The Horus Heresy



AGE OF DARKNESS

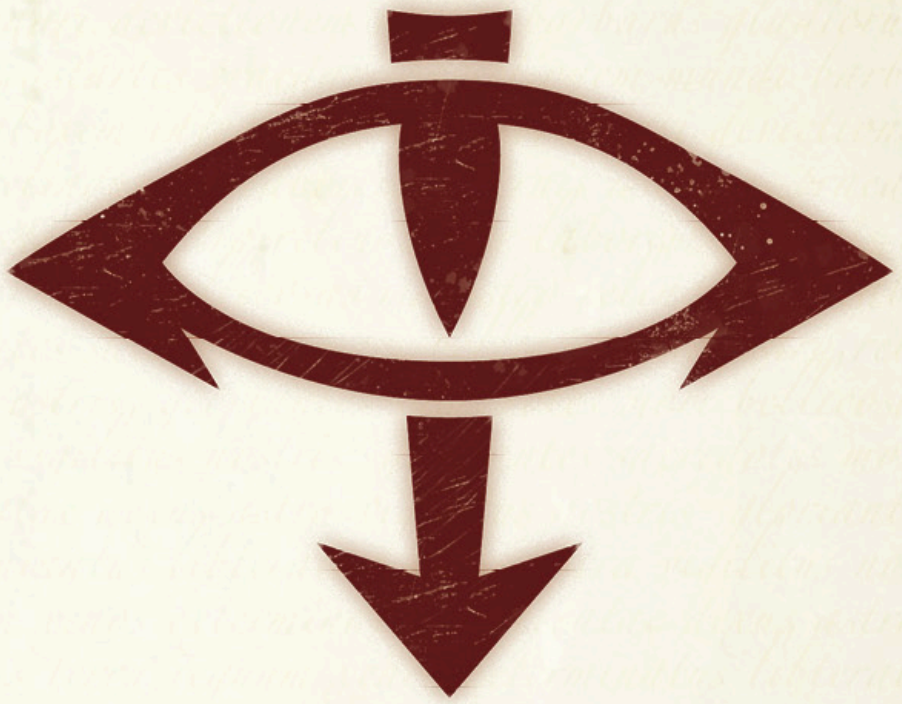
RULEBOOK



NIGHT FALLS ON THE GOLDEN AGE OF HUMANITY.
SONS SHALL TURN UPON THEIR FATHER,
AND HIS WORLDS SHALL DROWN IN BLOOD.
THE EYE SHALL OPEN,
AND THE GALAXY WILL BURN.

THE HORUS HERESY®

AGE OF DARKNESS



RULEBOOK

IN MEMORIAM

'I remember the Imperium as it was meant to be, as it could have been,
and unlike the Emperor, I have no gilded wonder to keep me,
and soon I shall pass.'



Alan Bligh 1974 – 2017

We remember.

PRODUCED BY THE FORGE WORLD STUDIO

The Horus Heresy: Age of Darkness Rulebook © Copyright Games Workshop Limited 2017. *The Horus Heresy: Age of Darkness Rulebook*, The Horus Heresy, GW, Games Workshop, Forge World, The Horus Heresy, The Horus Heresy Eye logo, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.
British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Product Code: 60040187061 ISBN: 978-1-78581-857-8 Printed in UK

Games Workshop Web site: www.games-workshop.com

Forge World Web site: www.forgeworld.co.uk

CONTENTS

Introduction 10
Playing Games set in the Age of Darkness 11

CORE RULES

Models and Units 14
General Principles 17
The Turn 22
  Game Turns and Player Turns 22
The Movement Phase 23
The Psychic Phase 26
  Mastery Levels 26
  Generating Psychic Powers 27
  Resolving the Psychic Phase 28
  Types of Psychic Powers 30
  Psychic Disciplines 32
The Shooting Phase 34
  The Shooting Sequence 34
  Run 41
Weapons 42
  Close Combat Weapons 42
  Assault Weapons 43
  Heavy Weapons 43
  Ordnance Weapons 43
  Pistol Weapons 43
  Rapid Fire Weapons 43
  Salvo Weapons 43
  Bombs 44
  Primary Weapon 44
The Assault Phase 46
  Charge Sub-phase 47
  Fight Sub-phase 50
  Multiple Combats 56
Morale 58

UNIT TYPES

Infantry 64
Bikes & Jetbikes 64
Artillery 65
Jump Units 66
Jet Pack Units 66
Beasts 67
Cavalry 67
Monstrous Creatures 67
Flying Monstrous Creatures 68
Gargantuan & Flying Gargantuan Creatures 69
Vehicles 70
  Vehicle Squadrons 76
Transports 77
Flyers 80
Chariots 82
Open-topped Vehicles 84
Heavy Vehicles 84
Fast Vehicles 84
Skimmers 85
Walkers 86
Tanks 88
Super-heavy Vehicles 90
Super-heavy Walkers 92
Super-heavy Flyers 93
Vehicle Upgrades 93
Characters 94
Challenges 95

BATTLEFIELD TERRAIN

Terrain Types 100
Battlefield Debris 101
Buildings 102
Fortification Datasheets 108

PREPARING FOR BATTLE

Preparing for Battle 128
Age of Darkness Force Organisation 129
  Battlefield Roles 129
  Force Organisation Charts 132
  The Warlord 136
  Warlord Traits 137
  Allies in the Age of Darkness 138
Battles in the Age of Darkness 140
  The Age of Darkness Missions 140
  The Battlefield 140
  Determine Deployment Map 141
Deployment Maps 142
Deployment 144
The First Turn 144
Game Length 144
Victory Conditions 145
Mission Special Rules 147
Missions 148
  Mission 1 – Blood Feud 148
  Mission 2 – Onslaught 149
  Mission 3 – Shatter Strike 150
  Mission 4 – Dominion 151
  Mission 5 – Tide of Carnage 152
  Mission 6 – War of Lies 153

APPENDICES

Special Rules 156
Ranged Weapons of the Age of Darkness 176
Melee Weapons of the Age of Darkness 180
Grenades of the Age of Darkness 182
Psychic Disciplines 184
  Biomancy 184
  Divination 185
  Pyromancy 186
  Telekinesis 187
  Telepathy 188
  Daemonology – Sanctic Powers 189
  Daemonology – Malefic Powers 190
Reference 192
Index 199

Ten thousand years before the Cicatrix Maledictum would tear the galaxy asunder, before the founding of this hollow Imperium of Man, the apocalyptic wars of the Horus Heresy raged across the stars. Led by the arch-traitor Horus, first Warmaster of the Imperium of Mankind, a full half of the Space Marine Legions turned their backs upon their Emperor and made war upon the very empire they had fought to create. In their rage and grief, both Loyalist and Traitor would wreak untold havoc on the worlds of the nascent Imperium, each unleashing the full measure of their hatred upon the foe, turning loose all the forgotten weapons of that age that they might scour their foe from existence. They left only ruins in their wake and shackled this Imperium of Mankind to its sterile destiny, the slow death which only now do we see played out to its final act.

It was an age of legends and gods; of the ageless Primarchs, fel Daemons and the mortal warriors who refused to bow before the storm. It was the apex of history, and in its tales we remember the greatness of those who came before us and renew our hatred of those who have brought us to such a bitter end.

It was an age of war from which we have had no respite and no forgiveness.

It was an Age of Darkness.

++Carta Galactica++

++887U-884V++

++Optio Tertius++

++Viewing++

+Classification Hades+

Display:

Primary Legiones Astartes Domains

Primary Mechanicum Domains

Primary Navigation Reference

Capital Worlds//

Segmentum Muster Zones//
tt
++Status Belicosa ++

++Not Displayed:

231,234 Spheres Imperial Majoris [approx]

27,456 Spheres Militant [approx]

323,990 Spheres Luminal [approx]

12,666 Spheres Perdita/Inconcessus

[see addendum additional categories 345/3445]

+Stand by+

Rangda
Abyss
Isstvan
Opuscalus Noctis
Segmentum Obscurus
Morox
Halo Stars
Lucius
Hellion
Caliban
Goth
Medusa
Cypra Mundi
Bodt
Sarcosa
Ocularis Malifica
Kayvas Belt
Colchis
Fenris
Golgotha
Khur
Seraphina
Chondax
Lorin Alpha
Styggies
Voss
Terra
Prospero
Sarum
Olmec
Ryza
Davin
Vasalius
Cthonia
Nikaea
Phaeton
Shedim
Chemos
Necromunda
Gehenna
Taras
Inwit
Finding of the Lost Son
Graia
Uhulis Sector
Tallarn
Luth Tyre
Mandragoran Sector
Deliverance
Barbarus
Gryphonne
Galaspar
Veiled Region
The Inter-galactic Void
Segmentum Pacificus
Segmentum Solar
Segmentum Tempestus
Ultima Seg
Prohibi
Area F
Wra
hung

Neo-geddon

Quai Jinn

Ghoul Stars

ted Zone
orbidden]

Nostramo

Augehs

amrys

Honourum

Desperation

Baal

The Dominion
of Storms

Memlok

n Wastes

Anvillus

Konig Secundus

Lastrati

Olympia

Signus Prime

The
Maelstrom

The Death
of Reason

Sulis

Impetus

Laeran

Chogoris

The Thirteen
Realms

Tigrus

Orpheus Prime

Constantium

Accatran

Prohibited Zone
[Plague Cordon Enforced]

Nocturne

Vayber

Eastern
Fringe

Charadon
Sector

Calth

Neverlight

Macragge

Bale

ath of the
ering gyre

Saran Luxor

Ultima Segmentum

Incalpeta Terminus

+Imperius Dominatus+

+The Domains of the Glorious Emperor of Humanity+

+Circa 892.005.M31+

INTRODUCTION

'Of all the conflicts that have beset this Imperium of Mankind, it is the rebellion of the Warmaster Horus, the Horus Heresy, which has left the greatest scars upon its fabric. Even now, centuries after its end, when few save ancient and shrivelled creatures such as myself remember the horror of those dark years, men speak of it with awe. For those were the last days of legend, when the Emperor and His sons, the mighty Primarchs, strode forth to war, when the dominion of Mankind spread across the galaxy and none could challenge our might, the last days of a golden age long since consigned to dust by the actions of one man. It is the curse of history that few care to remember other than those fragments that exalt them, to relive those glory days endlessly while the present crumbles about them.'

From the final testament of Sulem Rei, historiarch of the Imperial Court, presented to the High Lords of Terra circa 098.M32

THE HORUS HERESY: AGE OF DARKNESS

The book you hold in your hands is the start of your journey into games set in the 31st Millennium, during the wars of the Horus Heresy that wracked the earliest years of the Imperium of Mankind – a Dark Age of death, destruction and betrayal. The vast armies of the Imperium are sundered by the betrayal of the Warmaster Horus, who seeks to overthrow the Emperor and forge his own dark empire. Under the banner of Imperial Loyalists or the Traitors of Horus, the Space Marine Legions, Mechanicum Taghmata and endless hosts of the Imperial Army clash in a war that will reshape the galaxy.

