
 - Vexilla.....+10 points
- The entire squad may replace its auxilia rifles with one of the following options:
 - Close combat weapons.....Free
 - Auxilia pistols.....Free
 - Lascarabines or autoguns.....+10 points per squad
 - Laslocks.....+10 points per squad
- The entire squad may be given frag grenades +10 points per squad
- All of the Levy Auxiliaries in the squad may be given:
 - Discipline collars.....+10 points per squad

Disposable

The opposing player never gains Victory points for specifically destroying this unit in missions where this is relevant. This includes for secondary objectives such as First Blood, but this does not affect Victory points based on the number of total units destroyed in a particular game (such as for Attrition).

IMPERIALIS MILITIA GRENADEER SQUAD

65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Grenadier Sergeant	3	4	3	3	1	3	2	8	4+
Grenadier	3	4	3	3	1	3	1	7	4+
Special Weapons Grenadier	3	4	3	3	1	3	1	7	4+

Unit Composition

- 1 Grenadier Sergeant
- 9 Grenadiers

Unit Type

- Grenadier Sergeant: Infantry (Character)
- Grenadier: Infantry
- Special Weapons Grenadier: Infantry

Wargear

- Auxilia rifle (Grenadier only)
- Laspistol (Sergeant only)
- Close combat weapon
- Frag grenades
- Krak grenades
- Carapace armour

Special Rules

- Provenance

Dedicated Transports

- The squad may be purchased as an Auxilia Gorgon Heavy Transporter as a Dedicated Transport so long as it numbers 20 models strong. Alternatively, it may take an Auxilia Arvus Lighter as a Dedicated Transport so long as the unit is 12 models or less (see page 86).

Options

- The squad may include:
 - Up to eight additional Grenadiers.....+5 points each
 - The Grenadier Sergeant may take melta bombs.....+5 points
 - The Grenadier Sergeant may exchange their laspistol and/or close combat weapon for one of the following:
 - Bolt pistol+2 points
 - Hand flamer+10 points
 - Blast pistol.....+5 points
 - Augmented weapon+2 points
 - Power weapon+5 points
 - One Grenadier may carry a Vexilla.....+10 points
 - The entire squad may replace its lascarbines with one of the following options:
 - Close combat weapons Free
 - Auxilia pistols..... Free
 - Laspistols.....+5 points per squad
 - Shotguns.....+10 points per squad
 - Lascarbine or autogun.....+10 points per squad
 - Laslocks+15 points per squad
 - Lasrifles.....+15 points per squad
 - Augmented weapons.....+15 points per squad
 - Boltguns.....+30 points per squad
 - The squad may include up to two additional Special Weapons Grenadiers, each with one of the following weapons:
 - Special Weapons Grenadier with heavy stubber+10 points per model
 - Special Weapons Grenadier with rotor cannon.....+10 points per model
 - Special Weapons Grenadier with flamer .+10 points per model
 - Special Weapons Grenadier with melta gun.....+15 points per model
 - Special Weapons Grenadier with plasma gun.....+15 points per model
 - Special Weapons Grenadier with grenade launcher (frag & krak).....+10 points per model
 - If the unit has grenade launchers, they may be upgraded to have the following grenade types. All grenade launchers in the unit must be upgraded:
 - Gas grenades.....+5 points each
 - Fireburst grenades+5 points each

TROOPS

In this case 'grenadier' is the term used in the Principia Belicosa and adopted for general administration use to describe a more professional and well-equipped class of militia soldier than the bulk of Imperialis Militia forces.

Such grenadiers are often retainers of the Commander's household equipped at their master's expense or higher status volunteers able to purchase their own equipment or, more rarely, the professional internal security forces of an advanced world brought under the Commander's purview by the coming of war. On more primitive worlds such warriors may be called huscarls or carry some such barbarous title and be close kin to the planet's ruler, while amongst more developed cultures they might be known as life guards and wear the colours or heraldry of their liege lord with pride.



IMPERIALIS MILITIA FIRE SUPPORT SQUAD

75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Militia Fire Team	3	3	3	3	2	3	2	6	5+

Unit Composition

- 5 Fire Teams

Unit Type

- Infantry

Wargear

- Laspistol or autopistol
- Heavy stubber
- Close combat weapon
- Frag grenades
- Flak armour

Special Rules

- Bulky
- Provenance
- Support Squad

Options

- The Imperialis Militia Fire Support Squad may include:
 - Up to five additional Militia Fire Teams.....+15 points each
- The Militia Fire Teams in the squad may exchange their heavy stubbers for any of the alternative heavy weapons shown below:
 - Mortar.....+5 points each
 - Twin-linked heavy stubber.....+5 points each
 - Heavy bolter.....+10 points each
 - Multi-laser.....+10 points each
 - Heavy flamer.....+10 points each
 - Missile launcher with frag and krak missiles.....+10 points each
 - Autocannon.....+10 points each
 - Lascannon.....+15 points each
- If the squad is armed with missile launchers, the entire squad may be equipped with additional flak missiles.....+5 points each

While many planetary militia troops are trusted or even required to provide or maintain their own basic equipment, heavier weapons are usually kept in secure stockpiles accessible only by senior officers. These stores are only opened in times of crisis or general mobilisation, and issued to troops specially trained in their use; the risk that the weapons will be turned against a world's leaders thereby minimised.

The tactics used by the fire support squads are simple and direct, and require little practice; the field officers generally massing their heavy weapons crews to defend key positions.



IMPERIALIS MILITIA RECONNAISSANCE SQUAD

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Recon Sergeant	3	4	3	3	1	3	1	8	5+
Recon Auxiliary	3	4	3	3	1	3	1	7	5+

Unit Composition

- 1 Recon Sergeant
- 4 Recon Auxiliaries

Unit Type

- Recon Sergeant: Infantry (Character)
- Recon Auxiliary: Infantry

Wargear

- Lascarbine or autogun
- Close combat weapon
- Frag grenades
- Krak grenades
- Flak armour

Special Rules

- Provenance
- Support squad
- Scout
- Infiltrate
- Move Through Cover

Options

- The entire squad may be given Cameoline+20 points
- The entire squad may exchange their shotguns for:
 - Lasrifles.....+5 points
 - Shotguns.....+10 points
 - Sniper rifles.....+25 points
- The entire squad may be given infravisors.....+10 points
- The Sergeant may be given either:
 - Melta bombs or a single demolition charge.....+5 points



TROOPS

While under-equipped and ill-trained in comparison to many other military formations in the Imperium, the Imperialis Militia does often have the advantage of fighting on familiar ground. Militia Reconnaissance squads consist of individuals with a keen sense of field craft who are experienced scouts and trackers, able to mount ambushes and wide flanking attacks against an invader thanks to their knowledge of the land. Many of these skills can be brought to bear should a militia force be mobilised into a larger army and, as such, they are to be found in Traitor and Loyalist war hosts alike.

DEDICATED TRANSPORT

A Gorgon is a huge, heavily armoured transport vehicle used to carry a large number of assault troops towards an enemy's front lines, before disgorging them directly into enemy positions. It is a relatively primitive design, of uncertain origins adopted for auxiliary troops during the early Great Crusade, and lacks either the flexibility of those designs favoured by the Space Marine Legions or the environmental resilience of the Dracosan utilised by the elite Solar Auxilia. Its virtues, however, lie in its sheer scale and rugged durability to enemy fire, the latter thanks largely to the Gorgon's heavily armoured prow, designed to protect it as it rumbles across no-man's land, carrying forty men inside through hostile fire and barrages.

The Gorgon is only deployed by the strategos of the Great Crusade for carefully selected missions of assault where the otherwise survivability of militia troops would be negligible. Such missions commonly include first breach attacks in heavily fortified enemy defensive positions, overrunning trench works and storming blasted cityscapes. More rarely they will also be used as a last resort as hostile terrain transports, although this is a far from optimum use of the vehicle.

AUXILIA GORGON HEAVY TRANSPORTER

275 POINTS

	BS	Front	Side	Rear	HP
Gorgon	3	14	14	10	9

Unit Composition

- 1 Gorgon

Unit Type

- Super-heavy vehicle

Wargear

- Two twin-linked autocannon
- Gorgon mortar battery

Special Rules

- Heavily Armoured Prow
- Reduced Blast

Transport Capacity

- The Auxilia Gorgon Heavy Transport has a transport capacity of 40 models. (Note that the Gorgon model itself is capable of carrying only around 15 models in practice, nowhere near the 40 that it can actually fit in game terms. During the game, fill the Gorgon with as many models as you can and keep the other models at the side of the table. These can then be placed on the table when they disembark).

Fire Points

- Although it appears Open-topped, passengers may not fire out of the Auxilia Gorgon Heavy Transporter.

Access Points

- Although it appears Open-topped, passengers may only embark and disembark from the front ramp access hatch. Up to two units may embark or disembark per turn.

Armour

Options

- The Gorgon may be given the following vehicle upgrades:
 - Up to two hunter-killer missiles +5 points each
 - Armoured Ceramite +25 points
- The Gorgon may replace both its twin-linked autocannon with:
 - Two twin-linked multi-lasers Free
 - Two twin-linked lascannon +20 points
- The Gorgon may replace its Gorgon mortar battery with two forward and two rearward sponson-mounted weapons. These may be either:
 - Autocannon +10 points
 - Heavy flammers Free
 - Heavy bolters Free
 - Multi-lasers +10 points
 - Lascannon +20 points

Heavily Armoured Prow

The Auxilia Gorgon's assault prow is heavily reinforced to withstand withering barrages of enemy fire. The Auxilia Gorgon has a 5+ invulnerable save against attacks that strike its Front Armour, increasing to 4+ against attacks with the Blast and Template type.

Reduced Blast

If the Gorgon is destroyed, modify rolls made on the Super-heavy Catastrophic Damage table by -2 (to a minimum of 1).

Gorgon Mortar Battery

The Auxilia Gorgon is commonly equipped with a single use multi-barrelled mortar array designed to saturate a target area with fragmentation shells before an assault.

Weapon	Range	Str	AP	Type
Gorgon mortar	12" - 48"	5	5	Heavy 4, Blast (3"), Barrage, Pinning, One Use

IMPERIALIS AUXILIA MEDICAE DETACHMENT

40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Medicae Orderly	3	3	3	3	1	3	1	7	5+

Unit Composition

- 3 Medicae Orderlies

Unit Type

- Infantry (Character)

Wargear

- Laspistol
- Close combat weapon
- Medi-pack
- Flak armour

Special Rules

- Provenance
- Attached Deployment

Options

- The Medicae Detachment may include:
Up to three additional Medicae Orderlies.....+10 points each

Attached Deployment

Before deployment, each Medicae Orderly must be attached to one of the other Imperialis Militia units in the army of the type shown in the list which follows, and may not leave that unit for the duration of the game unless that unit is destroyed. If its owning player wishes, multiple Medicae Orderlies may be attached to a single unit if desired.

- Imperialis Militia Platoon Command Cadre
- Imperialis Militia Grenadier Squad
- Imperialis Militia Infantry Squad
- Imperialis Militia Fire Support Team

Medi-pack

Comprising a sophisticated array of battlefield medical equipment and triage materials, backed with the skills to best employ them, a medi-pack grants its wearer and any unit they have joined the Feel No Pain (5+) special rule.



ELITES

The Imperialis Militia must often look to its own resources to provide its warriors with medical care, for its units are not integrated into the support echelons that provide such services to the Imperial Army. In the militias of advanced societies, locally trained medics serve alongside the troops and some are even pensioned-off Imperial Army battle surgeons.

More primitive regiments, on the other hand, often lack such amenities unless provided by a local Imperial authority; in which case such imperviously professional off-worlders are often viewed with superstitious favour by their charges as talismans of protection.





ELITES

Across the Imperium, there are a scattering of worlds possessed of large populations of the hulking stable abhuman strain known as Ogryns, believed by some authorities to have been purpose-gene crafted during the Dark Age of Technology. Some populations are native to high-gravity planets such as Beta-Entebes III or Dranno IV, while others have been imported in order to provide a workforce of untiring and largely unquestioning manual labourers—so long as they have not developed individualist tendencies or been rendered insane by long periods of deprivation and hunger—as the Ogryns themselves are hugely strong and phenomenally durable, if slow witted workers.

Ogryns serving alongside rarer vat-grown bio-servo constructs, H-grade servitors and a range of similar heavy infantry troops find service in the militias, as what they lack in initiative and intelligence is more than compensated for by their raw strength and hardy constitution.

AUXILIA OGRYN BRUTE SQUAD

120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn Brute	4	2	5	5	3	3	3	6	5+

Unit Composition

- 3 Ogryn Brutes

Unit Type

- Infantry

Wargear

- Close combat weapon
- Frag grenades
- Flak armour

Special Rules

- Very Bulky
- Hammer of Wrath
- Stubborn
- Provenance

Options

- The unit may include:
 - Up to seven additional Ogryn Brutes+35 points each
- The entire unit may exchange their flak armour for:
 - Carapace armour+25 points
- Any model in the unit may be given one of the following options:
 - Additional close combat weapon+10 points each
 - Power weapon+20 points each
 - Lascutter+10 points each
 - Ripper gun+10 points each
 - Heavy bolter*+15 points each
 - Combat shield+5 points each
 - Boarding shield+10 points each

**In the hands of an Auxilia Ogryn Brute Squad, a heavy bolter is treated as Assault 3, Range 18".*

The Myriad Armies of the Auxilia

Although this unit entry represents Ogryns as the most common type of brute squad found within the Imperialis Auxilia, it could equally represent trained xenos predator beasts, crude locally constructed combat servitors, cyber-felid hunters, or even particularly large and aberrant gene-gholams, depending on the world from which the regiment was raised.