The Horus Heresy: Age of Darkness is part of a vast and ever-growing hobby, where the vast drama of Mankind's civil war provides endless opportunities for collecting, building, painting and gaming with armies of Forge World and Citadel models. From careful recreation of the detailed panoply and heraldry of the Legiones Astartes, to the organisation of exciting scenarios and campaigns for groups of like-minded friends or the creation of dioramas displaying iconic moments, the hobby provides a wealth of options.

Collecting Forge World & Citadel Models

By far the most common way to engage with the Horus Heresy hobby is by collecting Forge World and Citadel Horus Heresy models, both individual heroes and small units for display, as well as grand armies for gaming. These detailed models are bought as highly detailed resin or plastic pieces, and require assembly before they can be used for gaming or display, and while basic assembly is a simple matter, there are a number of more advanced techniques and styles which can be applied. From magnetised weapons for easy replacement to converting parts to create new poses for figures, there are many ways to customise your collection and make it unique. The Forge World Army List books and Campaign books provide a wealth of information on the various factions of the Horus Heresy and serve as the perfect inspiration for assembling your collection.

Painting Horus Heresy Armies

Though supplied as unpainted resin or plastic pieces, most hobbyists will paint their model collections. A well-painted army, whether a detailed reproduction of an iconic heraldry or a unique creation, brings a collection to life. Just as with building your Forge World and Citadel models, there is a vast wealth of techniques and styles of painting, far more than can be addressed here. Forge World produces a number of companion books which offer advice and guidance on painting, the Imperial Armour Model Masterclass series and *The Horus Heresy Model Masterclass Volume One*, which can be used as reference for aspiring painters and modellers. A variety of other resources can be found on both the Forge World and Games Workshop websites.

The Legend of the Horus Heresy

As well as collecting and painting models, the Horus Heresy can also be enjoyed through the interwoven saga that is told through Forge World's Campaign books as well as the various novels published by Black Library. With an epic narrative that sets the foundation of the Warhammer 40,000 universe and the dark Imperium of later millennia, the Horus Heresy and the battles and campaigns that make it up have entertained hobbyists for years. There is much enjoyment to be found in tracing the entangled threads of the various heroes and armies who fought to save or damn the Imperium, and a great deal of secrets and surprises to be discovered. These books are also a great source of inspiration for modellers and painters, providing a wealth of material on which to base heraldry, iconography and unique characters.

PLAYING GAMES SET IN THE AGE OF DARKNESS

The Horus Heresy: Age of Darkness is a tabletop game for two or more players, where you command an army of Forge World and Citadel models which represent either those Loyalist forces who fight in the name of the Emperor or the Traitors who have chosen to side with Warmaster Horus. This book provides you with all of the core rules, diagrams and examples you will need to recreate and fight the wars of the Horus Heresy.

As you read through the rules, you will notice some of the text is in **bold, like this**. This highlights the most important elements of the rule in question and helps bring it to your attention when skimming a page. This should not be mistaken for representing the whole rule though, as the surrounding text often confers context and relevant exceptions. Instead, it should be used as a quick solution to finding the essence of a particular rule. If a rule is short and concise, or is in bullet points, there will rarely be any bold text as the rule is already easy to find.

This book is, however, only the start of your journey. The Horus Heresy: Age of Darkness is a vast and ever-growing hobby, and there is a host of Forge World publications which supplement and expand upon the rules in this book. These provide you with extra material you can incorporate into your games – detailing additional units you can deploy and missions you can play – and alternative ways to experience the conflicts of the Horus Heresy, exploring the depth and excitement of different battle zones and play styles.

This book contains the following sections:

Core Rules
This section explains how to fight battles with your army of Forge World and Citadel models during the civil war that tore apart the fledgling Imperium of Mankind. The core rules cover all of the basic principles of playing a game of The Horus Heresy: Age of Darkness, from moving your models across the battlefield and blasting your enemies with a hail of firepower, to slaying your foes in the brutal struggle of melee and obliterating your victims with forbidden and arcane psychic powers.

Unit Types
This section explores all of the different unit types that describe your models. From footslogging Infantry and rampaging Monstrous Creatures to armoured battle tanks and supersonic Flyers, it lists all of the special rules that apply to these models. This section also includes rules to field the largest and most destructive units waging war on the battlefields of the Horus Heresy – Super-heavy Vehicles and Gargantuan Creatures – as well as detailing how heroic characters can lead your troops to victory.

Battlefield Terrain
The Battlefield Terrain section describes how to incorporate terrain into your games in order to recreate the battlefields of a war-ravaged galaxy. In addition to the rules describing the different terrain types, such as ruins, buildings and battlefield debris, this section also enables you to use Fortifications – towering edifices whose armoured battlements bristle with heavy weaponry.

Preparing for Battle
The Preparing for Battle section brings all the rules you have read so far together and takes you through the steps of getting ready for a game, beginning with a guide to forging a battle-ready army from your collection of Forge World and Citadel models. It also explains how to play a mission; from setting up the battlefield and deploying your forces to defining how long the game will last and determining who is the victor at the battle's end. All of the special rules that are used in games of The Horus Heresy: Age of Darkness are also described in this section, including six different missions which represent the vast scope of the wars that were fought during the Horus Heresy.

Appendix
The Appendix contains a compendium of special rules, weapon profiles and psychic powers that are frequently referred to throughout this book, as well as in numerous other Forge World publications, such as the Army List books or Campaign books.

Reference
The final section of this book contains a wealth of helpful quick reference material, such as a summary of the turn sequence and copies of various tables that can be found throughout this book, as well as a comprehensive index for the book itself. This section enables you to find the rule(s) you need during your games quickly and simply.

Forge World has published a range of Campaign books and Army List books that delve into the rich and evocative history of the Horus Heresy, and provide you with rules to play out this apocalyptic conflict in your games.

- Campaign books focus on particular Age of Darkness campaigns and battles, such as the Razing of Prospero or the Betrayal at Calth. Included within these books is detailed background on the various factions involved and comprehensive rules to play out these pivotal engagements in your own tabletop battles.
- Army Lists are reference books that provide detailed rules information for using armies of Space Marines, the Mechanicum, the Imperial Army and more in The Horus Heresy: Age of Darkness games.

For more information about these books, see page 205.



CORE RULES

MODELS AND UNITS

The Forge World and Citadel models used to play games of The Horus Heresy: Age of Darkness are referred to as 'models' in the rules that follow. Models represent a huge variety of troops – from the massed forces of the Legiones Astartes to the automata and titanic constructs of the Mechanicum. To reflect all of their differences, each model has its own characteristics profile.

The Horus Heresy: Age of Darkness uses nine different characteristics to describe the various attributes of the different models. All but one of the characteristics are rated on a scale from 0 to 10. The exception is Armour Save (Sv), which can range from 2+ through 6+ to - (for models with no Armour Save).

Modifiers
Certain pieces of wargear or special rules can modify a model's characteristics positively or negatively by adding to it (+1, +2, etc), subtracting from it (-1, -2, etc) or even setting its value (1, 8, etc). Attacks and Wounds are the only characteristics that can be raised above 10. A model's Initiative cannot be modified below 1, and no other characteristic can be modified below 0.

Multiple Modifiers
If a model has a combination of rules or wargear which modify a characteristic, first apply any multiples, then apply any additions or subtractions, and finally apply any set values. For example, if a model with Strength 4 has both '+1 Strength' and 'double Strength', its final Strength will be 9 (4x2=8, 8+1=9). If a model which has Strength 4 has both '+1 Strength' and 'Strength 8', its final Strength is 8 (ignore +1 Strength and set it at 8).

Weapon Skill (WS)
This characteristic defines the close combat skill a warrior possesses. The higher the characteristic, the more likely the model is to hit an opponent in close combat. A Solar Auxiliary of the Imperial Army has Weapon Skill 3, whilst a genetically engineered Space Marine Legionary might have Weapon Skill 4 or higher.

Ballistic Skill (BS)
This shows how accurate a warrior is with ranged weapons of all kinds, from bolt pistols to titanic volcano cannon. The higher this characteristic is, the easier it is for that unit to hit targets with shooting attacks. Trained soldiers, like the Solar Auxiliaries of the Imperial Army, have a Ballistic Skill of 3, while more elite warriors, such a Veteran Legion Space Marine, might have a Ballistic Skill of 4 or even higher.

Strength (S)
Strength gives a measure of how physically capable a warrior is. A Solar Auxiliary is only Strength 3, while a titanic Questoris Knight is Strength 10 and has a much greater chance of inflicting wounds upon its enemy.

Toughness (T)
This is a measure of a model's ability to resist physical damage and pain. The tougher a model is, the better it can withstand an enemy's blows. A humble Militia Auxiliary is only Toughness 3, but a gene-enhanced Space Marine Legionary is Toughness 4 and thus better able to withstand the rigours of the battlefield.

Wounds (W)
This characteristic represents how much damage a model can take before it dies. Most Infantry models have a Wounds characteristic of 1, while some sergeants, characters and larger models may have a Wounds characteristic of 2 or more.

Initiative (I)
This represents the swiftness of a model's reactions. Models with a low Initiative characteristic (such as Auxilia Ogryns, with Initiative 3) are slower to react than models with a high Initiative characteristic (such as Roboute Guilliman, with Initiative 6). In close combat, Initiative dictates the order in which models strike.

Attacks (A)
This shows the number of times a model attacks during close combat. Most warriors have an Attacks characteristic of 1, so they will normally make one attack each in close combat, although some elite troops, sergeants or characters may be able to strike several times and have Attacks 2, Attacks 3, or more.

Leadership (Ld)
Leadership reveals how courageous, determined and self-controlled a model is. The higher the value, the more reliable the model is under pressure. Elite forces, such as the Legiones Astartes, have a Leadership characteristic of 8 or more, whilst less disciplined troops, such as Auxilia Ogryns, have a lower Leadership characteristic.

Armour Save (Sv)
A warrior's Armour Save gives it a chance to avoid harm when it is struck or shot. Most models have an Armour Save based on what kind of armour they are wearing, so in some cases, this characteristic may be improved if they are equipped with better armour. Unlike other characteristics, the lower an Armour Save is, the better. A model can never have an Armour Save better than 2+.



CHARACTERISTICS PROFILES

Every model in The Horus Heresy: Age of Darkness has a profile that lists the values of its characteristics. You can find these profiles in a variety of Forge World publications.

	WS	BS	S	T	W	I	A	Ld	Sv
Solar Auxiliary	3	3	3	3	1	3	1	7	4+
Legion Tactical Space Marine	4	4	4	4	1	4	1	8	3+

In the example profiles shown above, both the Solar Auxiliary and the Legion Tactical Space Marine have 1 Wound and 1 Attack, which is common among line Infantry units.

The Legion Tactical Space Marine has a higher Weapon Skill and Ballistic Skill, meaning he will hit his enemy more often during the battle. In melee combat, the Space Marine's greater Strength characteristic gives him a better chance of inflicting wounds compared to the Solar Auxiliary, and he has a greater chance of surviving an enemy's attacks with a higher Toughness characteristic and a better Armour Save. The Space Marine also has a higher Initiative characteristic, representing his enhanced reaction speed over the Solar Auxiliary, and his higher Leadership value makes him less likely to panic under fire.

Zero-level Characteristics
Some models have been given a 0 for certain characteristics, which means that they have no ability whatsoever in that field (the same is also occasionally represented by a '-').

A model with Weapon Skill '0' is incapacitated; they are hit automatically in close combat and cannot strike any blows. A model with no Attacks cannot strike any blows in close combat. A warrior with an Armour Save of '-' has no armour save at all. **If at any point a model's Strength, Toughness or Wounds are reduced to 0, it is removed from play as a casualty.**

Other Important Information
In addition to its characteristics profile, each model will have a unit type, such as Infantry or Vehicle, which will be discussed in more depth on page 64. It might also have an additional save of some kind, representing any special protection it might have, it could be carrying one or more shooting or Melee weapons (see page 176) or might have one or more special rules (see page 156).

Vehicle Characteristics
The vast conflict known to history as the Horus Heresy featured a huge number of fearsome war machines, all far sturdier than even the vaunted Legion Space Marines and capable of bearing a far more destructive arsenal of weapons. To reflect this disparity between the flesh and blood warriors and lesser automata and the great steel juggernauts that took to the field during this age of war, vehicles have many different rules and their own set of characteristics. Vehicle characteristics are described in the Vehicles section (see page 70).

FORMING A UNIT

The models that make up your The Horus Heresy: Age of Darkness army must be organised into 'units.'

Units
In The Horus Heresy: Age of Darkness, warriors are grouped in squads, sections, or other similarly named units. A unit usually consists of several models, but a single, powerful model, such as a character, a tank or a war engine, is also considered to be a unit in its own right.

Unit Coherency
Units fight in loose groups with gaps between each model. This gives the warriors of the Imperium or the traitorous followers of Horus freedom to move over difficult terrain quickly, and enables them to take advantage of such things as minor folds in the ground, scrub and other small features, to shelter from enemy fire. The different elements of the unit have to stay together to remain an effective fighting force. This is detailed fully in the Movement section (see page 23).

Diagrams – Ultramarines & Death Guard
Throughout this book you will find explanatory diagrams which are intended to help illustrate key rules. In these diagrams we have used models from two Legions, the proud warriors of the Ultramarines (in blue) and the coldly efficient killers of the Death Guard (in white and green).

In all cases, we will refer to them in the text accompanying the diagrams simply as the Ultramarines and the Death Guard in the interests of both brevity and clarity.

MODELS AND BASE SIZES

The rules in this book assume that models are mounted on the base they are supplied with. Sometimes, a player may have models in their collection on unusually modelled bases, and some models aren't supplied with a base at all.

In these cases, you should always feel free to mount the model on a base of appropriate size if you wish, using models of a similar type as guidance.



ANCIENT TYRENNIUS

8TH CHAPTER
DAINHOLD TERTIARY MUSTER

Ancient Tyrennius was born a Terran and was inducted from the Midafrik Hive levies towards the end of the Emperor's campaign to bring Unification to Terra in preparation for the Great Crusade. He served in the earliest decades of the Great Crusade before being appointed to command his Legion's commitment to the First Magellan Expedition. Tyrennius was among the few to return from that doomed endeavour, though he had sustained such terrible wounds that only interment within the armoured sarcophagus of a Dreadnought saved him from death.

The Calth Configuration was to be Tyrennius' first campaign for over a decade, having been held in stasis for many years. Having been restored to full potency a mere ten hours before the Word Bearers' betrayal, he fought with bitter resolve throughout the Battle of Calth and was instrumental in the defeat of a large Word Bearers force assaulting the gates of Arcology XVk.

GENERAL PRINCIPLES

Before detailing the turn sequence and main structure of the rules, there are some basic ideas and game mechanics that are worth discussing. These are common principles that often come into question during a game.

MEASURING DISTANCES

In games of The Horus Heresy: Age of Darkness, distances are measured in inches (") with a tape measure or measuring stick. **You can always check any distance at any time.** This allows you to check whether your units are in range of their target before they attack.

Distances between models and all other objects (which can be other models, terrain features, and so on) are always measured from the closest point on one base to the closest point on the other base. Distances between units are always measured to and from the bases of the closest models in each of the units (see the diagram below).

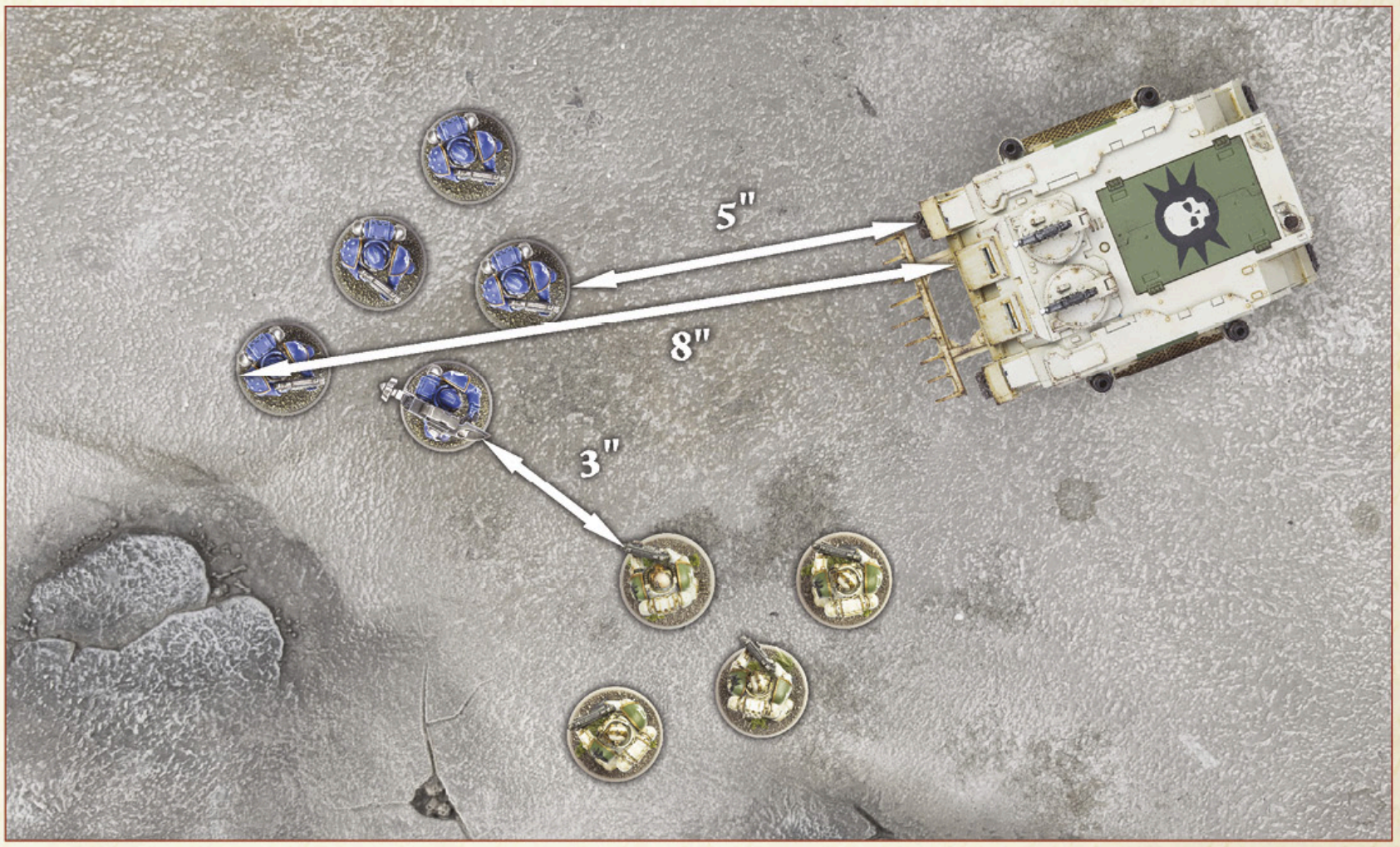
For example, if any part of a model's base is within 6" of the base of an enemy model, the two models are said to be within 6" of each other.

Sometimes the rules will call upon a unit to move directly towards another unit, or some other feature on the battlefield. Where this is the case, move each model in the unit directly towards its destination a number of inches equal to the distance stated.

The Most Important Rule

In a game of the size and complexity of The Horus Heresy: Age of Darkness, there are bound to be occasions where a situation is not covered by the rules, or an interpretation of the rules cannot be agreed upon. If this happens, be prepared to come up with a suitable solution.

If you find that you and your opponent cannot agree on a solution, roll a dice to see whose interpretation will apply for the remainder of the game – on a result of 1-3, player A gets to decide, on a 4-6, player B decides.



MEASURING DISTANCES

The distance between the Ultramarines Legion Tactical Squad and the hull of the Death Guard Legion Rhino Armoured Transport is 5". Normally, this would be referred to as being within 5" of the Ultramarines Legion Tactical Squad. Note that the distance to a vehicle is always measured to its hull (see page 73).

The distance between the Ultramarines Legion Tactical Squad and the Death Guard Legion Veteran Squad is 3" – the distance between the two closest models in each unit. The two units are considered to be within 3" of each other.

The distance between the Death Guard Legion Rhino Armoured Transport and the furthest point on the most distant Ultramarines Space Marine Legionary is 8". The Ultramarines Legion Tactical Squad is therefore wholly within 8" of the Death Guard Legion Rhino Armoured Transport.

DICE

Throughout a game, you will often need to roll dice to see how the actions of your models turn out – how effective their shooting attacks are, what damage they've done in close combat, and so on. Almost all of the dice rolls in The Horus Heresy: Age of Darkness use six-sided dice, also known as D6, but there are some exceptions as follows:

Rolling a D3

In some circumstances, you may be instructed to roll a D3. To do this, simply roll a D6 and halve the number, rounding up. **Thus, 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3.**

Rolling a D66

In some circumstances, you may be instructed to roll a D66. To do this, roll two D6, one after the other, counting the first dice as 'tens' and the second dice as 'units'. For example, if you roll a 3 on the first dice and a 5 on the second, you would get a D66 result of 35.

Scatter Dice

The Horus Heresy: Age of Darkness uses a special dice called a Scatter dice (marked with arrows and a Hit! symbol). This dice is mostly used to determine a random direction, most often applied when working out the behaviour of Blast weapons, such as cannon and missile launchers (see page 158).

Dividing Results

On occasion, you'll be called upon to divide the result of a dice roll, a characteristic or some other value. Where this happens, **any fractions should always be rounded up.** So a D6 roll of 3, halved, would be a result of 2 (ie, 1.5 rounded up). Similarly, 10% of a unit of 21 models, rounded up, would be three models.

Modifying Dice Rolls

Sometimes, you may have to modify the number rolled on the dice (or 'the roll'). This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the roll (as appropriate) to get the final result. For example, D6+2 means roll a dice and add 2 to the number on the dice for a total between 3 and 8.

You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6, and so on. Roll the indicated number of dice and add them together, so a 2D6 roll is two dice rolled and added together for a result between 2 and 12.