ENGINEER AUXILIA

65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Engineer Adept	3	3	3	3	1	3	1	8	3+
Servo-automata	3	3	4	5	1	1	1	6	5+

Unit Composition

- 1 Engineer Adept
- 4 Servo-automata

Unit Type

- Engineer Adept Infantry (Character)
- Servo-automata (Infantry)

Wargear (Engineer Adept)

- Laspistol
- Power axe
- Servo-arm
- Power armour

Wargear (Servo-automata)

- Close combat weapon

Special Rules

- (Engineer Adept)
- Battlesmith
- Servo-automata Support

Special Rules

- (Servo-automata)
- Cybernetica

Options

- The unit may include:
 - Up to two additional Engineer Adepts...+20 points per model
- The unit may include:
 - Up to four additional Servo-automata+5 points each
- The Engineer Adept may take any of the following:
 - Nuncio-vox+10 points
 - Augury scanner+5 points
 - Volkite charger+10 points
 - Graviton gun+15 points
 - Infravisor+5 points
 - Refractor field+10 points
 - Cyber-familiar+10 points
- The Engineer Adept may take melta bombs+5 points each
- Any Servo-automata may take one of the following weapons:
 - Servo-arm+5 points each
 - Flammer+5 points each
 - Phased plasma-fusil+10 points each
 - Rotor cannon+10 points each
 - Grenade launcher (Frag and krak grenades)+10 points each
 - Heavy bolter+15 points each
 - Multi-melta+15 points each

Cybernetica

If the Servo-automata are no longer accompanied by an Engineer or Magos, they must take a Pinning test at the start of each Movement phase unless they are already engaged in combat (in which case they fight on normally).

Servo-automata Support

For each additional servo-arm equipped Servo-automata in the unit, the Engineer gains +1 to their Battlesmith rolls (note that a roll of '1' will still fail regardless of this bonus).

ELITES

The great Imperium of Mankind would not exist if not for the marvels of technology it possesses and the greatest of these are the exclusive domain of the Lords of Mars and their servants.

Only the most elementary of devices can be constructed or maintained without the oversight of the Mechanicum and while simple firearms and explosives and basic vehicles and communications equipment are often made locally to usually highly idiosyncratic templates, the Imperialis Militia must enter into compacts with the great Forge Worlds for the supply of more advanced weaponry. In entering into these arrangements, Tech-Priests often seek to study in return the world's technological base and thus further the Mechanicum's eternal quest for knowledge.



AUXILIA ARVUS LIGHTER

75 POINTS

FAST ATTACK

The Arvus is but one example of a staggeringly diverse range of workhorse orbital transports in service across the entire Imperium, and due to its reliable and widely-disseminated STC imprint, it is constructed on Forge Worlds the length and breadth of the galaxy. Many Imperialis Militias maintain a pool of lighters so that they can dispatch patrols far and wide across the surface of their home world, for often the only sign of an imminent xenos incursion or pirate raid is the sudden and inexplicable silence of some outlying settlement.

Those militias serving in the great hosts of the Loyalists and the Traitors rely on their transports to convey their units between void-faring troop barques and the surface, for they are rarely afforded berths in the battle transports and combat drop ships utilised by first line forces.

	BS	Front	Side	Rear	HP
Auxilia Arvus Lighter	3	11	11	10	3

Armour

Unit Composition

- 1 Auxilia Arvus Lighter

Unit Type

- Vehicle (Flyer, Hover, Transport)

Wargear

- None

Special Rules

- Deep Strike

Transport Capacity

- An Auxilia Arvus Lighter has a transport capacity of 12 models.

Fire Points

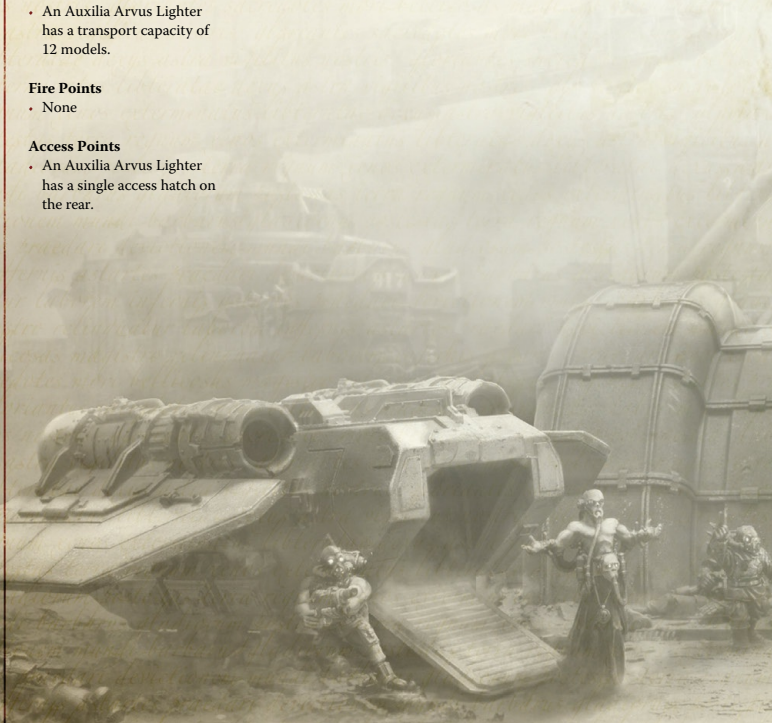
- None

Access Points

- An Auxilia Arvus Lighter has a single access hatch on the rear.

Options

- An Auxilia Arvus Lighter may take any of the following:
 - Flare/chaff launcher +10 points
 - Armoured Cockpit +15 points
 - Illum flares +5 points
 - Searchlight +1 point
- An Auxilia Arvus Lighter may take one of the following options:
 - A single multi-laser +10 points
 - A single autocannon +10 points
 - A single lascannon +20 points
 - A twin-linked multi-laser +15 points
 - A twin-linked autocannon +15 points
 - A twin-linked lascannon +25 points
 - Two hellstrike missiles +20 points



IMPERIALIS AUXILIA SENTINEL SCOUT SQUADRON

90 POINTS



FAST ATTACK

Sentinel scout walkers are employed by many Imperialis Militias, typically for long-range patrols deep into the wilderness regions of their home worlds. Generally regarded as too weak to be considered a front line military vehicle in the forces of the Great Crusade, many local militias find them useful in an anti-insurgency role, using the machines' height, manoeuvrability and firepower to dissuade unruly populations from rising up against the Imperium and brutally suppressing such uprisings should they occur.

As the militias took up arms in the wars of the Horus Heresy, these lightest of war machines were pressed into service on the front lines, though few survived in battle against the far more formidable engines of war commonly fielded by the Legiones Astartes and Mechanicum of both sides.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Auxilia Sentinel	3	3	5	10	10	10	3	1	2

Unit Composition

- 3 Auxilia Sentinels

Unit Type

- Vehicle (Walker, Open-topped)

Wargear

- Multi-laser
- Searchlight
- Smoke launcher

Special Rules

- Move Through Cover
- Scout

Options

- The squadron may include:
 - Up to three additional Auxilia Sentinels.....30 points per model
- Any Auxilia Sentinel may replace its multi-laser with one of the following weapons:
 - Heavy flamer.....Free
 - Autocannon.....+5 points each
 - Missile launcher (with frag and krak missiles)+5 points each
 - Lascannon.....+10 points each
 - Multi-melta.....+10 points each
- Any Auxilia Sentinel may take any of the following:
 - One hunter-killer missile.....+5 points each
 - Combat blades (increases its Attacks by +1).....+5 points each





AUXILIA THUNDERBOLT HEAVY FIGHTER

200 POINTS

FAST ATTACK

Many worlds across the Imperium maintain a sub-orbital defence force equipped with Thunderbolt heavy fighters or a locally constructed analogue in the case of the more technologically advanced cultures. Other planets must rely upon the Imperialis Armada for orbital support in the event of invasion, aid which might be light years away when needed most. Nonetheless, many xenos incursions have been halted before a single alien organism could even touch down upon a militia's home world, so formidable and devoted to their duty are the orbital defence wings of the Imperialis Militia.

Thunderbolt

Armour				
BS	Front	Side	Rear	HP
4	11	11	10	3

Unit Composition

- 1 Auxilia Thunderbolt Heavy Fighter

Unit Type

- Vehicle (Flyer)

Wargear

- Two twin-linked autocannon
- Twin-linked lascannon
- Armoured cockpit
- Chaff launcher
- Four kinetic piercer missiles

Special Rules

- Simulacra Repair
- Supersonic
- Deep Strike
- Combat Interdiction

Options

- The Auxilia Thunderbolt can be equipped with any of the following:
 - Ground-tracking auguries +10 points
 - Flare shield +20 points
- The Thunderbolt may exchange its four kinetic piercer missiles for:
 - Four hellstrike missiles Free
 - Four sunfury heavy missiles +20 points

Simulacra Repair

When a vehicle with this special rule suffers a Glancing hit, roll a D6. On a 6, the damage is ignored.

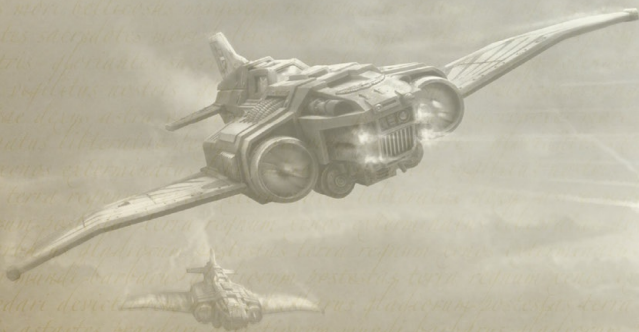
Combat Interdiction

If one or more enemy Flyers or Skimmers are already present on the table, failed Reserves rolls for this model must be re-rolled.

Kinetic Piercer Missiles

Designed to intercept and destroy aircraft, these missiles feature a second-stage solid projectile warhead, which fires a bolt of molecularly compressed metal into its target at supersonic speeds.

	Range	Str	AP	Type
Kinetic piercer missile	48"	6	2	Heavy 1, Missile, Armourbane, Heat Seeker, One Use



IMPERIALIS AUXILIA RAPIER BATTERY

35 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Rapier	-	-	-	7	2	-	-	-	3+
Auxiliary	3	3	3	3	1	3	1	6	5+

Unit Composition

- 1 Rapier team consisting of
 - 1 Rapier Carrier and
 - 2 Auxiliaries

Unit Type

- Rapier: Artillery
- Auxiliary: Infantry

Wargear

(Auxiliaries only)

- Lascarbine
- Close combat weapon
- Flak armour

Wargear (Rapier only)

- Quad multi-laser

Special Rules

- Extremely Bulky (Rapier combined with crew)
- Provenance (Auxiliaries only)

Options

- The Rapier Battery may include:
 - Up to two additional Rapier teams.....+35 points each
- Any Rapier may exchange its quad multi-laser with one of the following:
 - Quad heavy bolter Free
 - Laser destroyer array+15 points each
 - Quad mortar (Frag shells only)+25 points each

HEAVY SUPPORT

Imperialis Militias make use of the ubiquitous Rapier weapons carrier when operating in terrain too dense to deploy their heavier artillery, in particular cities, forests and mountainous areas. The Rapier's tracked carriage and its on-board reactor allow weapons too heavy to be carried into battle to be deployed, providing vitally needed frontline fire support to the notoriously under-equipped armies raised by both sides in the civil war raging across the Imperium.





AUXILIA MALCADOR HEAVY TANK

235 POINTS

HEAVY SUPPORT

A mainstay heavy tank of the early decades of the Great Crusade and named after the Regent of Terra – Malcador the Sigillite, the Malcador was largely consigned to second line service by the time of the outbreak of the Horus Heresy. Hence, a great many Imperialis Militias, even those raised from the most primitive of cultures, are possessed of large reserves of this formidable engine of war, although in some cases they are fielded by crews so ignorant in the ways of the machine that they might abandon them the moment they run out of fuel or ammunition.

	BS	Front	Side	Rear	HP
Malcador Heavy Tank	3	13	13	12	6

Unit Composition

- 1 Malcador Heavy Tank

Unit Type

- Vehicle (Super-heavy, Fast)

Wargear

- Traverse-mounted battlecannon
- Hull-mounted autocannon
- Two sponson-mounted autocannon
- Searchlight
- Smoke launcher

Special Rules

- None

Armour

Options

- The vehicle may exchange its traverse-mounted battlecannon for a:
 - Twin-linked lascannon Free
- The vehicle may exchange its hull-mounted autocannon for one of the following:
 - Multi-laser Free
 - Heavy flamer Free
 - Lascannon +10 points
 - Demolisher siege cannon +30 points
- The vehicle may exchange both sponson-mounted autocannon for one of the following:
 - Multi-lasers Free
 - Heavy flamers Free
 - Lascannon +20 points
- The vehicle may take any of the following:
 - Flare shield +25 points
 - Armoured Ceramite +20 points
 - One pintle-mounted multi-laser or heavy flamer +10 points
 - Up to two hunter-killer missiles +10 points each
 - Siege Armour +10 points each
 - Dozer blade +5 points
 - Auxiliary drive +10 points

Siege Armour

The Front Armour value of the Malcador is increased to 14, but the tank loses the Fast special rule.



MILITIA AUXILIARY BATTLE TANK ATTACK SQUADRON 140 POINTS

Armour

	BS	Front	Side	Rear	HP
Militia Leman Russ Battle Tank	3	14	13	10	3
Militia Leman Russ Annihilator	3	14	13	10	3
Militia Leman Russ Exterminator	3	14	13	10	3
Militia Leman Russ Demolisher	3	14	13	11	3
Militia Leman Russ Vanquisher	3	14	13	10	3

Unit Composition

- 1 Leman Russ Battle Tank

Unit Type

- Vehicle (Tank, Heavy)

Wargear (All)

- Heavy bolter
- Searchlight
- Smoke launchers

Wargear (Specific)

- Leman Russ Battle Tank: Battle cannon
- Leman Russ Annihilator: Twin-linked lascannon
- Leman Russ Exterminator: Exterminator autocannon
- Leman Russ Demolisher: Demolisher siege cannon
- Leman Russ Vanquisher: Vanquisher cannon

Options

- The squad may contain:
 - Up to two additional Leman Russ Battle Tanks.....+140 points each
- Any Leman Russ Battle Tank may be exchanged for a:
 - Leman Russ Annihilator.....Free
- Any Leman Russ Battle Tank may be exchanged for a:
 - Leman Russ Exterminator.....Free
- Any Leman Russ Battle Tank may be exchanged for a:
 - Leman Russ Demolisher.....+20 points
- Any Leman Russ Battle Tank may be exchanged for a:
 - Leman Russ Vanquisher.....+15 points
- Any model may exchange its heavy bolter for:
 - Heavy flamer.....Free
 - Multi-laser.....Free
 - Lascannon.....+10 points per model
- Any model may take a pair of sponsons armed with:
 - Heavy bolters.....+20 points per model
 - Heavy flamers.....+10 points per model
- Any model in the squadron may take one of the following:
 - Pintle-mounted heavy flamer.....+10 points per model
 - Pintle-mounted multi-laser.....+10 points per model
 - Pintle-mounted heavy stubber.....+5 points per model
- Any model in the squadron may take any of the following:
 - Hunter-killer missile.....+5 points per model
 - Dozer blade.....+5 points per model
 - Extra armour.....+5 points per model

HEAVY SUPPORT

The Leman Russ battle tank was only just beginning to be issued to Imperialis Militia forces at the outbreak of the Horus Heresy, albeit in its most basic pattern and form utilising a template that could be constructed on most worlds with basic industrialisation. Here the unseen hand of the Warmaster's agents must surely have been at work, as it was in so many other, similar circumstances.

It appears that militias that would later declare for Horus were given priority in the procurement of the Leman Russ, while those which could not be relied upon to take up arms against Terra were starved of access to it. Nevertheless, Leman Russ battle tanks were deployed by Imperialis Militias on both sides of the galactic civil war, often in deliberate concentrations (this being their optimum deployment with relatively unskilled support troops and inexperienced tank commanders), their formidable main weapons providing vital support to the massed advance of their foot-slogging compatriots.



HEAVY SUPPORT

Before the coming of the galactic civil war, the bulk of Imperialis Militias were configured to mount largely static, defensive operations, their heaviest weapons concentrated on key installations vital to the defence of their home world. Heavy ordnance batteries, commonly of the robust and easily supplied Basilisk and Medusa patterns, were ideal for this task, for what they lacked in battlefield mobility or the skill of their commanding artillerists, they compensated for in sheer weight of firepower.

AUXILIA HEAVY ORDNANCE BATTERY

75 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Auxilia Crew	3	3	3	3	1	3	1	6	-
Artillery Carriage	-	-	-	7	4	-	-	-	3+

Unit Composition

- 1- 3 Artillery Carriages, each with four Militia Auxiliary Crew

Unit Type

- Artillery Carriages: Artillery
- Militia Auxiliary Crew: Infantry

Wargear

(Artillery Carriage only)

- Earthshaker cannon

Wargear (Militia Auxilia Crew only)

- Flak armour
- Close combat weapon
- Lascarbene

Special Rules

- Immobile Artillery
- Provenance (Militia Auxilia Crew only)

Options

- All Artillery Carriages in the unit may upgrade their earthshaker cannon to:
 - Medusa siege guns.....+25 points per model
- An Artillery Carriage equipped with a medusa siege gun may be upgraded to use:
 - Breacher shells.....+5 points per model
- Any Artillery Carriage may have:
 - Up to four additional Militia Auxilia Crew+3 points each

Immobile Artillery

An Immobile Artillery piece cannot be moved after it has been deployed, and ignores any effect which forces it to move. This only affects the platform and the crew are subject to all normal artillery rules. When called upon to Fall Back, the crew must leave their guns behind and Fall Back, the platforms are then removed as casualties – each artillery model should be replaced by a large model with a footprint of at least a 60mm round base.

Breacher Shells

A medusa siege gun upgraded to fire breacher shells uses the following profile:

	Range	Str	AP	Type
Breacher shells	48"	10	1	Heavy 1, Blast (3"), Armourbane

SPECIAL HEAVY SUPPORT: MUTANT SPAWN

DETACHMENTS WITH THE TAINTED FLESH PROVENANCE MAY TAKE A UNIQUE HEAVY SUPPORT TYPE - THE MUTANT SPAWN

85 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant Spawn	3	0	5	5	3	2	D6	10	-

Unit Composition

- 3 Mutant Spawn

Unit Type

- Beasts

Wargear

- None

Special Rules

- Fear
- Fearless
- Rage
- Hammer of Wrath
- It Will Not Die
- Very Bulky
- Random Attacks
- Mutated Beyond Reason
- Blind Aggression

Options

- The Mutant Spawn unit may include:
 - Up to seven additional Mutant Spawn.....+25 points each

Random Attacks

At the beginning of each Fight sub-phase, roll a D6 for each friendly Mutant Spawn unit that is locked in combat. The total result (plus any bonus for charging) is the number of attacks the unit of Mutant Spawn inflicts this Assault phase.

Mutated Beyond Reason

Roll a D3 after deployment but before the game begins to determine the particular mutation possessed by the Mutant Spawn in this unit:

D3 Mutation

- Armoured Hide:** The Mutant Spawn unit gains an Armour save of 5+.
- Grasping Claws and Flailing Pseudopods:** The Mutant Spawn unit re-rolls 1s when determining its random attacks.
- Toxic plasm:** The Mutant Spawn's attacks have the Rending special rule.

Blind Aggression

Units with this special rule must always charge in the Assault phase if this is a possibility (the controlling player may always choose their preferred target if multiple targets are available), and must always make Sweeping Advances.

HEAVY SUPPORT (SPECIAL)

Many of the militias that declared for the Traitors were revealed as little more than armed cults steeped in the insanity of the Warp, a taint that very quickly manifested in rampant physical corruption and mutation throughout the ranks. While many amongst the teeming masses were afflicted by strange or disturbing mutations, in some, exposure to the Warp caused a drastic alteration of form, turning them into mindless, bestial creatures of tooth, claw and tentacle.

Some cults, notably the Mendari at Calth, invited such mutation and sought to use sorcery and ritual to bring it down upon the most 'blessed' of their number.



LORDS OF WAR

The Baneblade ranks amongst the most recognisable super-heavy tank of the Great Crusade, produced in the tens of thousands for service with the Excerptus Imperialis all across the ever-expanding Imperium. The majority of Baneblades are produced on Mars, and the Lords of the Red Planet hold the Mars class vehicle as the inalienable iteration of the Machine God's vision and it galls them greatly that certain other Forge Worlds produce their own patterns. To the untrained eye the differences between vehicles appear superficial, but the Tech-Priests of Mars preach otherwise, furthering the many schisms that have developed between the various Forge Worlds throughout the final decades of the Great Crusade.

Regardless of its provenance, the Baneblade is a stately iron beast, its iconic turret-mounted Baneblade cannon the bane of countless foes over the years. Its armour is nigh impenetrable and many of those in the service of the Auxilia have been upgraded to the 'Solar' sub-pattern and fitted with extensive exploration and survival equipment to allow operation in the most hostile of environments.

AUXILIA BANEBLADE SUPER-HEAVY BATTLE TANK

535 POINTS

Armour

	BS	Front	Side	Rear	HP
Baneblade	3	14	13	12	9

Unit Composition

- One Baneblade

Unit Type

- Vehicle (Super-heavy)

Wargear

- Autocannon
- Turret-mounted Baneblade cannon
- Hull-mounted Demolisher cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

Special Rules

- Explorator Adaption

Options

- May take any of the following:
 - Hunter-killer missile +10 points
 - Armoured Ceramite.....+25 points
- May add up to two pairs of side sponsons, each with:
 - One lascannon & one twin-linked heavy bolter. .+50 points per pair
- May take one of the following pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combi-weapon.....+10 points
 - Heavy flamer.....+15 points
 - Heavy bolter.....+15 points
 - Multi-laser.....+15 points
 - Multi-melta.....+20 points
- May be upgraded to a Super-heavy Command Tank...+25 points

Baneblade cannon

	Range	Str	AP	Type
Baneblade cannon	72"	9	2	Primary Weapon 1, Apocalyptic Blast (10")



AUXILIA STORMHAMMER SUPER-HEAVY ASSAULT TANK

555 POINTS

Armour

BS	Front	Side	Rear	HP
3	14	13	12	10

Stormhammer

Unit Composition

- 1 Stormhammer

Unit Type

- Vehicle (Super-heavy)

Wargear

- One turret-mounted Stormhammer cannon
- One co-axial-mounted multi-laser
- Six sponson-mounted multi-lasers
- One hull-mounted dual battlecannon
- One hull-mounted lascannon
- Searchlight
- Smoke launcher

Special Rules

- None

Options

- The vehicle may exchange any of its multi-lasers for one of the following options:
 - Heavy flammers..... Free
 - Heavy bolters..... Free
 - Lascannon +10 points each
- The vehicle may take any of the following options:
 - Armoured Ceramite..... +25 points
 - One pintle-mounted multi-laser or heavy flamer +10 points
- The vehicle may be upgraded to have Targeters (BS 4) +20 points
- May be upgraded to a Super-heavy Command Tank... +25 points
- The vehicle may take up to:
 - Four hunter-killer missiles..... +10 points each

Stormhammer Weaponry

	Range	Str	AP	Type
Stormhammer cannon	60"	9	2	Primary Weapon 1, Massive Blast (7"), Shred, Pinning
Dual battlecannon	72"	8	3	Ordnance 2, Large Blast (5"), Twin-linked

LORDS OF WAR

It was a fortunate and privileged planetary militia indeed that counted a Stormhammer amongst its armoured units, for these super-heavy tanks were comparatively rare and most of those constructed reserved for service in the Solar Auxilia. Nonetheless, the most wealthy and influential Imperial Commanders of technologically advanced worlds were sometimes able to procure a small number, generally at their own expense.

The Stormhammer was often likened to a stately battleship, its multiple turrets and sponsons able to dominate an entire battlefield, affording the otherwise poorly equipped militias serving amongst the armies of the Age of Darkness with much needed super-heavy armoured support.



THE QUESTORIS KNIGHT CRUSADE ARMY LIST

THE QUESTORIS KNIGHT CRUSADE ARMY LIST

The following army list and unique Force Organisation chart represents the Knight Households during the Age of the Great Crusade and the opening years of the Horus Heresy. This structure works very differently from the way usual Force Organisation charts work in that rather than using units to occupy each choice on the chart, a Knight Scion, a noble of the Household, is selected using the Household Rank rules instead and then given a particular type of Knight armour to pilot. Just as when selecting an army normally using the Detachment method, Compulsory choices must be made first, and each time this is done, a particular Knight armour from the army list is chosen for them at the points cost shown in the army list profile. Then Optional choices are made, until the points value for the game you're playing has been reached. This means that, in effect, any of the different Knight armour types can be taken in any role, but the skills and abilities of the nobles who pilot them determine their position in the line of battle.

Depending on the Household rank being chosen, there may also be particular modifiers applied to the profile of the Knight selected, or additional special rules applied, as well as a change in the unit's points cost.

USING THE ARMY LIST ENTRIES

Each unit entry in the army list contains the following information:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile: This section will show the profile of any models the unit can include, even if they are upgrades.

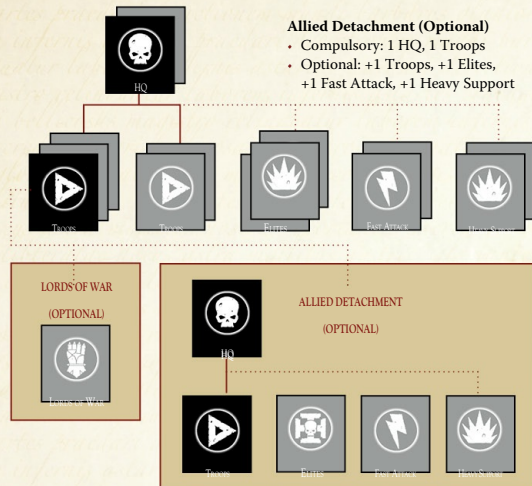
Unit Type: This refers to the Unit Type rules in the *Warhammer 40,000* rulebook. For example, a unit may be classed as Infantry, Monstrous Creature or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken. If the Unit Composition includes the word 'Unique', then you may only include one of this unit in your army.

QUESTORIS KNIGHT CRUSADE ARMY FORCE ORGANISATION CHART

This detachment type is a unique type of core Detachment for use in Battles in the Age of Darkness games. It is only for use with the Questoris Knight Crusade army list and may not be used with other army types.

PRIMARY DETACHMENT (REQUIRED)



Primary Detachment (Required)

- Compulsory: 1 HQ, 1 Troops
- Optional: +1 HQ, +4 Troops, +3 Elites, +2 Fast Attack, +2 Heavy Support

Lords of War Detachment (Optional)

- 1 Choice

Allied Detachment (Optional)

- Compulsory: 1 HQ, 1 Troops
- Optional: +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

Restrictions

- All units chosen must be taken from the Questoris Knight Crusade Army list and be from the same faction (i.e., be Traitor or Loyalist).
- The Titans of the Legio Titanicus are available as Lords of War choices for this army only.
- The Household Rank rule must be used where relevant for all units within the detachment.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost listed next to the unit's name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail subsequently, or in the Special Rules section of the *Warhammer 40,000* rulebook.

Allies Matrix

When using the Allies in the Age of Darkness chart (see page 69), the Questoris Knight Crusade army uses the 'Mechanicum' line on the chart for determining any relationship of alliance.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both provided you pay the points cost for each.

Warlord Traits: Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in their army list entry.

QUESTORIS KNIGHT CRUSADE ARMY SPECIAL RULES

HOUSEHOLD RANK

Each noble, referred to heraldically as a 'Scion', within a Knight Household is a warrior with their own Chronicle of Battle and the traditions and glories of their forebears to uphold. Each Household's bloodline ranges from the Scions Aspirant, freshly raised up to command their armour in battle and wreathed in dreams of would-be glory, to the Scions Martial, the experienced fighters who make up their Household's line of battle, to the upper echelons of the House who hold the traditional ranks of the Household's command and who have already writ their own legends in battle. In times of open war, when a Knight Household takes to the field en masse, each will have their own roles to play, roles founded as much in ancient tradition as in the individual record and reputation of the Knight armour and the warrior piloting it. Unleashed, such a tide of iron and fire is a force few powers in the galaxy can withstand.

Note: The Household Rank special rule is only in effect when using a force selected from the Questoris Knight Crusade Army Force Organisation chart as your core detachment or as an Age of Darkness allied detachment only. It should not be used in conjunction with other detachment types or Unbound armies.



HQ RANKS

Nobles of the following ranks are HQ choices for the Questoris Knight Crusade army.

SENESCHAL (0-1) +50 POINTS

The martial traditions and aristocratic rule of the Knight Households demand a rigid hierarchy in battle and at the apex of this order is the Seneschal. Commonly, this august title is conferred on either the head of a particular Household's mustered forces in the field or on the master of a particular fortified keep on the Knight Worlds themselves. In both cases it is heavy not only with symbolic authority but also might, as to have attained such a rank, a Knight must have proved their worth both in personal combat and tactical command, as well as the more subtle but no less dangerous battlefield of dynastic struggle.

In the case of the Questoris Knight Crusade forces, the role of Seneschal further involved both practical generalship and an understanding of the myriad strengths and natures of the vast forces of the Imperium, as well as the countless dangers of the cold stars and the foes that awaited there.