Another method is to multiply the score of a dice by a certain amount, such as D6x5 to provide a result between 5 and 30.

Re-roll

In some situations, the rules allow you to re-roll a dice. This is exactly what it sounds like – pick up the dice you wish to re-roll, and roll it again. **The second roll counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once**, regardless of the source of the re-roll.

If you re-roll a 2D6 or 3D6 roll, you must re-roll all of the dice, not just some of them, unless the rules specify otherwise. Any modifiers that applied to the first roll also apply to the re-roll.

If two or more special rules combine to the effect that both all failed and all successful dice results would have to be re-rolled, do not re-roll any dice; simply use the original result(s) instead.

Roll-off

If the rules require players to roll off, **each player rolls a dice and the player who rolls the highest result wins the roll-off.** In the result of a tie, roll again until one player wins – any modifiers that applied to the first roll also apply to further rolls.

Randomising

Sometimes you'll be called upon to randomly select something – a model, an item, a psychic power or similar. Where this is the case, simply assign a D6 result to each of the things the random selection must be made from, and roll the dice to make your random choice. If you have fewer than six items to randomise between, simply roll again until you roll an assigned number.

If you have more than six items to randomise between, split them into equal sized groups of six or less (or as near to this as you can). Then randomly select one group, further randomising between the items in the group to determine the final selection.

Historia Terra Regnum

Cocked Dice

Occasionally, a dice will end up in a crevice of your terrain or in the crack between two sections of board and doesn't lie flat. We call this a 'cocked dice'. Some players use a house rule that if any dice is not completely flat on the table, it must be re-rolled. More common is for players to re-roll the dice only if they can't be sure of the result.

Of course, if your gaming surface is very textured and results in a lot of cocked dice, you can make all of your rolls in a tray or box lid.

On a similar note, it is generally accepted that if a dice ends up on the floor, the result does not count, and most gamers agree that a fallen dice can be re-rolled.



BLAST MARKERS AND TEMPLATES

Some weapons are so powerful that they don't just target a single model or unit, but have an 'area effect' which might encompass several different models or units. To better represent these circumstances, The Horus Heresy: Age of Darkness uses a series of different Blast markers and templates:

- A 'Small' Blast marker (3" in diameter).
- A 'Large' Blast marker (5" in diameter).
- A 'template' (a teardrop-shaped template roughly 8" long).

A number of weapons are even more powerful, able to obliterate entire squads in a single shot. These apocalyptic weapons use even bigger markers and templates, which include:

- A 'Massive' Blast marker (7" in diameter).
- An 'Apocalyptic' Blast marker (10" in diameter).
- An 'Apocalyptic Barrage' marker (a clover-shaped set of 5 overlapping markers, each 5" in diameter).
- A 'Hellstorm' (a teardrop-shaped template roughly 16" long).

All of these templates and Blast markers can be purchased separately to this book on the Forge World website.

The templates and Blast markers are used as a way of determining how many models have been hit by an attack that has an area of effect or a blast radius. When an attack uses a template or Blast marker, it will explain how the template is positioned, including any kind of scatter that might occur (scatter is discussed more completely next in this section). To work out the number of hits, you normally need to hold the template or Blast marker over an enemy unit or a particular point on the battlefield, and then look underneath (or through, if using a transparent template) to see how many models lie partially or completely underneath. **A unit takes a hit for each model that is fully, or even partially, underneath the template or Blast marker.** Remember that a model's base is counted as being part of the model itself, so all a template or Blast marker has to do to cause a hit is to cover any part of the target's base.

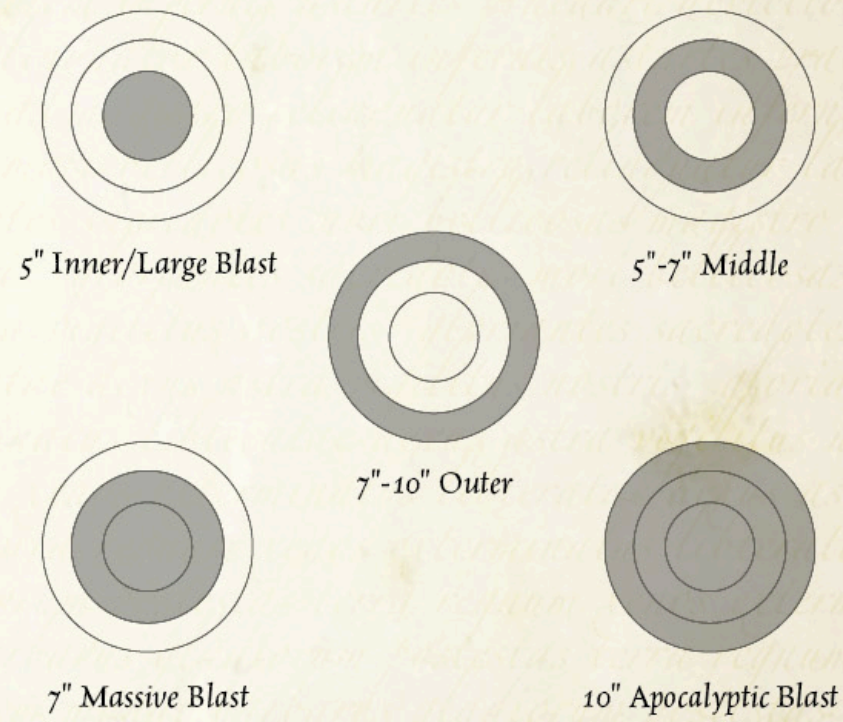
SCATTER

Sometimes a rule will call for an object (a template, counter, model or even a whole unit) to be placed on the battlefield and then scattered. When this occurs, follow this procedure:

- Place the object on the battlefield as instructed by the rule.
- Roll a Scatter dice and 2D6 to determine the direction and distance of scatter in inches.
- If a Hit! is rolled on the Scatter dice, the object does not move – leave it in place and resolve the remainder of the rule.
- If an arrow is rolled, move the object the distance shown on the 2D6 in the direction of the arrow. Ignore intervening terrain, units, etc, unless the rule states otherwise.
- Once the object has scattered to its final position, resolve its effects.

Some rules may specify a distance to be determined other than 2D6, in which case, just replace the 2D6 in this procedure with the method listed in the rule.

Apocalyptic Blast/Apocalyptic Mega-blast Markers



The 10" Apocalyptic Blast marker has two rings marked on it (at 5" and 7"). The rings are used when resolving attacks with a Large Blast, Massive Blast or Apocalyptic Mega-blast marker, which uses the inner, middle and outer zones (as shown).

CHARACTERISTIC TESTS

A model will sometimes be called upon to take a characteristic test. Such a test can be applied against any characteristic that the model has, except for Leadership and Armour Save. A Toughness test is a characteristic test, as is a Strength test or an Initiative test, a Wounds test, and so on.

Models don't have a choice of what characteristics to use – the characteristic to be tested will be specified in the rule.

To make a characteristic test, use the following procedure:

- Roll a D6 and compare the result to the relevant characteristic in the model's profile.
- If the result is equal to or less than the number in the profile, the test is passed.
- If the result is greater than the number in the model's profile, the test has been failed and the model faces the consequences as detailed in the rule that prompted the test.
- When a single test is required for the whole unit, use the highest relevant characteristic in the unit.

Models with Multiple Profiles
Where a model has more than one value for the same characteristic, a characteristic test is always taken against the highest of the values.

Automatic Pass and Fail
If a rule states that a characteristic test 'automatically passes' then no dice roll is needed; the test is passed. Similarly, if a rule states that a characteristic test 'automatically fails', then no dice roll is needed; that test fails. If the model has a characteristic of '-' or 0, it automatically fails the test.

When rolling dice to take a characteristic test, a dice roll of 6 is always a failure, and a dice roll of 1 is always a success, regardless of any other modifiers.

LEADERSHIP TESTS

At certain times, a model or unit might be called upon to take a Leadership test. This usually represents them drawing upon their courage to face disheartening circumstances.

To take a Leadership test, use the following procedure:

- Roll 2D6 and compare the model's Leadership value.
- If the result is equal to or less than the model's Leadership value, then the test has been passed.
- If the result is greater than the model's Leadership value, the test has been failed and the model faces the consequences as detailed in the rule that prompted the test.
- If a unit has to take a Leadership test and it includes models with different Leadership values, always use the highest Leadership from among them.

Automatic Pass and Fail
If a rule states that a Leadership test 'automatically passes' then no dice roll is needed; the test is passed. Similarly, if a rule states that a Leadership test 'automatically fails', then no dice roll is needed; that test fails.

When rolling dice to take a Leadership test, a dice roll of 12 (a double 6) is always a failure, and a dice roll of 2 (a double 1) is always a success, regardless of any other modifiers that apply.

REMOVED AS A CASUALTY AND COMPLETELY DESTROYED

Models that are removed as casualties are removed from the table and placed to one side. When all of the models in a unit are removed as casualties, the unit is said to have been 'completely destroyed'.

Models that are 'removed from play' by special rules or attacks are also considered to have been removed as casualties, as far as the game rules are concerned.

For game purposes, units that are Falling Back at the end of the game (see page 59) or are not on the table at the end of the game, either because they have Fallen Back off a table edge or because they are in Ongoing Reserves (see page 147) are also counted as completely destroyed.

Historia Terra Regnum

BASIC VS ADVANCED

Basic rules apply to all the models in the game, unless stated otherwise. They include the rules for movement, shooting and close combat as well as the rules for morale, which are found on pages 23-61. These are all the rules needed for infantry models.

Advanced rules apply to specific types of models, whether because they wield special kinds of weaponry (such as Graviton weapons), have advanced skillsets (such as proficiency when fighting in duels), because they are different to their fellows (such as a unit leader or character), or because they are not standard Infantry models (such as Jetbikes, Artillery or Tanks). The advanced rules that apply to a unit are indicated in its Army List entry in the relevant Forge World publication.

Where advanced rules apply to a specific model, they always override any contradicting basic rules. For example, the basic rules state that a model must take a Morale check under certain circumstances. If, however, that model has a special rule that makes it immune to Morale checks, then it does not take such checks – the advanced rules take precedence.

On rare occasions, a conflict will arise between a rule in this rulebook, and one printed in another Forge World publication, such as in army lists or campaign rules. Where this occurs, those rules found in other Forge World publications take precedence.



THE SPIRIT OF THE GAME

The Horus Heresy: Age of Darkness may be somewhat different to any other game you have played. Above all, it's important to remember that the rules are just the framework to support an enjoyable game. Whether a battle ends in victory or defeat, your goal should always be to enjoy the game. What's more, The Horus Heresy: Age of Darkness calls on a lot from you, the player. Your responsibility isn't just to follow the rules, it's to add your own ideas, drama and creativity to the game. Much of the appeal of this game lies in the freedom and open-endedness this allows; it is in this spirit that the rules have been written.

OWNING PLAYER, OPPOSING PLAYER AND CONTROLLING PLAYER

Sometimes, a rule will ask the owning, opposing or controlling player to make an action or decision of some kind. The owning player is always the player who 'owns' the model in question – the one who has the model in their army. The opposing player is always their opponent. The controlling player is always the player in current command of that model – there are some special rules which can force models to switch sides during the course of the game.