Master Knight: Add +1 to the Weapon Skill and Ballistic Skill shown on the Knight's profile, and increase any invulnerable save the Knight has by +1. For example, a Questoris Knight Errant piloted by a Seneschal would have WS 5, BS 5 and an ion shield invulnerable save of 3+.

Ideal Mission Commander: If a Seneschal is chosen as the army's Warlord, the owning player can choose to re-roll the result on the Warlord Trait table.

LORD SCION (0-1) +25 POINTS

The title Lord Scion is used here as a collective term that encompasses the upper echelons of a Questoris Knight Crusade force, be they in fact titled baron, margrave, sirdar count,thane or one of a number of local sub-variations in peerage and rank, and ordered below the supreme authority of a Seneschal on the battlefield. They are each a war-tempered veteran whose position has not simply been bought with age and lineage, but with blood and fire upon the battlefield. A Lord Scion's mettle and record are known to all under their command, just as it is blazoned by the heraldry that adorns their Knight armour; an open challenge to any who would oppose them.

Veteran Knight: Add +1 to the Weapon Skill and Ballistic Skill shown on the Knight's profile. For example, a Questoris Knight Errant piloted by a Lord Scion would have WS 5 and BS 5.





ELITES RANKS

Nobles of the following ranks are Elites choices for the Questoris Knight Crusade army.

PRECEPTOR +25 POINTS

It is unusual, but not unknown, for a Scion to display a particular facility for technology, sometimes even serving time observing and learning from their Household's Sacristans, although always retaining their distinction and rank. These Scions, once they have become veterans of warfare in their own right, also make for the most able instructors of the Household's Aspirants, able to impart not only the lore of arms but also to teach a deeper understanding of the Knight armour, its scope of operations and the division of machine and man, earning themselves the honoured title of Preceptor within the Household. The Preceptor's lore can be put to use on the battlefield, allowing them to use advanced augury and auspex equipment which would be beyond those without their learning, and serve the role of tactical co-ordination and communications for their Household in battle.

Oracle of Battle: While at least one Preceptor is on the table, Knights from the same detachment may add +1 to their Reserves rolls. In addition, the Preceptor and any Knight models that are part of the same detachment and within 6" have the Interceptor special rule and may fire Overwatch with any eligible weapons until their next player turn. Note that this is an exception to the normal special rule for Super-heavy Walkers, and in the case of Hellfire template weapons, D6 hits are scored rather than D3.

AUCTELLER (0-1) +35 POINTS

The Aucteller is an archaic rank whose traditions flourished in ancient days when Knight Houses battled bloodily for supremacy with one another. Though on many Knight Worlds feuds and affairs of honour were settled through highly ritualised and formalised duels, when the matter was pressed, either with bitter wrath or pure desperation of survival, mass battle was inevitable. In such warfare the Aucteller served not as a champion, but as a forlorn hope, oath-sworn to strike down the foe's greatest warriors at the cost of their own life if needs be. In the Age of the Great Crusade such desperate tactics were suppressed, but there were still Houses that bore this bitter tradition well, and as the desperate wars of the Horus Heresy unfolded, the need for such sacrifices was born again.

Sworn Enemy: After set-up but before the game begins, the Aucteller's owning player must specify one of the following as the Knight's 'Sworn Enemy': the enemy Warlord, a Lords of War unit other than a Flyer, a Super-heavy Walker or ground vehicle, or a Gargantuan Creature. Should the Aucteller destroy this unit (i.e. cause its last Hull Point or wound to be lost, or the unit to flee from the table), the Aucteller's owning player gains an additional D3 Victory points (this is in addition to any other provision of the mission, such as Slay the Warlord). If the Sworn Enemy unit is destroyed or removed from play by any other means, no additional Victory points are scored for the Sworn Enemy unit by either side.

If the Sworn Enemy still remains in play at the end of the game, its owning player gains +1 Victory point.

From Death I Strike: If the Aucteller's Knight is destroyed in an assault against their sworn foe, before any other effects take place (for example, a roll on the Catastrophic Damage table), the Knight may immediately make an additional single close combat attack using its normal profile and weapon against their Sworn Enemy.

LEGENDARY FREEBLADE.....(SPECIAL: SEE INDIVIDUAL COSTS)

Drawn out from the ranks of their former Households, either willingly owing to the lure of adventure or the unquenchable lust for battle, or unwillingly as outcast, renegade or last survivor, Freeblades are Knights Mendicant, owing no alliance and no fealty. Of these, many were drawn to the Great Crusade, lured by the thirst for glory or the unceasing clangour of war on the frontier, joining the Questoris Crusade forces and fighting on countless worlds in support of the Emperor's great work.

Most of these Freeblades may be accounted for by the Household Ranks elsewhere in this list, their distinction marked by their heraldry rather than their role, but there are exceptions. Some Freeblades are so remarkable in skill and reputation that they have forged their own legends, both valiant and bloody.

Legendary Freeblades are unique units with their own particular characteristics and are bought as complete with a particular type of Knight armour rather than by matching a Household rank with a Knight type as is normal for the Questoris Knight Crusade Army list. Legendary Freeblades are selected as individual Elites choices for the detachment.





TROOPS RANKS

Nobles of the following ranks are Troops choices for the Questoris Knight Crusade army. In addition to any other rules they possess, all Knights bought as Troops in a Questoris Knight Crusade army also gain the Objective Secured special rule if used in Maelstrom of War and Eternal Battles missions.

SCION MARTIALFREE

The Scions of the Knights Martial, also known in common parlance as the Household's 'banners', form the main strength of the Knights' battleline; experienced in warfare and expert in the use of the powerful war machines they command.

The Scions Martial represent the meridian of skill and power on which the Knight armour profiles in the army list are based and therefore impose no modifiers on the profiles shown in the army list.

SCION ASPIRANT(MINUS) -35 POINTS

The Knight Households are not simply a military force but a hereditary bloodline of war; a bloodline whose sons and

daughters must be tempered in the fires of battle from a young age. Such an apprenticeship is a dangerous one, but vital to the sustenance of a Household's strength across the generations. Only the most desperate of battles would force a Household to endanger all of its Aspirants at once however, and so competition among the youth of fighting age to be picked to join their kin in the field is fierce.

Aspirant: Subtract -1 from the Weapon Skill and Ballistic Skill shown on the Knight's profile and also reduce any invulnerable save the Knight has by -1. For example, a Questoris Knight Errant piloted by a Scion Aspirant would have WS 3, BS 3, and an ion shield invulnerable save of 5+.

Young Blood: The number of Scions Aspirant chosen as part of a Questoris Knight Crusade army may not exceed the total number of all other Household Ranks in the army within the usual limitations of the Force Organisation chart. So, for example, in an army comprising six Knights, up to three could be Scions Aspirant.

Objective Secured: A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this special rule.



FAST ATTACK RANKS

Nobles of the following ranks are Fast Attack choices for the Questoris Knight Crusade army.

SCION DOLOROUS+25 POINTS

A title bestowed upon the most famed beast-killers and slayers among the Knights of the Household, the epithet 'Dolorous', from the ancient tongue encoded into the great Arks which bore the Knights to their founding worlds, means 'grievous' or 'mournful' in its true form. But within the society of the Knights it has since grown to have a doubled-edged meaning: of Scions who have proved themselves time and again against the mega-predators which populate many of the Knight Worlds, gaining for themselves a tally of trophies and kills worth the envy of their peers. It also implies one perhaps to whom battle and slaughter have become an addiction to the exclusion of all else, and for whom life beyond the confines of their Knight armour is a pale and hollow thing, and mortal danger their only wine and meat.

Such Knights often seek to be deployed in the forefront of battle and will often charge ahead irrespective of any orders to the contrary. While their actions in combat by some are judged to be little more than the madness of a death wish, the power of their battlelust is a devastating force in combat. Those who survive long enough after falling into the strange malady that afflicts the Scions Dolorous learn to temper their fury but not the restless desire for continuous battle, and many will become Freeblades, should they not fall in battle first.

Dolorous Charge: A Knight with this special rule must re-roll failed charges and, in addition, must re-roll failed Sweeping Advances.

Worthy Foe: If there is an eligible target for the Knight to charge in its Assault phase which is either an enemy Knight, Walker, Monstrous Creature, Primarch, Super-heavy Walker or Gargantuan Creature, it must attempt to do so. If multiple options for this charge are available, then the owning player decides which it will attempt to charge.

SCION UHLANFREE

The Uhlán tradition is one followed by the most hot-blooded and impetuous Knights, both off and on the field of battle. In war they seek above all the glory of rapid victory and delight in high speed manoeuvre, destroying their foes in a fury of close range fire and swift assault. Caution is to them an anathema and valour lies only in the close press of battle. Within the Questoris Crusade forces, the Scions Uhlán are used by the wiser Household commanders as advanced scouts, raiders and reavers, either to form the front skirmish line of the Household in the open field or as flanking forces to encircle a foe and run down an enemy once it breaks. As a result of their preferred tactics, many Scions Uhlán covet the use of the less common Cerastus pattern Knights, owing to their superior battle speed.

Impetuous Advance: Scions Uhlán have the Scout and the Hit and Run special rules, however, in order to achieve these abilities, they have the Sacristans strip down the armour of their Knights in order to lighten them for speed. In all cases, the Scions Uhlán reduce the Armour value of their Front armour by -1.

Uhlán's Scorn: Scions Uhlán commonly deride long-range bombardment as a dishonourable mode of warfare unbecoming of a Scion of a Great House and, despite orders to the contrary, they suffer such a mode of attack with ill-grace. Scions Uhlán may only make Snap Shots with their weapons at targets greater than 24" away.



HEAVY SUPPORT RANKS

Nobles of the following ranks are Heavy Support choices for the Questoris Knight Crusade army.

SCION ARBALESTER+25 POINTS

An Arbalester excels at dealing death and destruction at a distance, utilising their Knight's firepower to its fullest and most devastating effect. Skilled gunners, while some of their more impetuous or glory-hungry brethren may scorn their tactics as unworthy, they undertake a vital role in the Household's battleline, identifying and destroying enemy heavy weapons emplacements to screen their comrades' advance and help shield their fellows from aerial attack.

Weapon Calibration: The weapons-mountings and targeting systems of a Knight Arbalester have been finely attuned by their pilot and are extremely responsive to their skills. The Knight has the Tank Hunters special rule and, in addition, so

long as it has not moved in its preceding Movement phase, it may, if its controlling player wishes, count all its weapons as having the Skyfire special rule in the Shooting phase.

SCION IMPLACABLE+35 POINTS

An epithet applied to a Household Knight who has shown a particular aptitude for siege warfare, an 'Implacable' is an invaluable warrior in such situations as heavy assault against fortified positions and also in the desperate maelstrom of cityscape warfare. In situations such as these, a Knight, despite its power, might become undone if unexpectedly surrounded and swarmed by an enemy, but not so the Implacable, who though may be marked as far more cautious than their brethren in battle, is adept at crushing infantry like vermin.

Wall Breaker: A Knight with this special rule adds +1 to any results rolled on the Building Damage table as a result of any of its attacks (this is cumulative to any bonus for a weapon's AP).

Infantry Crusher: The Knight may re-roll results on the Stomp table (the result of the re-roll must be taken even if it is worse than the first). In addition, the Knight has a 5+ invulnerable save against grenade and melta bomb attacks in an assault. The Knight, however, may not make Sweeping Advances.



QUESTORIS KNIGHT CRUSADE ARMY WARLORD TRAITS

When generating their Warlord Traits, a Questoris Knight Crusade Warlord must roll on the following table. Note that they may not use the Warlord Trait tables in the *Warhammer 40,000* rulebook.

QUESTORIS KNIGHT CRUSADE ARMY WARLORD TRAITS TABLE

D6	Warlord Trait
1	Hell Rider <i>The Knight is renowned for their command on a score of burning battlefields, and the ashes of war are as garlands of victory to them.</i> The Knight Warlord and all other Knights in their detachment within 12" gain +1" to their Movement and +1 on any To Wound and Armour Penetration rolls on the first turn of the game.
2	Glorious Renown <i>The fame of the Knight goes before them, a terror to their foes and a boon to their allies.</i> Fear tests taken against the Knight Warlord suffer a -2 penalty to the Leadership value, while allied units within 12" may re-roll failed Morale checks.
3	Favoured of Mars <i>The Knight has won the favour of one of the great Forge Lords of the Mechanicum, who has blessed their Knight armour with their arcane lore.</i> One of the Knight Warlord's weapons, chosen by the owning player, gains the Master-crafted special rule.
4	Lord of the Abyss <i>The Knight has travelled the depths of the unknown stars with the forces of the Great Crusade and has slain strange creatures, both nightmarish and savagely powerful, in single combat.</i> The Knight Warlord gains the Monster Hunter and Adamantium Will special rules.
5	Puissant Commander <i>The Knight is not merely a great warrior, but a cunning general, wise in the intricacies of warfare.</i> The owning player may add +1 to their Seize the Initiative roll in missions where this is relevant, and while the Knight Warlord is on the table, enemy Reserves rolls suffer a -1 modifier.
6	Indomitable <i>The Knight will not yield, no matter the foe, no matter the harm they suffer, whilst a single enemy remains on the field of battle.</i> The Knight Warlord gains the It Will Not Die special rule.



Housed in the labyrinthine expanse of the Emperor's Palace, within the Palace of Banners, the Officio Militaris College of Arms is an ancient institution whose Adepts-Pursuivant monitor, catalogue and approve the bewildering array of heraldic devices used by the various military arms of the Great Crusade. As the ultimate authority on all matters pertaining to sigils and marks of rank, and official arbitrators of the ownership of such marks, these adepts wield much power within the ranks of the Imperial Court, and the Lord Adept-of-Arms maintains an advisory position within the Emperor's Council itself.

Among the many duties of the adepts of the College is that of cataloguing and recording the near-endless array of heraldry used by the recognised Imperial Knight Houses. These adepts, sometimes known as 'Matriculators', are common sights on worlds controlled by Knight Households, and are always accompanied by the stern Claviger Guard, who are sworn to see that none interfere with their duties. Such is the importance placed upon the sanctity of their heraldic emblems and the privilege of use of coveted designs and insignia that many within a Knight Household are willing to resort to violence to ensure their claim is honoured by their peers.