You and Yours

Some models have abilities which are written as if speaking to the controller of the model. When a model's rule refers to 'you' or 'yours', it refers to the player currently controlling the model.

Friendly and Enemy Models

All models on the same side are friendly models. Models controlled by the opposing side are enemy models. If an opponent takes control of one of your models or units during play, it becomes an enemy model or unit for as long as it is under your opponent's command. If you take control of one of your opponent's models or units, it is friendly for as long as it is under your command.

LINE OF SIGHT

Line of sight determines what a model can 'see'. Many situations call for you to determine whether or not a model has line of sight. A model normally needs line of sight whenever it wishes to attack an enemy, whether with a melee attack, a shooting attack or psychic power. Line of sight literally represents your warriors' view of the enemy – they must be able to see their foes through, under or over the battlefield terrain and other models (whether friendly or enemy).

For one model to have line of sight to another, you must be able to trace a straight, unblocked line from its body (the head, torso, arms or legs) to any part of the target's body.

Sometimes, all that will be visible of a model is a weapon, banner, or other ornament they are carrying. In these cases, the model is not visible. Similarly, mechanical appendages such as cables, probes and ammo feeds are ignored, even though they may be part of a model's body. These rules are intended to ensure that models don't get penalised for having impressive banners, weaponry, and so on.

In many cases, what a model can 'see' will be obvious – if there's a hill, building or mechanical construct in the way, the enemy might be blatantly out of sight. In other cases, two units will be clearly in view of each other as there is nothing at all in the way.

On those other occasions, where it's not entirely obvious whether or not one unit can see another, the player will have to stoop over the battlefield and look from behind the model's head for a 'model's eye view'. This means getting down to the level of your models and checking the battlefield from their perspective to 'see what they can see'. You will find that you can spot lurking enemies through the windows of ruined buildings, catch a glimpse of a model's legs under tree branches and see that high vantage points become very useful for the increased line of sight that they offer.

Own Unit

There is one important exception to the rules for line of sight. **Firing models can always draw line of sight through members of their own unit just as if they were not there.** This assumes that the models shift their stances to open up firing lanes in order to maximise their own unit's firepower.

MODEL'S EYE VIEW

The Horus Heresy: Age of Darkness uses what is referred to as 'true line of sight'. This means that you take the positions of models and terrain at face value, and simply look to see if your models have a view to their targets.

By determining line of sight by looking from your model's perspective, there will be occasions when it is hard to tell if a model can see a target or not, but players should always be generous and give their opponent the benefit of the doubt.



THE TURN

A Horus Heresy: Age of Darkness battle is a chaotic affair. To bring a modicum of order to the anarchy of battle, players alternate moving and fighting with their units. So, one player will move and fight with their forces, and then their opponent will move and fight. This process is then repeated, with the first player moving and fighting again, and so on, until the game is done.

During their turn, a player can usually move and fight with each of their units. For convenience and flow of game play, we divide a player's turn into four main phases: Movement, Psychic, Shooting and Assault.

This means that you move any units you want to first, then when you've completed moving all your units, your Psykers can invoke the power of the Warp. Then you can shoot with your models, and finally, once your shooting is all completed, you can charge into assault and resolve any melee combat that has broken out. This process helps to keep track of what is going on and makes it easier to know when one player's actions are over and their opponent can start their turn.

GAME TURNS AND PLAYER TURNS

In a complete game turn, each player gets a player turn, divided into Movement, Psychic, Shooting and Assault phases. One game turn therefore comprises two player turns – one for each player. **Whenever a rule refers to 'a turn', it always means 'player turn' unless it specifically refers to a 'game turn'.**

The Start and End of a Phase
During your game, you may encounter rules that say an action or event happens at the start of a particular phase, such as 'at the start of your Movement phase' or 'at the start of your Shooting phase'. These are always resolved before anything else during that phase. Likewise, any rule that says an action or event happens at the end of a particular phase is always resolved after all other actions have been performed during that phase, before the next phase (if any) starts.

The Start and End of a Turn
During your game, you may encounter rules that say an action or an event happens 'at the start of your turn'. These are always resolved before your Movement phase. Likewise, any rule which says an action or event happens 'at the end of your turn' is always resolved after your Assault phase has finished, but before your opponent's next turn (if any) starts.

'Before the Game Begins' and 'At the End of the Game'
During your game, you may encounter rules that say an action or event happens 'before the game begins'. Examples of such events include generating Warlord Traits and psychic powers. These are always resolved before either player deploys their army.

During your game, you may encounter rules that say an action or event happens 'at the end of the game'. Examples of such events include scoring Victory points for certain missions. The mission you are playing will specify when your game ends; this will normally be after a certain number of game turns. Any rule that says an action or event happens 'at the end of the game' is always resolved after the last game turn has ended.

SEQUENCING

While playing The Horus Heresy: Age of Darkness, you'll occasionally find that two or more rules are to be resolved at the same time – normally 'at the start of the Movement phase' or similar. When this happens, and the wording is not explicit as to which rule is resolved first, then the player whose turn it is chooses the order. If these things occur before or after the game, or at the start or end of a game turn, the players roll off and the winner decides in what turn the rules are resolved in.

Historia Terra Regum

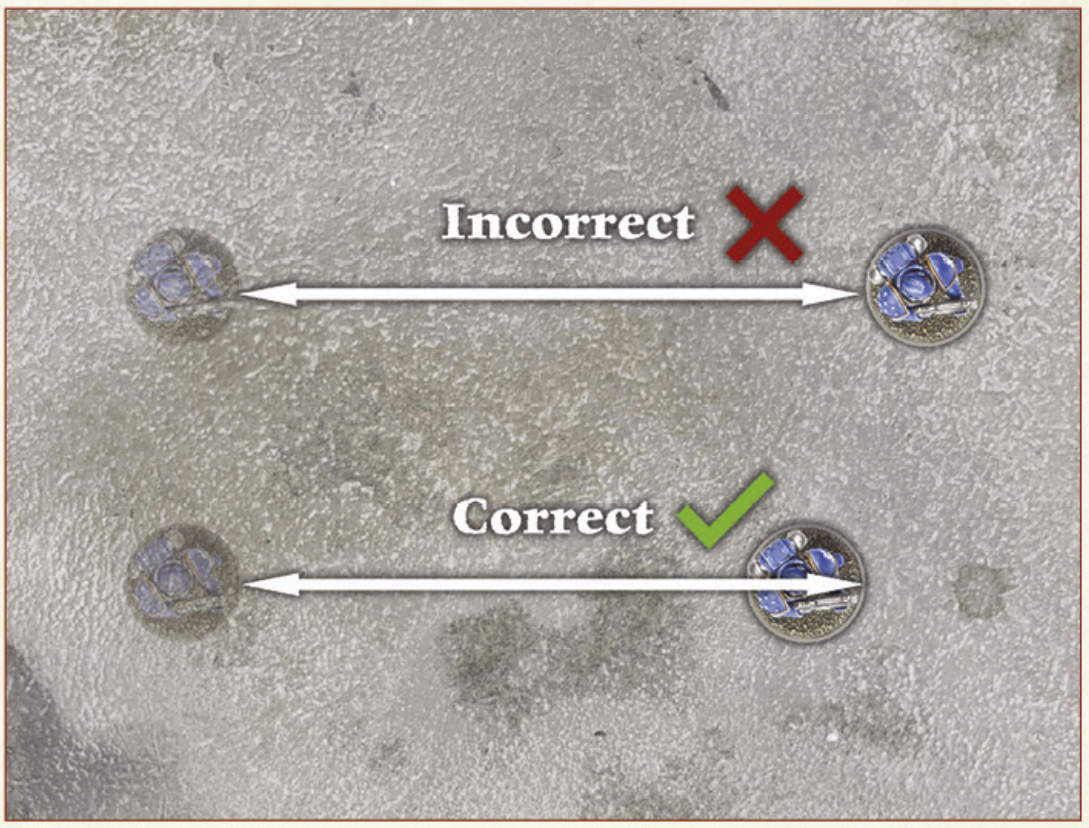
TURN SUMMARY

1. **The Start of your Turn.** Resolve any rule described as happening at the start of your turn.
2. **Movement Phase.** Here, you move any of your units that are capable of doing so. See the movement rules on page 23 for more details of how to do this.
3. **Psychic Phase.** In the Psychic phase, models known as Psykers can use any of the mysterious powers they have the ability to manifest. See the psychic rules on page 26 for more details of how to do this.
4. **Shooting Phase.** You now shoot with any of your units that are capable of doing so. See the shooting rules on page 34 for more details on how to resolve this.
5. **Assault Phase.** During the Assault phase, units may move into combat against enemy units in the Charge sub-phase and trade blows with them in the Fight sub-phase. All units in close combat fight; this is an exception to the normal Turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting in close combat can be found in the assault rules on page 46.
6. **The End of your Turn.** Resolve any rule described as happening at the end of your turn.

THE MOVEMENT PHASE

Although the Movement phase is the easiest to perform, it's probably the most tactically important. Getting models into the right position on the battlefield is often the key to victory. The following rules explain how Infantry units move, as they are the most common units in the game. Vehicles, Jump units, Bikes and certain other units move in different ways to represent their greater mobility, and these will be discussed in full detail later in the book (see pages 63-93).

In your turn, you can move each of your units up to their maximum Movement distance (see diagram below). Once any one unit has completed all of its movement, you can select another unit and move that one, and so on, until you have moved all of the units you wish to move. Once you have started moving a unit, you must finish its move before you start to move another unit. Note that you don't have to move all (or any) of your units – there are several advantages to remaining stationary, as will be explained later. Once you've completed a unit's move, you cannot go back and change it, so think carefully before deciding to move any of your units.



MOVEMENT DISTANCE

A common mistake is for the distance to be measured and the model placed on the far side of the tape measure. This is incorrect, as it adds the entire length of the model's base to the distance moved. The diagram above shows the correct and incorrect ways of measuring move distance. For an Infantry model on a relatively small base, this error isn't grave, but for larger models such as tanks or Knights, it can be game changing!

MOVEMENT DISTANCE

Models move up to 6" in the Movement phase. This represents the unit moving at a pace reasonable enough to survey the surrounding terrain for enemies and potential traps, communicate with their commanders and evaluate any further advance.

It is perfectly fine to measure a unit's move in one direction, and then change your mind and decide to move it somewhere else or not at all. As you move the models in a unit, they can be turned to face in any direction, but if a model does move, no part of its base can finish the move more than 6" away from where it started the Movement phase.

Models cannot voluntarily move off the board.

Which Models are Moving
Whether or not a model moves can change how effective it will be in the Psychic phase or Shooting phase. You may decide that only some of the models in a unit are going to move this turn. If this is the case, declare which models are remaining stationary just before you start moving the other models of that unit. Remember that all models in the unit must still maintain unit coherency (see page 24).

Different Movement Distances within a Unit
Sometimes, a unit will contain models that move at different speeds. When this is the case, each model can move up to its maximum Movement allowance so long as it remains in unit coherency (see page 24).

Models in the Way
A model cannot move within 1" of an enemy model unless they are charging into close combat in the Assault phase, and can never move or pivot (as follows) through another model (friend or foe) at any time. To move past, they must go around.

Pivoting on the Spot
If you choose not to move a model in a unit, you can instead choose to turn it on the spot to face in any direction, provided that the pivot does not bring the model within 1" of an enemy model. A model that only pivots on the spot in the Movement phase counts as being stationary for all purposes, including subsequent shooting attacks.

Moving and Close Combat
Units already locked in close combat with the enemy cannot move during the Movement phase (see page 49).

UNIT COHERENCY

When you are moving a unit, its individual models can each move up to their maximum movement. However, models in a unit must remain in close proximity with each other, otherwise individual models become scattered and the unit loses cohesion as a fighting force. **Once a unit has finished moving, the models that comprise it must be no more than 2" horizontally and 6" vertically away from another model in the unit.** This is what is referred to as 'unit coherency'.

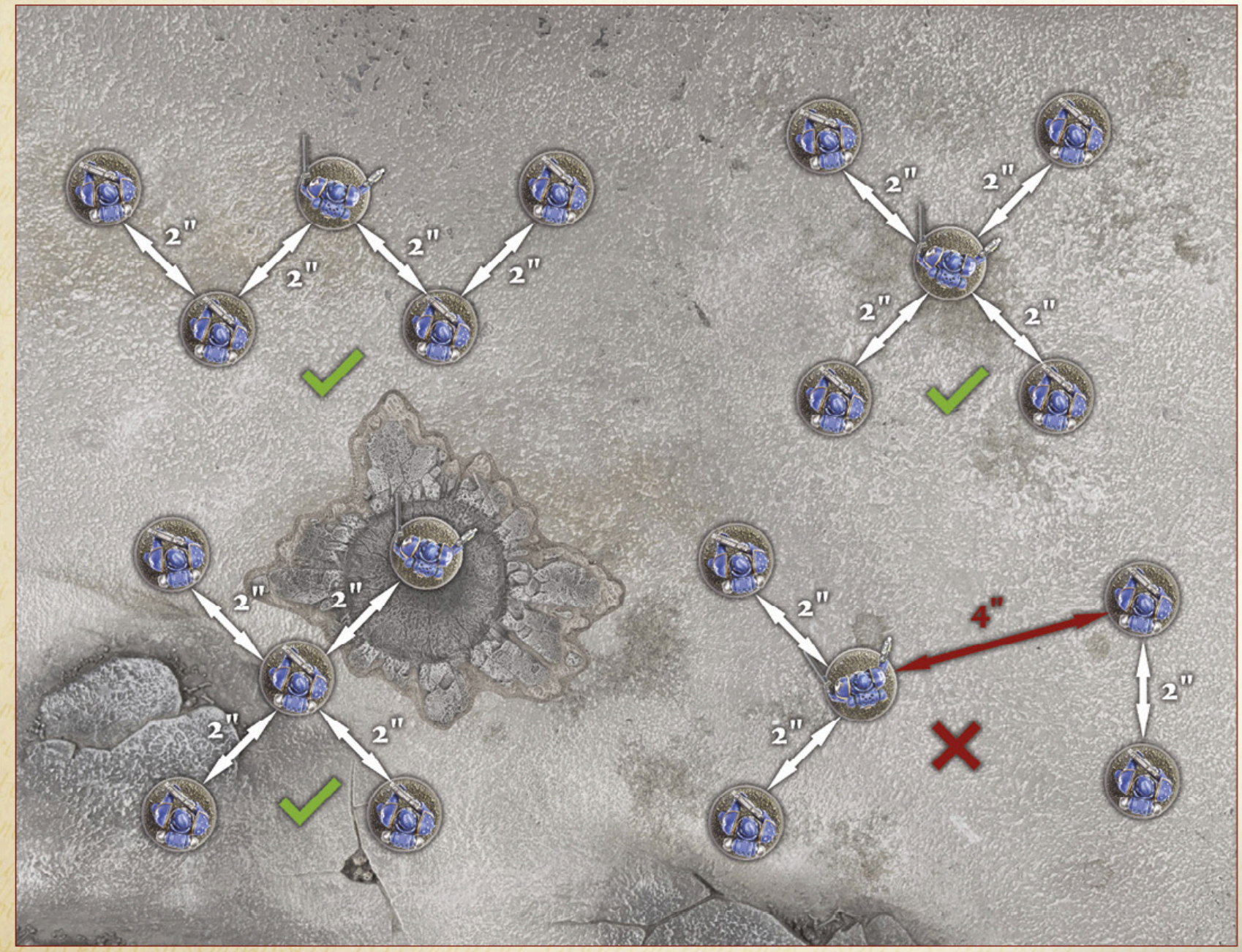
During the course of a game, a unit can get broken up and lose unit coherency, usually because it has sustained casualties from enemy fire. If this happens, in their next Movement phase, the models in the unit must be moved in such a way that they restore unit coherency, or as close to unit coherency as possible. If the unit cannot move in its next turn, or is unable to restore unit coherency in a single turn, then the models must move to restore unit coherency as soon as they have the opportunity, including by Running if they have that option (see page 41).



UNIT COHERENCY IN TERRAIN

As the Space Marine Legionaries in this ruin are all within 2" of another member of their squad on the same level, or within 6" of another member of their squad on a different level, they are in unit coherency.

UNIT COHERENCY





WOBBLY MODEL SYNDROME

Sometimes, a particular piece of terrain may make it hard to place a model exactly where you want. In cases like this, it is perfectly acceptable to leave the model in a safer position, as long as both players have agreed and know its 'actual' location.

If your opponent is considering shooting at the model, you will have to hold it back in the proper place so they can check line of sight.



MOVING VERTICALLY

The Space Marine Legionary has a Move of 6". He moves 3" horizontally to get beneath the first floor level of the ruined building, and then moves 3" vertically, ending the move one floor up as shown.

MOVING THROUGH TERRAIN

As part of their move, models can move through, up or over any terrain they encounter, unless the terrain is noted as being impassable (see page 100).

Models can also use their move to 'climb up' terrain, as long as the model is able to finish the move on a location on which it can be stood. When measuring a move where a model climbs terrain, add the distance the model moves horizontally to the distance it has moved vertically; the result is considered to be the distance the model has moved.

In addition to the rules presented in this section, certain types of terrain can affect how far your models can move. The rules for how these different types of terrain affect movement are on page 100.

THE PSYCHIC PHASE

This section of The *Horus Heresy: Age of Darkness* rulebook describes the rules surrounding Psykers and the use of the proscribed powers such individuals wield. This section also describes how to generate Warp Charge and manifest psychic powers in the Psychic phase, and gives descriptions of the different types of powers Psykers can manifest.

PSYKERS AND PSYCHIC POWERS

Each Psyker knows one or more psychic powers, as detailed in their Army List entry. These powers vary from army to army, and sometimes from one individual Psyker to another. Sometimes, a Psyker will have the option to know additional psychic powers. If this is the case, this will also be clearly shown in the relevant Army List entry. Sometimes, psychic powers might also be manifested by a vehicle, or even entire squads.

For the purposes of all rules, the term 'Psyker' and 'Psyker unit' refers to any unit with the Psyker (see page 170), Psychic Pilot (see page 170) or Brotherhood of Psykers/Sorcerers (see page 161) special rules.

DESIGNER'S NOTE

The rules presented in this section assume that players are already familiar with rules and concepts described in other phases of The Horus Heresy: Age of Darkness – particularly the Shooting phase. If this is the first time you are reading this book, you might want to revisit the Psychic Phase section once you are familiar with the rest of the core game rules.

Mastery Levels

The number of psychic powers a Psyker can use each turn depends on their Mastery Level. Even a Psyker with a Mastery Level of 1 is a fearsome enemy. Psykers with a Mastery Level of 4 or higher are incredibly rare.

Establishing Mastery Levels

Psykers are assumed to be Mastery Level 1 unless it states otherwise in their Army List entry. The Mastery Level is usually shown in parentheses after the Psyker special rule. For example, Psyker (Mastery Level 2).

Number of Psychic Powers

A Psyker's entry will usually state how many psychic powers the Psyker has. Where this is not the case, **the Psyker knows a number of psychic powers equal to their Mastery Level.** Each of these powers will need to be generated, as described opposite.

If a Psyker generates all of their psychic powers from the same psychic discipline, that Psyker will automatically know that discipline's primaris power in addition to any other powers they know, as described in Psychic Focus (see below).

If a Psyker has one or more weapons with the Force special rule, that Psyker automatically knows the Force psychic power (see opposite) in addition to any other powers they know.

PSYCHIC FOCUS

If a Psyker generates all of their powers from the same psychic discipline (even if they can only generate one power), that Psyker is said to have Psychic Focus, and gains that discipline's primaris power in addition to their other powers. If, during the course of the game, that Psyker gains a psychic power from a different psychic discipline, they immediately lose Psychic Focus (and the associated primaris power).

If a Psyker has any psychic powers that are not part of a discipline, such as *Force*, those powers are not considered when determining whether the Psyker has Psychic Focus.

FORCE — WARP CHARGE 1

The psyker channels their powers through their weapon, transforming it from a mere physical weapon into one that can rend reality.

Force is a blessing psychic power that targets the Psyker and their unit. All of the targets' weapons that have the Force special rule gain the Instant Death special rule until the start of your next Psychic phase.

Generating Psychic Powers

Psykers generate their psychic powers before the game begins. This is done openly, so both players are aware of the power(s) generated by each Psyker. If your army includes more than one Psyker, you may choose the order in which you generate their powers.

In some Army List entries, a Psyker will have one or more specific psychic powers listed – where this is the case, it will be clearly stated. These Psykers always start the game with those psychic powers. **Otherwise, a Psyker generates random psychic powers from amongst the psychic disciplines known to them.**

To randomly generate a psychic power, choose one of the psychic disciplines known to the Psyker. Then, roll a D6 and consult the chosen psychic discipline, choosing the corresponding psychic power to the result rolled.

If the Psyker needs to generate more than one psychic power, repeat this process until the required number of psychic powers have been generated. Note that second and subsequent psychic powers do not have to be generated from the same psychic discipline as the Psyker's first power (but if a power is generated from a different psychic discipline, the Psyker will not benefit from Psychic Focus). **A Psyker cannot know the same psychic power twice.** If a Psyker generates a power they already have, roll again on the same Psychic Discipline table until a power is generated that they do not already know. It should be noted that different Psykers in the same army can have the same psychic power(s).

Primaris Powers

Immediately after generating a psychic power, a Psyker can always choose to substitute the power generated for the discipline's primaris power. Note that a Psyker cannot have the same power twice – if they choose to substitute their first power for the primaris power, and then choose to generate another psychic power from the same discipline, they cannot substitute any further powers from that discipline. **In addition, this means if a Psyker has chosen all of their powers from the same psychic discipline to gain Psychic Focus, they will already know that discipline's primaris power and so cannot substitute any of their randomly generated powers.**

Regardless of the psychic power(s) your Psykers generate, it's worth making a note on your army roster of which powers you are using for the duration of the game.