HQ

Though he would become one of the most reviled of the Dark Mechanicum, Draykavac was an all but unknown figure before the civil war of the Warmaster's betrayal sundered the Imperium. This bestially masked and black-robed Magos served as the chief military emissary of the Forge World of Cyclothrathe and the foremost field commander of its Taghmata, answerable only to the sinister and hidden tribunal which ruled his lightning-wracked world. As part of Draykavac's command, he also held the rank of sovereign-prelate of the Knight House of Atrax, which was fully oath-bound to Cyclothrathe which, while nominally it still had its own seneschals and master, was in reality little more than puppets of the utterly callous and inhuman Archmagos Draykavac.

With the outbreak of war within the Coronid Deep, Draykavac was at the forefront of the campaign of invasion and conquest Cyclothrathe carried out in the name of the Traitors, swiftly amassing a tally of atrocities and massacres to his name that set him apart as one of the most hated of his kind.

ARCHMAGOS DRAYKAVAC

WARLORD OF CYCLOTHRATHE, SOVEREIGN-PRELATE OF HOUSE ATRAX, BRINGER OF PERFECTION

240 POINTS

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

Archmagos Draykavac

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Paragon blade
 - Machinator array*
 - Djinn-skein
 - Mechanicum protectiva
 - Cortex controller
 - Graviton gun
- *Toughness increase already included in profile.

Special Rules

- Stubborn
- Fear
- Battlesmith
- Liquefractor
- Relentless
- Warlord (If Archmagos Draykavac is your army's Warlord, he has the Death of the Flesh trait rather than rolling randomly)
- High Techno-arcana (Stataraga)

Options

- Archmagos Draykavac may take up to:
 - Four Cyber-ocularis +15 points each (see the Mechanicum Taghmata Army List book)
 - Archmagos Draykavac may be mounted in an:
 - Abeyant +25 points

Warlord: Death of the Flesh

All units within the detachment have the special rule Preferred Enemy (Infantry – all types) when within 3" of an objective.

Liquefractor

Draykavac may exchange all his attacks in an Assault phase for a single special Liquefractor attack. This attack may be used against a single model in base contact and occurs at Initiative step 1 of the Fight sub-phase. No To Hit rolls are made and the attack hits its targets automatically.

To resolve the attack, Draykavac's player rolls 2D6. If the target has a Toughness characteristic, they suffer a number of wounds equal to Draykavac's roll minus their Toughness value with an AP value of 2. If the target has an Armour value, deduct the number rolled from half the score of the Armour value being struck; the result is the number of penetrating hits the vehicle suffers. Eg, if Draykavac's player rolls a result of 6 against a Land Raider with an Armour value of 14, one penetrating hit is inflicted – 7-6=1.

High Techno-arcana (Stataraga)

All units with the Walker, Super-heavy Walker or Monstrous Creature types in the same detachment as the Warlord gain +1 to their charge distances and Sweeping Advance results.

USING ARCHMAGOS DRAYKAVAC IN YOUR GAMES

Draykavac may be chosen as an HQ choice for either the Taghmata Omnissiah army list or as part of a Questoris Knight Crusade Army list (in this case representing his bound Knight House of Atrax). As part of a Questoris Knight army, Castellax Battle-automata maniples may be chosen as non-Compulsory Troops choices and Vorax Battle-automata Maniples as Fast Attack choices for the army.

Traitor Faction: Archmagos Draykavac may only be chosen as part of a Traitor Primary Detachment, and must be its Warlord.

QUESTORIS KNIGHT PALADIN

375 POINTS



KNIGHTS

Amongst the most widely used mark of Knight armour, the Paladin is renowned for its rugged dependability and the versatility of its weapons array. There are few challenges on the battlefield that cannot be met and overcome by the combination of brute force, agility and stubborn resilience represented by the Paladin armour. A Scion mounted in Knight Paladin armour can lay down a withering hail of blast and shrapnel, yet despite the utility and firepower of the battle cannon, many Scions still favour the use of the reaper chainsword, considering it more honourable to stand face-to-face with their enemy.

These armours are little different from the ancient war machines carried to the stars by the first Long March colonists. Only the hand-forged and intricately embossed armour plating separates them from those early exo-armours, and many of these machines have fought in the defence of Mankind for long centuries, bearing honour markings from wars long since forgotten on their plating.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Questoris Knight Paladin	4	4	10	13	12	12	4	3	6

Unit Composition

- 1 Questoris Knight Paladin

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Questoris battlecannon
- Two heavy stubbers
- Reaper chainsword
- Ion shield

Special Rules

- Household Rank
- (Super-heavy Walker)
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Options

- The Questoris Knight Paladin may exchange its Questoris battle cannon for a:
- Rapid-fire battlecannon Free
- May take one of the following Carapace weapons
- Ironstorm missile pod +30 points
- Twin Icarus autocannon..... +35 points
- Stormspear rocket pod +40 points
- The Questoris Knight Paladin may be upgraded with:
- Bio-corrosive rounds for its heavy stubbers..... +10 points each
- The Questoris Knight Paladin may be upgraded with:
- Occular augmetics..... +10 points

Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Ion Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Occular Augmetics

The Knight has the Night Vision special rule and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table which are inflicted by their shooting attacks at a range of 12" or less.

Questoris Knight Paladin Weapons

Weapon	Range	Str	AP	Type
Rapid-fire battlecannon	72"	8	3	Ordinance 2, Large Blast (5")
Questoris battlecannon	72"	6	3	Ordinance 3, Large Blast (5")
Heavy stubber	36"	4	6	Heavy 3
(Bio-corrosive rounds)30"		2	6	Heavy 3, Poisoned (4+)
Reaper chainsword	-	D	2	Melee



KNIGHTS

Based on the same ancient frame as the Paladin armour, the Errant mark armour mounts an imposing thermal cannon in place of a battlecannon and this terrifying weapon is more than capable of vaporising even the most resilient of armour in an instant. Most often employed to hunt down and destroy enemy super-heavy armour or the most monstrous of xenos creatures, Errant mark armours are assigned to the more aggressive scions, and in turn often develop a belligerent anima.

Few Errant armours carry the long lineage of many Paladin Knights as only the most skilled survive for long, though such armours often carry with them a collection of battle honours that few others can match. Some of the oldest Errant armours, veterans of many lifetimes of battle, are so fractious of spirit and spiteful of temperament that only the most iron-willed of scions can master them, bending their bloody instincts to the service of the Household.

QUESTORIS KNIGHT ERRANT

370 POINTS

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Questoris Knight Errant	4	4	10	13	12	12	4	3	6

Unit Composition

- 1 Questoris Knight Errant

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Thermal cannon
- Heavy stubbers
- Reaper chainsword
- Ion shield

Special Rules

- Household Rank
- (Super-heavy Walker)
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Options

- The Questoris Knight Errant may be upgraded with:
 - Bio-corrosive rounds for its heavy stubbers.....+5 points
- The Questoris Knight Errant may be upgraded with:
 - Ocular augmetics.....+10 points
- May take one of the following Carapace weapons
 - Ironstorm missile pod+30 points
 - Twin Icarus autocannon.....+35 points
 - Stormspear rocket pod.....+40 points

Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Ion Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Questoris Knight Errant Weapons

Weapon	Range	Str	AP	Type
Thermal cannon	36"	9	1	Heavy 1, Melta, Large Blast (5")
Heavy stubber	36"	4	6	Heavy 3
(Bio-corrosive rounds)30"		2	6	Heavy 3, Poisoned (4+)
Reaper chainsword	-	D	2	Melee



QUESTORIS KNIGHT MAGAERA

395 POINTS



KNIGHTS

Amongst the rarest examples of Knight armour currently produced in any numbers by the Forge-fanes of the Mechanicum, Magaera is a marvel of lost technology. Within its armoured frame are housed relic devices understood by only the most learned tech-savants in the Mechanicum, from dedicated repair autosimulacra to the nigh-impregnable ionic flare shield. However, the strain placed on the armour's atomantic reactors leads to dangerous levels of radiation seeping past the containment shields and in the event of heavy damage, potentially catastrophic internal explosions.

Magaera type Knights are most often used as shock assault units, breaching the most heavily defended enemy positions, while shrugging off heavy weapons fire and self-repairing even devastating weapon strikes in a few minutes. To aid in this role it is armed with a complex lightning cannon, using focussed electro-magnetic beams to vaporise infantry and blast apart armour.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Questoris Knight Magaera	4	4	10	13	12	12	2	3	6

Unit Composition

- 1 Questoris Knight Magaera

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Lightning cannon
- Phased plasma-fusil
- Reaper chainsword
- Ionic flare shield
- Blessed autosimulacra

Special Rules

- Household Rank
- (Super-heavy Walker)
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Overtaxed Reactor

Options

- The Questoris Knight Magaera may upgrade its reaper chainsword for a:
- Hekaton siege claw with a twin-linked rad cleanser...+25 points
- The Questoris Knight Magaera may be upgraded with:
- Ocular augmetics.....+10 points

Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Ionic Flare Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ionic flare shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase, and the strength of any Shooting attack against it is reduced by -1, the effect increasing to -2 if the weapon has the Blast or Template rules (note however that this strength reduction has no effect on Destroyer or Haywire attacks). Ionic flare shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Blessed Autosimulacra

If a vehicle has suffered Hull Point damage at the end of the controlling player's turn, roll a D6. On a 6, one lost Hull Point is restored.

Overtaxed Reactor

When destroyed, the Knight adds +1 to the result rolled on the Catastrophic Damage table.

Questoris Knight Magaera Weapons

Weapon	Range	Str	AP	Type
Lightning cannon	48"	7	3	Heavy 1, Rending, Large Blast (5"), Shred
Phased-plasma fusil	24"	6	3	Salvo 2/3
Reaper chainsword	-	D	2	Melee
Rad cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phase
Hekaton siege claw	-	D	2	Melee, Wrecker

Rad-phase: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.



KNIGHTS

A pattern developed from the ubiquitous Questoris chassis, the Warden variant is particularly well-suited to conducting hunts of deadly prey such as the macro-predatory fauna often found on the fief worlds on which the many Knight Houses originated, protecting the House's livestock from monstrous horrors that would rend and feed on them. As such, Wardens are often piloted by scions of proven mettle and trusted by their House's masters and Seneschals, and the war machines themselves are often storied artefacts with rich history and legendry attached to them. When part of the forces of the Great Crusade, these steady warriors and their particular configuration of Knight armour proved particularly adept in xenocidal expeditions, and in operating in the relatively tight confines of layered fortifications and hive city roadways, just as they had the vaulted forests and colossal jungles of the worlds they called home.

QUESTORIS KNIGHT WARDEN

385 POINTS

	WS	BS	S	Armour			I	A	HP
	WS	BS	S	Front	Side	Rear	I	A	HP
Questoris Knight Warden	4	4	10	13	12	12	4	3	6

Unit Composition

- 1 Questoris Knight Warden

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

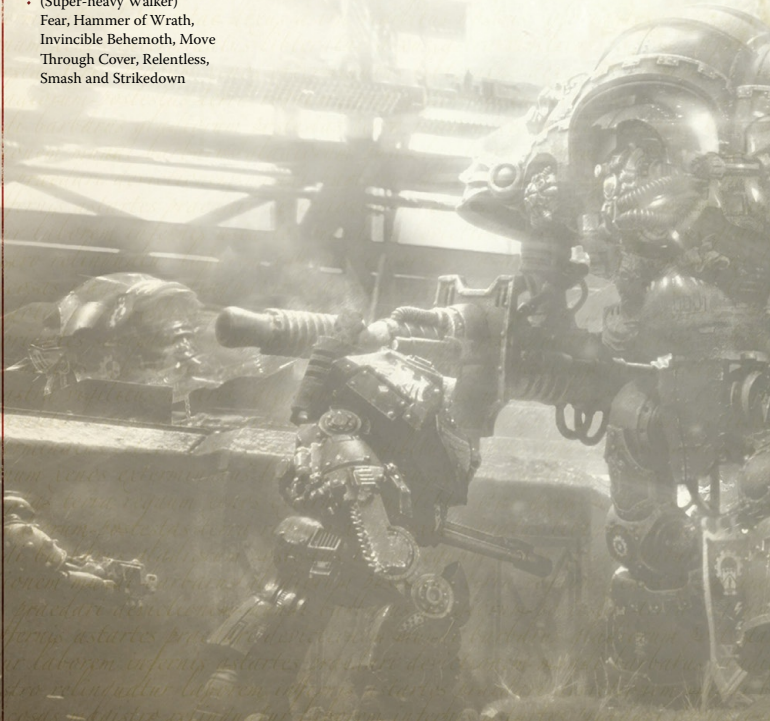
- Questoris-avenger gatling cannon
- Heavy flamer
- Heavy stubber
- Reaper chainsword
- Ion shield

Special Rules

- Household Rank
- (Super-heavy Walker)
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Options

- The Questoris Knight Warden may exchange its reaper chainsword for a:
- Thunderstrike gauntlet +10 points
- The Questoris Knight Warden may exchange its heavy stubber with:
- Meltagun +5 points
- The Questoris Knight Warden may take one of the following additional carapace weapons:
- Ironstorm missile pod +30 points
- Twin Icarus autocannon +35 points
- Stormspear rocket pod +40 points
- The Questoris Knight Warden may be upgraded with:
- Bio-corrosive rounds for its heavy stubber +10 points
- The Questoris Knight Warden may be upgraded with:
- Ocular augmetics +10 points



Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Ion Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Ocular Augmetics

The Knight has the Night Vision special rule and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table which are inflicted by their shooting attacks at a range of 12" or less.

Questoris Knight Warden Weapons

Weapon	Range	Str	AP	Type
Questoris-avenger gatling cannon	36"	6	3	Heavy 12, Rending
Heavy flamer	Template	5	4	Assault 1
Heavy stubber (Bio-corrosive rounds)	36"	4	6	Heavy 3
	30"	2	6	Heavy 3, Poisoned (4+)
Reaper chainsword	-	D	2	Melee
Thunderstrike gauntlet	-	D	2	Melee, Colossal, Hurl
Ironstorm missile pod	72"	5	4	Ordnance 1, Large Blast (5")
Twin Icarus autocannon	48"	7	4	Heavy 2, Interceptor, Skyfire
Stormspear rocket pod	48"	8	3	Heavy 3

Colossal: A model fighting with this weapon Piles In and Fights at Initiative step 1.

Hurl: If this model destroys an enemy Monstrous Creature or non Super-heavy vehicle in the Fight sub phase, the controlling player can choose to hurl the destroyed model after the attack which destroys the model has been resolved. To hurl an enemy model, immediately resolve a shooting attack against an eligible enemy unit within 12" with the following profile. After the attack is resolved, the hurled model is removed from play.