RESOLVING THE PSYCHIC PHASE

To use their powers, Psykers need to generate, expend and harness Warp Charge points.

GENERATE WARP CHARGE

At the beginning of each Psychic phase, the player whose turn it is rolls a D6. Then, each player takes a number of dice equal to the result of the D6 roll; those dice are their Warp Charge pool. Each player then adds up the Mastery Levels of all the Psyker units they currently have on the tabletop (including those embarked on Transports) and adds that many dice to their Warp Charge pool.

The number of dice each player has in their Warp Charge pool equates to the total amount of Warp Charge points they have generated for this phase. If a rule tells you to add or subtract Warp Charge points, you add or subtract the appropriate number of dice from your pool.

If, after resolving a psychic action – such as manifesting a psychic power – the player whose turn it is has 0 Warp Charge points remaining, the Psychic phase ends. The Psychic phase also ends if you either cannot, or choose not to, resolve any more psychic actions. When the Psychic phase ends, all remaining Warp Charge points belonging to both players (if any) are lost and the Shooting phase begins.

MANIFESTING PSYCHIC POWERS

The most common psychic action is the manifestation of psychic powers. **Only the player whose turn it is can attempt to manifest psychic powers.** If, after attempting to manifest a psychic power, you still have Warp Charge points left, you can attempt to manifest another psychic power with the same unit, or select another of your Psyker units and attempt to manifest a power the new unit knows. Assuming you have enough Warp Charge points, you can alternate back and forth between the same Psyker units in this way, but **no unit can attempt to manifest the same psychic power more than once per Psychic phase**.

To manifest a psychic power, you will need to declare a target (if the power in question requires a target) **and make a Psychic test** (see opposite). If the Psychic test is successful, your opponent then has an opportunity to make a Deny the Witch test (see opposite). If this test is failed, or if your opponent chooses not to make a Deny the Witch test, the psychic power is manifested and its effects are immediately resolved.

Manifesting psychic powers can be summarised in five steps, as follows. Each step is explained in greater detail later in this section.

MANIFESTING PSYCHIC POWERS SEQUENCE

1. **Select Psyker and Psychic Power.** Unless you have 0 Warp Charge points remaining, select one of your Psyker units, then nominate a psychic power known to that unit that you wish to manifest.

2. **Declare Target.** If the power requires a target, choose it at this point.

3. **Take Psychic Test.** The Psyker must now expend Warp Charge points and attempt to harness them by taking a Psychic test. If the test is failed, the psychic power fails and nothing further happens. If two or more 6s are rolled, the Psyker suffers Perils of the Warp, which is resolved immediately.

4. **Deny the Witch.** If the Psychic test was passed, one of the enemy targets gets a chance to expend Warp Charge points to nullify the power by taking a Deny the Witch test. If the psychic power does not target an enemy unit, your opponent can still attempt to Deny the Witch, but will not be able to use any bonuses. In either case, if the Deny the Witch test is passed, the psychic power does not manifest and nothing further happens.

5. **Resolve Psychic Power.** Assuming the Psychic test was passed and the power was not negated by a successful Deny the Witch test, it is now resolved.

Select Psyker and Psychic Power
To manifest a psychic power, **select one of your Psyker units**, regardless of whether the selected unit is Falling Back or has Gone to Ground. **Then, select a psychic power known to the selected unit that it has not already attempted to manifest in this Psychic phase.**

Declare Target
If the psychic power requires a target, you must nominate it at this point. Unless otherwise stated, the Psyker must have line of sight to the target.

Psykers and Transports
Psykers embarked on Transports still generate their normal number of Warp Charge points. Psykers embarked on a Transport can only target enemy units with Witchfire psychic powers, and only then if the vehicle has a firing point that has line of sight to the target unit. Psykers embarked on a Transport cannot attempt to manifest any other kind of psychic power.

Psychic powers cannot target units that are embarked on a Transport.

Take Psychic Test
A Psyker must pass a Psychic test to see if they can harness the power of the Warp. **To make a Psychic test, you will first need to expend a number of Warp Charge points; declare how many points you are spending and remove them from your pool. Then roll a number of D6 equal to the number of Warp Charge points you have expended.**

For each individual result of 4+, the Psyker has successfully harnessed one Warp Charge point. If the total number of harnessed Warp Charge points is greater than or equal to the Warp Charge cost stated in the psychic power's description, the Psychic test is successful. Otherwise, the Psychic test has failed and the power does not manifest. If the Psychic test was successful, keep a note of how many Warp Charge points were harnessed as your opponent may attempt to nullify them by performing a Deny the Witch test (see page 30).

If, when making a Psychic test, two or more dice rolls (before applying modifiers) were rolls of a 6, the unit attempting to manifest the psychic power suffers Perils of the Warp as follows, whether or not the manifestation attempt failed.

Deny the Witch
If your opponent makes a successful Psychic test, you can attempt to nullify the power being manifested by making a Deny the Witch test (see page 30). **For a Deny the Witch test to be successful, you need to nullify all of the Warp Charge points that were successfully harnessed by the Psyker when they passed their Psychic test.**

PERILS OF THE WARP

If a unit suffers Perils of the Warp, roll a D6 and consult the Perils of the Warp table below. If the unit has the Brotherhood of Psykers/Sorcerers special rule (see page 161), the effects of the Perils of the Warp apply to a randomly determined model in the unit with the Brotherhood of Psykers/Sorcerers special rule.

Note that suffering Perils of the Warp does not necessarily mean that a psychic power fails to manifest. Assuming that the Psychic test was successful and any Deny the Witch test failed, the psychic power still manifests, regardless of whether or not the Psyker in question suffers a wound or is slain by Perils of the Warp.

D6	Result
1	**Dragged into the Warp**: The Psyker must take a Leadership test. If the test is passed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is failed, the Psyker is removed as a casualty and their unit suffers D6 Strength 6 AP 1 hits. For wound allocation purposes, assume the attack is coming from the Psyker who suffered Perils of the Warp.
2	**Mental Purge**: The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. In addition, randomly select one psychic power known to the Psyker. That power is immediately lost, and cannot be used by the Psyker for the rest of the battle.
3	**Power Drain**: The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. In addition, if it is currently the Psychic phase, roll a D3; both players lose a number of Warp Charge points equal to the result.
4	**Psychic Backlash**: The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed.
5	**Empyric Feedback**: The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker suffers no ill effects.
6	**Warp Surge**: The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker gains a 3+ invulnerable save as well as the Fleshbane (see page 164), Armourbane (see page 157) and Smash (see page 172) special rules, until the start of the next friendly Psychic phase.



To make a Deny the Witch test, first select one of your units that was a target of the enemy's psychic power. You will then need to expend a number of Warp Charge points; declare how many points you will spend and remove them from your pool. Then roll a number of D6 equal to the number of Warp Charge points expended. Apply any of the following modifiers that apply to each individual dice roll:

The target unit contains one or more models with:	**Modifier**
The Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule	+1
A Mastery Level higher than the Psyker manifesting the power	+1
The Adamantium Will special rule	+1

For each individual result of 6+, one Warp Charge point has been successfully nullified. If the total number of nullified Warp Charge points is equal to or greater than the number of harnessed Warp Charge points, the Deny the Witch test has been passed and the psychic power does not manifest.

Note that a successful Deny the Witch test simply nullifies the power being manifested – it does not mean that the Psychic test changes from a success into a failure (for some powers, such as Vortex of Doom, a failed Psychic test can have dire consequences for the Psyker!).

If none of your units were the target of the enemy's psychic power (for instance, if the enemy manifested a **blessing**, a **conjuration** or some other power that only affects units friendly to the Psyker)**, you can still attempt to Deny the Witch. To do so, follow the same process, but apply no modifiers to your dice rolls** – you will require rolls of 6 to nullify Warp Charge points.

Historia Terra Regnum

PSYCHIC HOODS

Each time a unit (or model) is targeted by an enemy psychic power and is within 12" of a friendly model with a psychic hood, the wearer of the hood can attempt to Deny the Witch in their stead, as if they were in the target unit. If the Deny the Witch attempt is failed, the psychic power is resolved as normal, but affects only the initial target, not the wearer of the hood.

If a model with a psychic hood is embarked in a vehicle or building, they can only use the hood to nullify powers targeting the vehicle or building they are embarked within.

Resolve Psychic Power
Assuming the Psychic test was passed and the enemy did not negate it with a successful Deny the Witch test, the power has been successfully manifested. Resolve its effects according to the instructions in its entry. Unless otherwise stated, the effects of multiple different psychic powers are cumulative.

TYPES OF PSYCHIC POWERS

POWERS WITHOUT A TYPE

If a psychic power does not have a type, the rules for using it will be clearly expressed within its entry.

Blessing
Blessings grant extra abilities to the Psyker's allies, such as characteristic boosts or additional special rules. **Blessings target one or more friendly units and, unless otherwise stated, last until the start of the Psyker's next Psychic phase.** Blessings can affect units that are locked in close combat and can affect the Psyker themselves. The benefit of any one particular blessing can only be gained once per unit per turn, but benefits from different blessings are cumulative. Unless otherwise stated, blessings cannot modify characteristics above 10 or below 1 (or below 2, in the case of Leadership).

Conjuration
Conjuration powers can summon units across great distances. Each conjuration power specifies the type and number of models to be conjured. Unless stated otherwise, the new unit cannot take any additional options or upgrades. If you do not have enough models to place the entire unit on the board, place as many as you can – the excess is destroyed.

When the power is resolved, the new unit then arrives via Deep Strike (see page 162), **within the power's maximum range**; the new unit is under your control and is treated as having arrived from Reserves for all rules purposes. If the new unit suffers a Deep Strike mishap and ends up in Ongoing Reserves, it can Deep Strike anywhere on the board when it enters play.

If the new unit is a Psyker, generate its psychic power(s) as soon as the conjuration is manifested; the new unit cannot attempt to manifest conjuration powers on the same turn it was itself conjured. If the new unit has any random powers/abilities that would normally need to be generated before the start of the game, generate them at the same time. Unless otherwise noted, conjured units are scoring units.

Malediction
Maledictions weaken the Psyker's enemies by reducing their characteristics or inflicting special rules that penalise their abilities. **Maledictions target one or more enemy units and, unless otherwise stated, last until the start of the Psyker's next Psychic phase.** Maledictions can affect units that are locked in close combat. Note that bonuses and penalties from different maledictions are always cumulative, but cannot, unless otherwise stated, take characteristics above 10 or below 1 (or below 2, in the case of Leadership).

Witchfire
Witchfire powers are shooting attacks, and many have profiles similar to ranged weapons. As with shooting a weapon, a Psyker must be able to see the target unit (or target point) and cannot be locked in combat if they wish to manifest a Witchfire power. Similarly, a Witchfire power must roll To Hit, unless it has the Blast special rule, in which case it scatters as described on page 158, or it is a Template weapon, which hit automatically. Psykers can make Snap Shots (see page 36) in the Psychic phase with Witchfire powers in the same way as with other shooting weapons. However, some Witchfire powers do not have a weapon profile (such as the Telepathy power, Psychic Shriek); where this is the case, no To Hit roll is required – the attack hits automatically. Saves can be taken against wounds from Witchfire in the same way as for any other shooting attack, and hits are allocated to the closest target models to the Psyker.