Weapon	Range	Str	AP	Type
Hurled model	12"	*		Heavy 1 Large Blast (5")

**The strength of the attack is equal to the Toughness value of the hurled creature or half the front armour value of the hurled vehicle, rounding up.*

Notes: No other kinds of models other than those listed may be hurled. Models which suffer an Explodes! result may not be hurled. Units onboard vehicles make an emergency disembarkation before the model is hurled.



KNIGHTS

The Questoris Knight Gallant is a war machine intended with but a single purpose; to close with the enemy and destroy them at close quarters. Featuring both the Reaper chainsword and the feared thunderstrike gauntlet as its primary armament, it foregoes much of the balance and ranged firepower of the Errant or Paladin for its ability to deal devastation in close assault. Should a Gallant succeed in penetrating the ranks of the enemy, it can wreak utter havoc, tearing apart tank formations and scattering battalions of infantry before it in terror. The inherent risk such tactics however leave some scions to spurn it as inferior, particularly to the far swifter, if rarer, Cerastus Knight armours which are also assault specialists but considerably swifter than the Gallant thanks to their design, while for some scions — particularly young bloods hungry for glory — such protestations are viewed merely as the mask of cowardice.

QUESTORIS KNIGHT GALLANT

335 POINTS

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Questoris Knight Gallant	4	4	10	13	12	12	4	3	6

Unit Composition

- 1 Questoris Knight Gallant

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Heavy stubber
- Reaper chainsword
- Thunderstrike gauntlet
- Ion shield

Special Rules

- Household Rank
- (Super-heavy Walker)
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Options

- The Questoris Knight Gallant may exchange its heavy stubber with:
 - Meltagun +5 points
- The Questoris Knight Gallant may take one of the following additional carapace weapons:
 - Ironstorm missile pod +30 points
 - Twin Icarus autocannon +35 points
 - Stormspear rocket pod +40 points
- The Questoris Knight Gallant may be upgraded with:
 - Bio-corrosive rounds for its heavy stubber +10 points
- The Questoris Knight Gallant may be upgraded with:
 - Ocular augmetics +10 points



Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Ion Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ion shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Ocular Augmetics

The Knight has the Night Vision special rule and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table which are inflicted by their shooting attacks at a range of 12" or less.

Questoris Knight Gallant Weapons

Weapon	Range	Str	AP	Type
Heavy stubber (Bio-corrosive rounds)	36" 30"	4 2	6 6	Heavy 3 Poisoned (4+) Melee
Reaper chainsword Thunderstrike gauntlet	- -	D D	2 2	Melee, Colossal, Hurl
Ironstorm missile pod	72"	5	4	Ordnance 1, Large Blast (5")
Twin Icarus autocannon	48"	7	4	Heavy 2, Interceptor, Skyfire
Stormspear rocket pod	48"	8	3	Heavy 3

Colossal: A model fighting with this weapon Piles In and Fights at Initiative step 1.

Hurl: If this model destroys an enemy Monstrous Creature or non Super-heavy vehicle in the Fight sub phase, the controlling player can chose to hurl the destroyed model after the attack which destroys the model has been resolved. To hurl an enemy model, immediately resolve a shooting attack against an eligible enemy unit within 12" with the following profile. After the attack is resolved, the hurled model is removed from play.

Weapon	Range	Str	AP	Type
Hurled model	12"	*		Heavy 1, Large Blast (5")

**The strength of the attack is equal to the Toughness value of the hurled creature or half the front armour value of the hurled vehicle, rounding up.*

Notes: No other kinds of models other than those listed may be hurled. Models which suffer an Explodes! result may not be hurled. Units onboard vehicles make an emergency disembarkation before the model is hurled.



KNIGHTS

A variant of the Questoris Knight armour which only became widespread during the age of the Great Crusade when the Knights for the first time began to widely engage alien armoured forces and the technological prowess of deviant and renegade human factions, the Questoris Knight Crusader is the Knight as mobile weapons platform; a war machine of near unequalled firepower for its size. Mounting a purely ranged armament, most commonly pairing a rapid-firing gatling cannon with an armour-breaching thermal cannon, a Questoris Knight Crusader provides directed and close-range fire-support for its fellow Knights, as able to break an onrushing armoured advance by the foe as it is warding the flanks of a massed Knight assault from encirclement, or sweeping an enemy fortification line of defenders. To fulfil this duty, the Crusader's scion is required often to place the protection of their fellows and the completion of a strategic objective before any personal glory, and if impetuous, risks becoming outflanked himself in isolation. As such only scions of steady temper, often veteran warriors of long service and famed as skilled Abalasters are gifted Questoris Crusader armours by their Houses.

QUESTORIS KNIGHT CRUSADER

435 POINTS

	Armour						
	WS	BS	S	Front	Side	Rear	I A HP
Questoris Knight Crusader	4	4	10	13	12	12	4 3 6

Unit Composition

- 1 Questoris Knight Crusader

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Questoris-avenger gatling cannon
- Thermal cannon
- Heavy flamer
- Heavy stubber
- Ion shield

Special Rules

- Household Rank
- (Super-heavy Walker)
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Options

- The Questoris Knight Crusader may exchange its heavy stubber with a:
 - Meltagun +5 points
- The Questoris Knight Crusader may exchange its Questoris-avenger gatling cannon for a:
 - Questoris battle cannon and heavy stubber for +5 points
 - Rapid-fire battle canon and heavy stubber for +5 points
- The Questoris Knight Crusader may take one of the following additional carapace weapons:
 - Ironstorm missile pod +30 points
 - Twin Icarus autocannon +35 points
 - Stormspear rocket pod +40 points
- The Questoris Knight Crusader may be upgraded with:
 - Bio-corrosive rounds for its heavy stubbers +10 points each
- The Questoris Knight Crusader may be upgraded with:
 - Occular augmetics +10 points



Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Ion Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ion shield is covering. The choices are: front, left side, right side or rear.

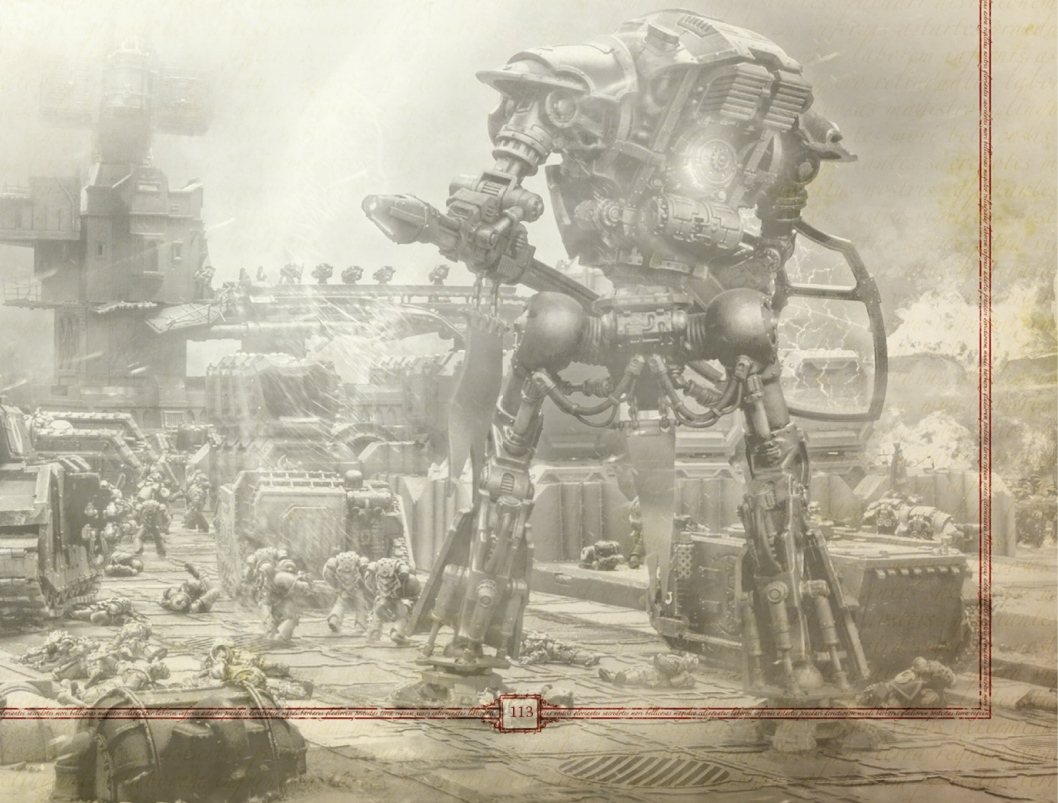
The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Ocular Augmetics

The Knight has the Night Vision special rule and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table which are inflicted by their shooting attacks at a range of 12" or less.

Questoris Knight Crusader Weapons

Weapon	Range	Str	AP	Type
Questoris-avenger galling cannon	36"	6	3	Heavy 12, Rending
Questoris battle cannon	72"	6	3	Ordnance 3, Large Blast (5")
Rapid fire battle cannon	72"	8	3	Ordnance 2, Large Blast (5")
Heavy stubber (Bio-corrosive rounds)	36"	4	6	Heavy 3
	30"	2	6	Heavy 3, Poisoned (4+)
Ironstorm missile pod	72"	5	4	Ordnance 1, Large Blast (5")
Twin Icarus autocannon	48"	7	4	Heavy 2, Interceptor, Skyfire
Stormspear rocket pod	48"	8	3	Heavy 3





MECHANICUS CERASTUS KNIGHT-ATRAPOS

435 POINTS

LORDS OF WAR

One of the rarest and most potent Knights, created solely under the direct auspices of the Lords Magos of the Mechanicum, the Atrapos is a unique variant of the Cerastus. The Atrapos was created, it is said, during the early Great Crusade to carry particularly rare and powerful weaponry and with a single goal in mind - the destruction of heretek engines and xenos war machines whose very nature and existence was considered a blasphemy to the Omnissiah.

Its use is normally confined to the direct authority of the Synod of Magos of a given Forge World, their power used both in dire warfare against the enemies of the Omnissiah and also held as an ultimate sanction against any wayward magos or forgefane that would succumb to heresy against the edicts of the Machine Cult. It is rare, but not unknown for a Knight-Atropos to be gifted into the charge of a Knight House outside the direct influence of a Forge World, marking payment of some great service or blood-debt between the two.

In the legendry of the Knight Houses, the machine spirits of the Knight-Atropos are said to carry with them a cold and all-destroying hunger, and for the scion who bonds with them, madness is said to be a constant risk.

	WS	BS	S	Front	Side	Rear	I	A	HP
Cerastus Knight-Atropos	4	4	10	13	12	12	4	4	7

Unit Composition

- 1 Cerastus Knight-Atropos

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- One graviton singularity cannon
- One Atrapos lascutter
- Ionic flare shield
- Blessed autosimulcra

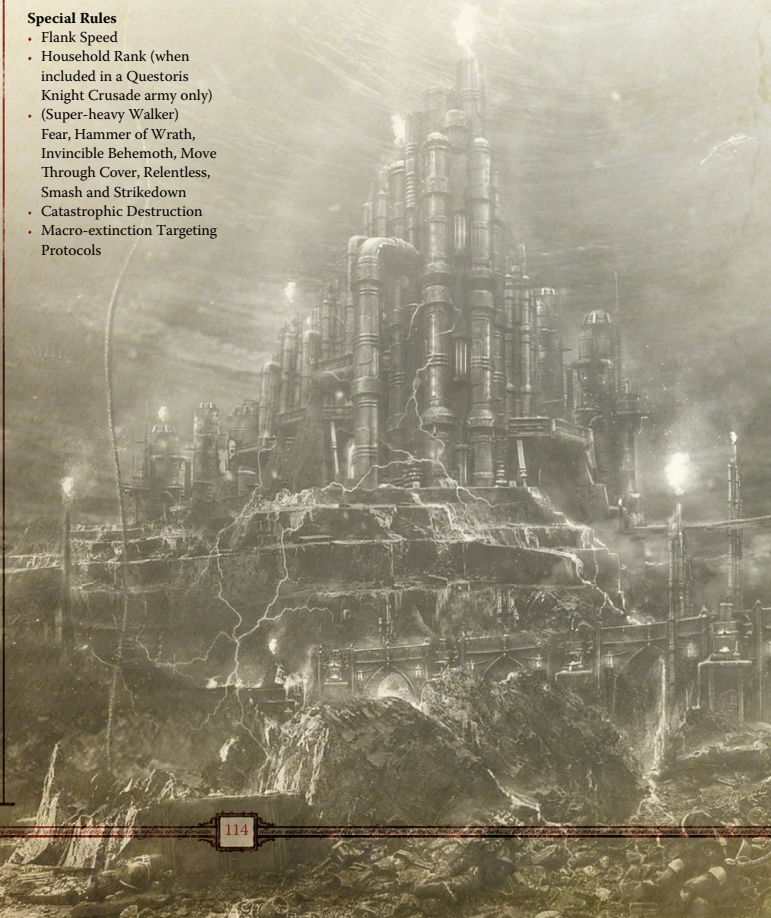
Special Rules

- Flank Speed
- Household Rank (when included in a Quesitoris Knight Crusade army only)
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Catastrophic Destruction
- Macro-extinction Targeting Protocols

Options

- The Cerastus Knight-Atropos may be upgraded with:
Ocular augmetics..... +10 points

The Mechanicum Knight-Atropos may be used either as part of a Mechanicum Taghmata army as a Lords of War choice as normal, or as part of a Quesitoris Knight Crusade army as a 0-1 choice per 2,000 points in the army.



Flank Speed

If the Cerastus Knight-Atrapos opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

Ionic Flare Shield

When a Cerastus Knight-Atrapos is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Cerastus Knight-Atrapos' controlling player must declare which facing each Cerastus Knight-Atrapos' ion flare shield is covering. The choices are front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits against the shield facing and the strength of any Shooting attack against the shield facing is reduced by -1, the effect increasing to -2 if the weapon has the Blast or Template special rules (note however that this strength reduction has no effect on Destroyer or Haywire attacks). Ionic flare shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Macro-extinction Targeting Protocols

When making shooting attacks against targets of the Super-heavy or Gargantuan Creature type, the Cerastus Knight-Atrapos counts its weapons as Twin-linked.

Catastrophic Destruction

When destroyed, the Cerastus Knight-Atrapos adds +2 to the result rolled on the Catastrophic Damage table.

Cerastus Knight-Atrapos Weapons

Weapon	Range	Str	AP	Type
Atrapos lascutter (beam)	8"	D	2	Heavy 1
(close combat)	-	D	1	Melee, Wrecker
Graviton singularity cannon	36"	8	2	Heavy 1, Large Blast (5"), Armourbane, Concussive, Collapsing Singularity

Wrecker: Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

Collapsing Singularity: Before firing the weapon, roll a D6. On a 1, the firing Knight-Atrapos suffers a single Hull Point of damage with no saves of any kind before the attack is carried out. On a result of a 6, the attack is carried out with the Vortex special rule.



KNIGHTS

The Styrix mark Knight armour is the equal of the Magaera in technological sophistication, but has been meticulously designed to facilitate the efficient eradication of infantry formations and supporting vehicles. Blasts from the Styrix's integral graviton gun pin hapless targets in place while scything volkite beams and flesh-boiling rad-cleanser discharges reap a heavy toll of lives. The anima of these armours, steeped in slaughter and death in its most visceral sense, often develop distinctly malevolent machine spirits, and have garnered something of a dark reputation in many of the more conservative Households, who view the wanton slaughter of impotent infantry as beneath a true Knight.

Among Mechanicum-oathed Households, the Styrix is held in higher esteem, especially among those scions who have undergone extensive augmentation in honour of their enigmatic patrons and share their antipathy for the weakness of flesh. The pitiless thrall-Knights of House Col'Khak are renowned for fielding entire formations of these machines in support of the Legio Atarus, sweeping clear enemy infantry from the Titan's feet in a furious blast of energy beams and cleansing radiation.

QUESTORIS KNIGHT STYRIX

405 POINTS

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Questoris Knight Styrix	4	4	10	13	12	12	2	3	6

Unit Composition

- 1 Questoris Knight Styrix

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Volkite chieorovile
- Graviton gun
- Reaper chainsword
- Ionic flare shield
- Blessed autosimulacra

Special Rules

- Household Rank
- (Super-heavy Walker)
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown
- Overtaxed Reactor

Options

- The Questoris Knight Styrix may upgrade its Reaper chainsword for a:
 - Hekaton siege claw with a twin-linked rad-cleanser. +25 points
- The Questoris Knight Styrix may be upgraded with:
 - Ocular augmetics.....+10 points

Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Ionic Flare Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ionic flare shield is covering. The choices are: front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase, and the strength of any Shooting attack against it is reduced by -1, the effect increasing to -2 if the weapon has the Blast or Template rules (note, however, that this strength reduction has no effect on Destroyer or Haywire attacks). Ionic flare shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Overtaxed Reactor

When destroyed, the Knight adds +1 to the result rolled on the Catastrophic Damage table.

Questoris Knight Styrix Weapons

Weapon	Range	Str	AP	Special
Volkite chieorovile	45"	8	3	Heavy 5, Deflagrate
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussive, Graviton Pulse*, Haywire
Reaper chainsword	-	D	2	Melee
Rad cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage
Hekaton siege claw	-	D	2	Melee, Wrecker

*See page 13.

Rad-phage: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

CERASTUS KNIGHT-LANCER

400 POINTS



KNIGHTS

The Lancer is the most widely known variant of the Cerastus type Knight armour, a highly sophisticated chassis whose speed and agility far exceed the clumsier Errant and Paladin types. The Cerastus type Knights appear to have been designed solely for war, not as protectors but as bloody-handed conquerors and tools of destruction, a legacy of the violence that marked the beginning of the Age of Strife.

The Lancer is held in high esteem by the more impetuous of a House's scions, its potent ion gauntlet and shock lance perfectly suited to battling the foe face to face, where only a perfectly timed thrust of the lance stands between a scion and death. In particular those scions who follow the Uhlan traditions favour the speed and ferocity of the Lancer, and when rival Knight Houses meet in combat, these warriors race ahead of the Household to clash in single combat with the enemy's champions.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Cerastus Knight-Lancer	4	4	10	13	12	12	4	4	6

Unit Composition

- 1 Cerastus Knight-Lancer

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Cerastus shock lance
- Ion gauntlet shield

Special Rules

- Flank Speed
- Household Rank
- (Super-heavy Walker)
- Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Options

- The Cerastus Knight-Lancer may be upgraded with:
 - Ocular augmetics..... +10 points

Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Flank Speed

If the Cerastus Knight-Lancer opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

Cerastus Shock Lance

The shock lance mounted on the Cerastus Knight-Lancer is a magneto-hydraulic power spear of prodigious size, whose disruption field may also be projected as a powerful electromagnetic plasma blast over short ranges. The weapon has two profiles, one of which is used in close combat, the other can be used in the Shooting phase:

Weapon	Range	Str	AP	Type
Shock lance (Melee)	-	D	2	Melee, Swift Strike
(Shock blast)	18"	7	2	Heavy 6, Concussive

Swift Strike: The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.

Ion Gauntlet Shield

The ion gauntlet shield generator mounted in the Cerastus' right gauntlet assembly is more concentrated than the directional ion shield mounted on the Knight Paladin, but lacks its tactical flexibility. The ion gauntlet shield is used just as a standard ion shield is (see page 105), but may not offer protection to the Cerastus Knight-Lancer's rear. However, the ion gauntlet shield also provides a 5+ invulnerable save against attacks in close combat and forces close combat attacks by other Super-heavy Walkers and Gargantuan Monstrous Creatures to suffer a -1 to hit.



KNIGHTS

Armed with the fearsome castigator pattern bolt cannon, the Cerastus Knight-Castigator is favoured by those Households faced with hordes of lesser foes that might otherwise overwhelm even a mighty Knight through their sheer numbers. Capable of obliterating infantry formations in a thunderous rain of mass reactive explosions and whirling power blades, or carving apart light vehicles with ease, the Castigator is a formidable combatant. Notably amongst their ilk, the Castigator is also renowned for the stoic nature of the machine spirits within, whose vigour is difficult to rouse, but almost impossible to ignore.

Castigator mark armours are most often claimed by a Household's more venerable scions, those warriors of proven mettle who can be relied on to hold the line, conserve their limited stock of ammunition and support their more vainglorious kin, often forming the core of any Household's Arbalester order. Some younger scions are also drawn to the Castigator, glorying in the armour's deafening firepower and elegant warblade strikes, though such scions rarely deign to act as mere support units.

CERASTUS KNIGHT-CASTIGATOR

380 POINTS

	WS	BS	S	Front	Side	Rear	I	A	HP
Cerastus Knight-Castigator	4	4	10	13	12	12	4	4	6

Unit Composition

- 1 Cerastus Knight-Castigator

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- One twin-linked Castigator pattern bolt cannon
- Tempest warblade
- Ion shield

Special Rules

- **Flink Speed**
- **Household Rank**
- **(Super-heavy Walker)**
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Options

- The Cerastus Knight-Castigator may be upgraded with:
- Ocular augmetics +10 points

Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Flink Speed

If the Cerastus Knight-Castigator opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

Ion Shield

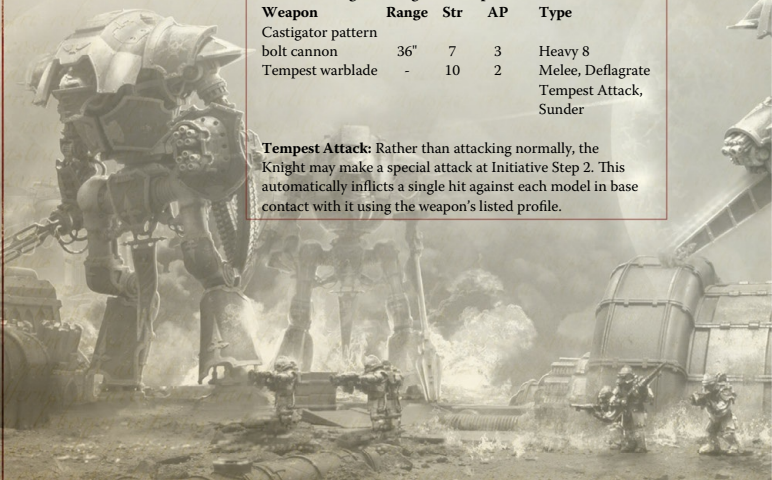
When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ion shield is covering. The choices are front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Cerastus Knight-Castigator Weapons

Weapon	Range	Str	AP	Type
Castigator pattern bolt cannon	36"	7	3	Heavy 8
Tempest warblade	-	10	2	Melee, Deflagrate Tempest Attack, Sunder

Tempest Attack: Rather than attacking normally, the Knight may make a special attack at Initiative Step 2. This automatically inflicts a single hit against each model in base contact with it using the weapon's listed profile.



CERASTUS KNIGHT-ACHERON

415 POINTS

KNIGHTS

The Cerastus Knight-Acheron is a fearsome sight on the battlefield, a reaper of lives carefully designed not only to destroy, but also to inspire terror both in appearance and the manner in which it undertakes its grim task. The presence of an Acheron mark armour in the battlelines of a Household warns the foe to expect no mercy, for such weapons are only deployed for missions of extermination, to topple the works of the enemy and scour clean his lands with flame.

Scions rarely choose to ride into battle in Acheron armour voluntarily, accepting the task instead as an arduous duty to be undertaken for the good of the House, for the anima of these armours are often awash in the inherited memories of massacres and slaughters uncounted. Those few scions who prefer such grim mounts are either warriors of iron will, capable of suppressing the sinister whispers of the armour's machine spirits, or tortured souls who relish the armour's malicious impulses and the carnage it wreaks on the field of battle.

Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Cerastus Knight-Acheron	4	4	10	13	12	12	4	4	6

Unit Composition

- 1 Cerastus Knight-Acheron

Options

- The Cerastus Knight-Acheron may be upgraded with:
 - Ocular augmetics..... +10 points

Unit Type

- Vehicle (Super-heavy Walker)

Wargear

- Acheron pattern flame cannon
- Reaper chainfist with an inbuilt twin-linked heavy bolter
- Ion shield

Special Rules

- Flank Speed
- Household Rank
- (Super-heavy Walker)
 - Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown

Household Rank

The model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army Special Rules section on page 99.

Flank Speed

If the Cerastus Knight-Acheron opts to make a Run move rather than firing a weapon in the Shooting phase, it may move 3D6".

Ion Shield

When a Questoris Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Questoris Knight's controlling player must declare which facing each Questoris Knight's ion shield is covering. The choices are front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Cerastus Knight-Acheron Weapons

Weapon	Range	Str	AP	Type
Acheron pattern flame cannon	Hellstorm	7	3	Ordnance 1
Heavy bolter	36"	5	4	Heavy 3
Reaper chainfist	-	D	2	Melee, Machine Destroyer

Machine Destroyer: When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.





BATTLES IN THE AGE OF DARKNESS CORE MISSIONS

The following six missions represent the clash and counter-clash of the bitter civil war of the Horus Heresy.

Victory Conditions

In all cases, in addition to the listed victory conditions for any particular Battles in the Age of Darkness mission, completely destroying the enemy force is always a victory. If at any point, unless specified by the particular mission, a side has no models present on the table, their opponent has won.

Selecting a Mission

Having selected your armies for fighting the battle, determine which Age of Darkness mission you will be playing. This may be done either by mutual agreement or by randomly rolling for the mission on the following table:

Mission Table

D6 Mission

- 1 Blood Feud
- 2 Onslaught
- 3 Shatter Strike
- 4 Dominion
- 5 Tide of Carnage
- 6 War of Lies

The Heresy-era Battlefield

Remember that for an enjoyable game, where neither close combat or ranged units will over-dominate, it is recommended that a mixture of terrain, some able to block line of sight for large vehicles (such as rocky crags, industrial machinery, ruins and buildings) and some providing cover mainly to infantry (such as craters, woods, jungle, swamps, debris fields, hills and wreckage), is used.

When put together, this terrain should have a sufficient footprint to cover between a quarter and a third of the surface of the playing area. A good rule of thumb here is five or six larger pieces of scenery (roughly 12" x 12" each) as well as three to six pieces of smaller 'scatter terrain', which can comprise a mixture of pieces roughly 6" x 6" or of larger miniatures bases made up as terrain, such as stacks of barrels, containers, sinkholes, small craters, small vehicles, scrap piles, etc.

Placing Terrain

After you have determined what mission you are playing, you must then place terrain from your collection to set up the battlefield. Terrain may be placed by the simple expedient of each player taking turns to place an individual piece or so that they form an attractive battlefield, and can be themed in 'sets' (a power generator and industrial buildings, etc) or simply placed roughly evenly across the table and then randomised via the use of a Scatter dice and 2D6. For ease of play, try to leave a gap of at least 2" between each discreet area of terrain to allow the clear passage of infantry models.

Depending on which mission you are fighting, this may also have specific instructions on the terrain and its set-up. In addition, if you are playing through a particular campaign, you may have a particular style of terrain or special rules you can use to further theme your battlefield (such as the Istvan III battlefield terrain rules found in The Horus Heresy Book One – Betrayal).

Determine Deployment Map

After the terrain has been set up, you must determine each player's deployment zones.

First the deployment map is determined. This may be done either by mutual agreement or by randomly rolling on the deployment map table found below.

Once the deployment map has been decided on, the players should roll off. The winner of the roll-off selects one of the deployment zones to be theirs, and their opponent then takes the opposite deployment zone.

Deployment Map Table

D6 Deployment Map Type

- 1 Clash of the Line
- 2 Dawn of War
- 3 Search and Destroy
- 4 Hammer and Anvil
- 5 Ambush!
- 6 Vanguard Strike



DEPLOYMENT MAPS

1. Clash of the Line

Clash of the Line has two opposing arrowhead-shaped deployment zones. When deploying in either of these zones, no unit can be deployed within 12" of the centre of the table during standard deployment.

The player's own table edge is the narrow edge which forms the rear of their 'arrowhead'.

2. Dawn of War

If players are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

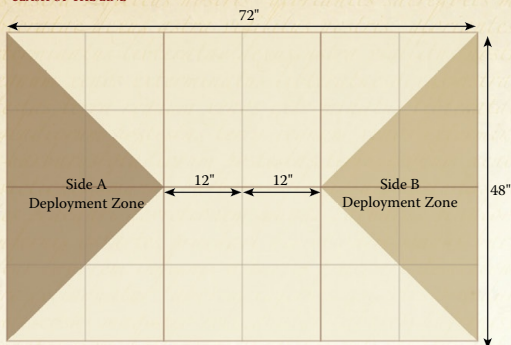
For Dawn of War battles, a player's table edge is the long table edge touching their own deployment zone.

3. Search and Destroy

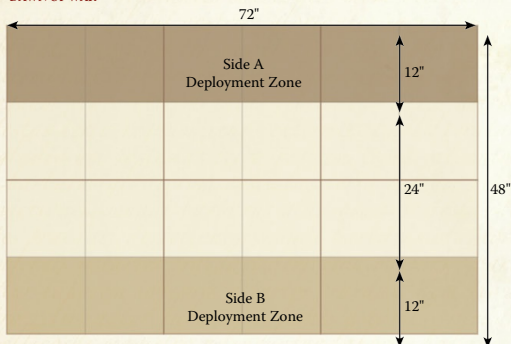
The Search and Destroy deployment map divides the table into four equal quarters. Each quarter constitutes a deployment zone. Units may not be deployed into the circular 18" diameter area at the centre of the table.

A player's table edges are any which form part of their deployment area.

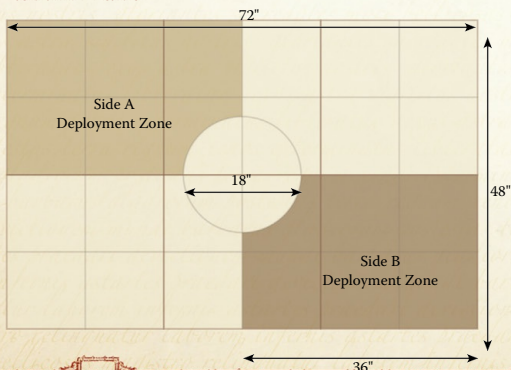
CLASH OF THE LINE



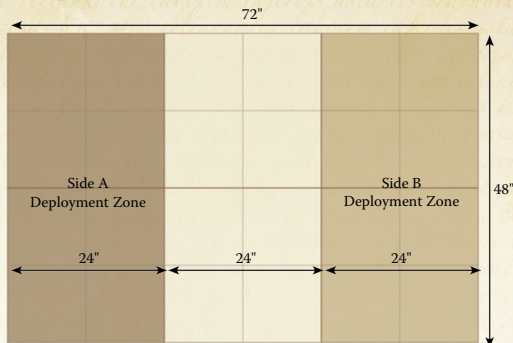
DAWN OF WAR



SEARCH AND DESTROY



HAMMER AND ANVIL



4. Hammer and Anvil

If players are using the Hammer and Anvil deployment map, the table is divided into two equal halves across its width.

For Hammer and Anvil battles, a player's table edge is the short table edge touching their own deployment zone.

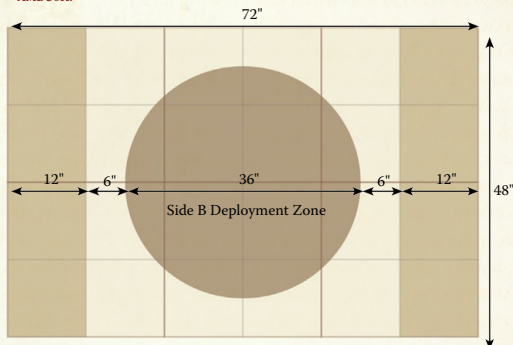
5. Ambush!

The Ambush! deployment map divides the table into three areas: a central defender's area (representing the force being ambushed) and two deployment areas on the narrow table edges which are both available to the opposing player, representing the 'attacking' forces that have set up the ambush.

The player winning the roll-off may opt to take the part of the Attacker or the Defender, and their opponent then takes the opposing deployment type.

The narrow table edges are the Attacking player's, while the long table edges are the Defending player's (with any of the Defender's Reserves entering by the long edges, representing reinforcements rushing to relieve the ambushed force).

AMBUSH!

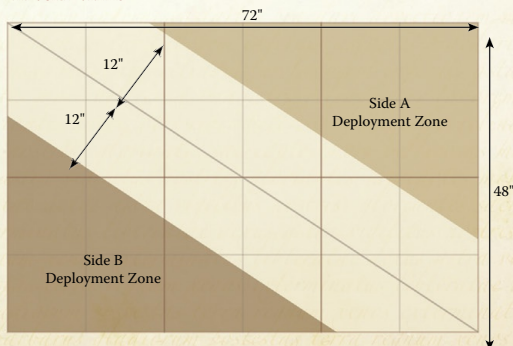


6. Vanguard Strike

If using the Vanguard Strike deployment map, the board is divided into two equal halves across its diagonal. The players then agree which diagonal deployment zone each will play or can instead randomise to decide.

For Vanguard Strike battles, a player's table edge is the long table edge that touches their own deployment zone.

VANGUARD STRIKE



MISSION 1 - BLOOD FEUD

"Blood will have Blood, Sorrow piles upon Sorrow, Vengeance breeds Vengeance."

Ancient Terran Proverb

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the Warhammer 40,000 rulebook.
- Each player should determine their Blood Feud target (see the Victory Conditions section).

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the Warhammer 40,000 rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

This mission's victory conditions are achieved by the destruction of the enemy's fighting strength, with a particular strategic target in mind whose loss will cripple their foe. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Death Toll: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

Blood Feud: After setting up and deploying the armies, but before play begins, each player should secretly note down a particular unit type from the list below. At the end of the game, the player's Blood Feud target is revealed. Each player gains an additional Victory point for each unit of the type they have chosen which has either been destroyed or is Falling Back at the end of the game.

Blood Feud Targets

- Infantry (all types except Independent Characters): +1 Victory point
- Independent Characters: +2 Victory points
- Vehicles with the Tank type: +1 Victory point
- Super-heavy Vehicles: +2 Victory points
- Vehicles with the Walker type: +1 Victory point
- Vehicles with the Super-heavy Walker type: +2 Victory points
- Vehicles with the Flyer or Super-heavy Flyer type: +2 Victory points
- Monstrous Creatures and Gargantuan Monstrous Creatures: +2 Victory points
- Bikes, Jetbikes and Skimmers: +1 Victory point

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.*

**Note that this is in addition to any points gained via Blood Feud, etc.*

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

MISSION SPECIAL RULES

- Reserves (see the Warhammer 40,000 rulebook)
- Night Fighting (see the Warhammer 40,000 rulebook)

MISSION 2 - ONSLAUGHT

"Victory is won by the precise application of superior force at the point of maximum vulnerability. All else —deft manoeuvre, honour, glory, skill-at-arms— all are worthless trivia in comparison, no matter what pretty lies my brothers may spout to the contrary."

Perturabo, Primarch of the Iron Warriors

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys first using the Staged Deployment special rule (see Mission Special Rules), followed by the second player.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.
- After both sides have deployed, including Infiltrators and after Scout redeployments have been made, each player places a single objective marker in their opponent's deployment zone and further than 6" away from any table edge, with the player that deployed first placing the first objective.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

The Onslaught mission represents an attempt to break the enemy line through shock and brute force. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Onslaught Attack: Any enemy unit destroyed in the first game turn is worth 1 Victory point.

Seize the Tactical Objectives: If a player has control of the tactical objective in their opponent's deployment zone at the end of the game, that player gains 5 Victory points.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)
- Night Fighting (see the *Warhammer 40,000* rulebook)
- Staged Deployment

Staged Deployment

Rather than deploy their entire army at once, the player who deploys first deploys a single unit on to the table, then their opponent deploys a unit, in the staged deployment order shown below.

After this has been done, the two players continue to alternate deployment of their units until they have both fully deployed (except any units held in Reserve, etc).

It is entirely possible that one side will run out of units to deploy before the other. If this is the case, then the player with the larger number of units may deploy their remainder as they wish after their opponent has run out.

Staged Deployment Order

- 1st Fortifications
- 2nd Lords of War units
- 3rd Heavy Support units
- 4th Troops units
- 5th Elites units
- 6th Headquarters units
- 7th Fast Attack units

MISSION 3 - SHATTER STRIKE

"It is not enough to take from an enemy their life—rather take from them also their places of safety, their allies, their homes and their loved ones. Crush all those in their care, lay their chattels to waste and then drive them alone and naked into the darkness. Take everything they have and burn it for the mere pleasure of seeing the ash crackle between your fingers, and call it nothing more than a beginning."

Jaghatai Khan

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who deploys second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

The victory conditions of this mission are tied to taking ground from the enemy. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Shatter Strike: At the end of the game, each player scores 2 Victory points for every scoring unit in their opponent's deployment zone, and 1 Victory point for every denial unit in their opponent's deployment zone.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)
- Night Fighting (see the *Warhammer 40,000* rulebook)
- The Price of Failure (If Lords of War units are used)



MISSION 4 - DOMINION

"And where my hand shall strike, the foes of Mankind shall be laid waste; so shall I be the hammer of the Emperor, and I shall never tire."

Atrbt. Ferrus Manus before the Battle of Ke'ar Madoc

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- Place mission objectives in accordance with the Mission Special Rules section.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

The victory conditions of this mission are achieved by first taking objectives in the heart of the war zone and then retaining control of them through the course of the battle. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Dominion Objectives: At the start of each player's turn, they gain 1 Victory point for each tactical objective they control. These Victory points are kept even if that objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

Secondary Objectives

Slay the Warlord*: If a side destroyed the enemy Warlord, they gain D3 extra Victory points.

Attrition*: The army which has destroyed the highest number of enemy units at the end of the game gains D3 additional Victory points.

**Note that the rewards for these secondary objectives are higher than normal.*

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)
- Night Fighting (see the *Warhammer 40,000* rulebook)
- The Price of Failure (if Lords of War units are used)
- Dominion Objectives

Dominion Objectives

This mission uses five objective markers. During the game's set up, but before deployment has been determined, the players take turns in placing one objective each in the area of the table outside of the players' deployment zones until all of the objectives have been placed. These markers may not be placed within 6" of each other or a table edge.

Alternative – Objective Terrain

Rather than use objective markers, if both sides agree, individual pieces of terrain may instead be specified as the mission's objectives. It is suggested in this case that three pieces of objective terrain be used, which must be fully located outside of either player's deployment zones and suitably marked to identify them. Each should be distinct and easily identifiable, and have a suggested total size of no less than 6" on each side and no more than 12" on each side, and be substantial enough to provide cover to infantry models inside them. Suitable types of terrain include ruins, large shell craters, redoubts, derelict buildings, vehicle wrecks, etc.

In order to claim or deny a piece of objective terrain, a valid unit must have at least one model within 6" of the centre of the terrain's ground level. A unit may never claim or deny more than a single piece of objective terrain at once.

MISSION 5 - TIDE OF CARNAGE

"All I wish to hear from your imperfect world is the silence of its dead."

*Lord Commander Lothreal Sabine of the Emperor's Children,
Communiqué to the Judicator of Nalistras*

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

The victory conditions of this mission are achieved by forcing the enemy back from the battlefield. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Tide of Carnage: Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it. In order to claim a sector, a side must have one or more scoring units in the sector and the enemy must have no scoring units left in that sector.

The sectors of the battlefield are defined as follows:

- Player's own deployment zone:
3 Victory points
- No Man's Land (the area of the battlefield which is not covered by either deployment zone): 5 Victory points
- Opposing player's deployment zone:
7 Victory points

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)
- Night Fighting (see the *Warhammer 40,000* rulebook)
- Heavy Armour

Heavy Armour: In addition to the usual scoring units, all vehicles with the Tank type, as well as Super-heavy ground vehicles and Super-heavy walkers, are also classed as scoring units in this mission.

MISSION 6 – WAR OF LIES

"In any battle, great or small, the most insignificant of terrain and the most worthless of ground can for minutes, or perhaps hours, become so valuable that the blood of heroes and the wealth of an army's supply does not outweigh it. The true general knows when such a price is worth spending, and when the butcher's bill is sheer folly to pay."

Roboute Guilliman, ext. 'On War'

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- A single objective marker is placed as close to the centre of the battlefield as possible. Each player then takes turn placing two objective markers each elsewhere on the battlefield, no closer than 12" from another objective marker, and no closer than 6" from any table edge.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc. are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

The victory conditions of this mission reflect the anarchy and uncertainty of civil war, where goals desperately fought over and bled for may ultimately prove worthless. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Death Toll: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

War of Lies: At the end of the game, roll a D6 on the following table to determine the worth—if any—of each objective controlled by the player at the end of game. Roll once for each objective.

D6	Result
1	No Victory points
2-3	1 Victory point
4	2 Victory points
5	3 Victory points
6	Minus D3 Victory points

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)

THE HORUS HERESY

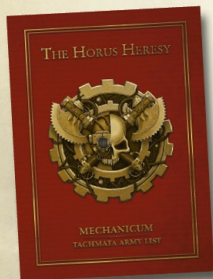
LEGIONES ASTARTES

CRUSADE ARMY LIST

This book provides you with updated and revised rules to field the armies of the Legiones Astartes – whether Loyalist or Traitor – in games of Warhammer 40,000 set during the tumultuous Horus Heresy.

Compiled within are rules for the Space Marine Legions as they fought at the close of the Great Crusade and throughout the opening confrontations of the Horus Heresy. Included are unit entries for such mighty leaders as Praetors and Consuls, elite warriors such as Terminators and Destroyers, and line units such as Legion Tactical, Support and Assault Squads. Furthermore, numerous specialist units are included, such as Breacher Squads, Seekers, Techmarine Covenants and Apothecarian Detachments.

The army list also contains some of the most destructive and ingenious engines of war used by the Legiones Astartes as they prosecuted the Emperor's Great Crusade – vehicles such as the Glaive Super-heavy Tank, the Javelin Attack Speeder, the Sicaran Venator Tank Destroyer and numerous other vehicles, weapons and units for your Space Marine Crusade army.



MECHANICUM TAGHMATA ARMY LIST

This book provides you with updated, integrated and revised rules to field the armies of the Mechanicum – whether Loyalist or Traitor – in games of Warhammer 40,000 set during the nightmarish wars of the Horus Heresy.

It brings together in one book the various Mechanicum forces found in the first five volumes of Forge World's Horus Heresy series and is an invaluable gaming resource for the Mechanicum player, as well as including new units such as the devastatingly powerful Mechanicum Ordinatus Ulator and Sagittar.

Contained within are rules for fielding a Taghmata Omnissiah army, as well as two variants of this core list: the Legio Cybernetica Battle Cohort and the Ordo Reductor War Covenant, as well as individual profiles and rules for the war machines and warriors of the Mechanicum and the arcane and powerful magos who lead them. Also included are updated rules for the Age of Darkness expansion for Warhammer 40,000 and the core Age of Darkness missions.