Unlike firing a shooting weapon, a Psyker can manifest several different Witchfire powers during the same phase (assuming they have enough Warp Charge) and each can target a different unit if you so choose. Manifesting Witchfire powers does not prevent the Psyker (or their unit) from firing weapons in the following Shooting phase, nor does it prevent the Psyker's unit from Running, Turbo-boosting or moving Flat Out. A Psyker who manifests a Witchfire power can target a different unit with their other ranged weapons in the Shooting phase. **Witchfire powers cannot be used to make Overwatch attacks.**

There are several different sub-types of Witchfire, each applying slightly different targeting restrictions. If the Witchfire does not list a sub-type, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has one of the following subtypes, use the rules for that sub-type.

Beam
To use a Witchfire power with the Beam sub-type, target a point within the power's range and trace a line (about 1 mm thick) between the chosen point and the centre of the Psyker's base – this line cannot be drawn over any unit that is locked in combat. All units under the line (friend and foe) are hit, with the exception of Zooming Flyers, Swooping Flying Monstrous Creatures and the Psyker themselves. Each unit hit by the attack takes a number of hits equal to the number of models from that unit that are under the line. Only one unit that has a model under the line can attempt to Deny the Witch (see page 29).

Focussed Witchfire
Some Witchfire powers can pick out models in an enemy unit – these are called Focussed Witchfire powers. They follow all the normal rules for Witchfire, but you can choose the specific model in the target unit that you want the power to affect. When the Psychic test is taken for a Focussed Witchfire, play close attention to the number of Warp Charge points harnessed. **If the total number of Warp Charge points harnessed exceeds the Warp Charge cost required to manifest the psychic power, the power is resolved against the model you chose.** If the cost to manifest the power is met, but not exceeded, resolve the power against the closest model in the target unit.

Nova
A Nova power automatically targets and hits all enemy units (including Flyers and Flying Monstrous Creatures) within the psychic power's maximum range, regardless of line of sight, being locked in combat, intervening models/terrain and so on. Otherwise, a Nova is treated like a shooting attack, and indeed will have a profile like a ranged weapon. Only one unit that is within the power's maximum range can attempt to Deny the Witch (see page 29).



PSYCHIC DISCIPLINES

Although the powers of Psykers are many and varied, they usually fall into one of several disciplines. The six most common psychic disciplines are: Biomancy, Daemonology, Divination, Pyromancy, Telekinesis and Telepathy. Each discipline has a particular character, which is reflected by the powers within it. The Telepathy discipline, for example, is grounded in mind control, and its powers act through compelling and influencing the thoughts and actions of others.

In addition, some Legions and other factions have access to their own, unique psychic disciplines. Where this is the case, the relevant Army List will contain the necessary psychic power(s).

Some Psykers specialise in one discipline, while others manifest a much broader range of psychic disciplines and abilities – in such cases, the Psyker will be able to generate powers from several psychic disciplines. The relevant Army List entry will detail from which psychic disciplines a Psyker can generate their powers.

THE DISCIPLINE OF DAEMONOLOGY

Unless it is specifically stated in their Army List entry, no Psyker may generate powers from the Daemonology discipline (see page 189), its dangerous and forbidden secrets were purposefully hidden from His servants by the Emperor Himself, and few are aware of their true potential during the time of the Horus Heresy. The Daemonology discipline has not one, but two different sets of powers: Sanctic and Malefic. Each time a Psyker generates a power from the Daemonology discipline, they can choose to generate it from either the Sanctic or Malefic sets of powers. For the purposes of Psychic Focus (see page 26), the Sanctic and Malefic sets of powers are different psychic disciplines.

Sanctic and Malefic Powers

Psykers with the Daemon special rule can manifest Malefic powers as they would any other psychic power, but they **cannot generate Sanctic powers at all**.

All other Psykers that attempt to manifest a power either from the Sanctic or Malefic discipline suffer Perils of the Warp (see page 29) on a Psychic test that includes any result of a double, whether the Psychic test was successful or not.





THOUSAND SONS CASTELLAX-ACHEA BATTLE-AUTOMATA

DESIGNATION: 'MAAB-DYAT-ISIR'
BATTLE OF TIZCA, REF; 'SLAUGHTER AT THE GARDEN OF NAUKRATIS'

The development in secret of the Castellax-Achea class Battle-automata during the closing years of the Great Crusade was to have implications little understood until the attack on Prospero and in the years beyond, as during the darkness of the Horus Heresy it was again to appear in the ranks of the enemy. Unleashed during the Battle of Prospero as shock counter-assault units by the encircled Thousand Sons, their durability and strength was enough to inflict severe losses where they were deployed and withstand, at least for a time, the onslaught of even the Legio Custodes. The example of the war machine depicted here was one of a maniple of its kind which went berserk in the aftermath of the main battle without direct control, eventually being destroyed by reserve forces from the Knight House of Malinax.

THE SHOOTING PHASE

In a Horus Heresy: Age of Darkness battle, a player's army fires in the Shooting phase of their turn. During the Shooting phase, units armed with ranged weapons can fire at the enemy. You can choose any order for your units to shoot in, but you must complete all the firing by one unit before you move on to the next.

The shooting process can be summarised in seven steps, described as follows. Each step is explained in greater detail later in this section. Once this sequence has been completed with one of your units, select another and repeat the sequence. Once steps 1-7 have been completed for each unit in your army you wish to make a shooting attack, move on to the Assault phase.

Historia Terra Regnum

THE SHOOTING SEQUENCE

1. **Nominate a Unit to Shoot.** Choose one of your units that is able to shoot but has yet to do so this turn.

2. **Choose a Target.** The unit can shoot at an enemy unit that it can see.

3. **Select a Weapon.** Select a weapon the firing unit is equipped with. All models equipped with a weapon with the same name can now shoot that weapon at the target. Every model that wishes to shoot must be within range of at least one visible model in the target unit. Models that cannot see the target, or who are not in range, cannot shoot.

4. **Roll To Hit.** Roll a D6 for each shot fired. A model's Ballistic Skill determines what it must roll in order to hit the target.

5. **Roll To Wound.** For each shot that hit, roll again to see if it wounds the target. The result needed is determined by comparing the Strength of the firing weapon with the majority Toughness of the target unit.

6. **Allocate Wounds and Remove Casualties.** Any wounds caused by the firing unit must now be allocated, one at a time, to the closest model in the target unit. A model with a wound allocated to it can take a saving throw (if it has one) to avoid being wounded. If a model is reduced to 0 Wounds, it is removed as a casualty. Wounds are then allocated to the next closest model. Continue to allocate wounds and take saving throws until all wounds have been resolved.

7. **Select another Weapon.** After resolving all shots from the currently selected weapon, if the firing unit is equipped with differently named weapons that have yet to fire, select another weapon and repeat steps 3 to 6.

NOMINATE UNIT TO SHOOT

During the Shooting phase, a unit containing models armed with ranged weapons can be nominated to make shooting attacks.

Who can Shoot?
Certain situations prevent a model from firing. The most common are:

- Their unit is locked in close combat (see page 49).
- Their unit is Running (see page 41).

This is not a comprehensive list. Other game rules or special rules can sometimes affect a unit's ability to shoot – this is explained thoroughly when it occurs.

CHOOSE A TARGET

Once you have chosen the unit that you want to shoot with, choose a single enemy unit for them to shoot at. To do so, you must check the range and line of sight from your unit to the enemy unit you are targeting. Note that you may check the range and line of sight to multiple enemy units before deciding which one to shoot at, declaring it to your opponent. You cannot target a unit that is locked in combat (see page 49).

Line of Sight
To target an enemy unit, at least one model must have line of sight (see page 35) to at least one model in the target unit. If no model has line of sight, then a different target must be chosen.

SELECT A WEAPON

Whist some units are comprised entirely of models with the same weaponry, many units are equipped with a variety of different weapons or contain models that are themselves equipped with more than one gun. When firing with a unit, completely resolve all attacks from the same weapons at the same time before moving onto any differently named weapons (see Select Another Weapon on page 39).

First, select a weapon that one or more models in your unit are equipped with. The selected weapon cannot be one that the unit has shot with during this phase. **All models in the unit that are equipped with the selected weapon can now shoot at the target unit with that weapon.**

If a weapon can fire in more than one mode, or can fire more than one type of ammo, select a weapon mode/ammo type – treat weapons firing different modes/ammo as differently named weapons. If a model can shoot with more than one weapon in the same phase and it is equipped with two or more identically named weapons, it shoots with all the same named weapons when that weapon is selected.

A player can choose not to fire with certain models if they prefer. This must be declared before rolling To Hit. If a model chooses not to shoot with the currently selected weapon now, it cannot fire that weapon later during the same phase (but it can shoot a differently named weapon it is equipped with). **All of the models in the unit that are firing the selected weapon shoot at the same time,** regardless of whether or not all of the dice are rolled together.

For example, a Legiones Astartes player nominates to shoot with their Legion Tactical Squad. The unit has ten models; nine are equipped with bolters and one is equipped with a combi-flamer. The Legiones Astartes player selects 'bolter' first. The nine models with bolters now shoot at the target unit, and the model armed with a combi-flamer elects not to fire his weapon in bolter mode. After these shots have been completely resolved, the Space Marine player then nominates 'combi-flamer,' declaring that it will fire in flamer mode this turn and resolves those attacks before moving on to the next unit.

Check Range
All weapons have a maximum range, which is the furthest distance they can shoot. A weapon must be in range of the target unit to shoot. The following are examples of weapon ranges:

Weapon	Maximum Range
Archaeotech pistol	12"
Bolter	24"
Havoc launcher	48"

When checking range, simply measure from each firer to the nearest visible model in the target unit. Any weapon that is found to be out of range of all visible enemy models in the target unit cannot shoot.

Which Models can Fire
Any model that has line of sight to at least one enemy model in the target unit and is found to be in range of that model can shoot.

All models in the unit must shoot at the same target unit. If a model cannot shoot at the same target as the other models in its unit then it cannot shoot at all in that phase.

Typically, a model can only fire a single shooting weapon in the same phase, although some models, such as Vehicles or Monstrous Creatures can shoot two or more. **Once a model has fired its maximum number of weapons, it cannot fire again that phase.**



Four Ultramarines Legion Assault Marines are found to have a target that is visible to them and is within the 12" range of their bolt pistols (indicated by the white lines). The remaining Ultramarine cannot fire as he does not have line of sight to the only Death Guard Space Marine within range of his weapon (red line).



ROLL TO HIT

To determine if the firing model has hit its target, roll a D6 for each shot that is in range. Most models only get to fire one shot – however, some weapons are capable of firing more than once, as will be explained in more detail later. **The dice roll needed To Hit will depend on how skilled the firers are, as shown by their Ballistic Skill (or BS). The chart below shows the minimum D6 roll needed to score a hit.**

Firer's BS	**1**	**2**	**3**	**4**	**5**
Roll needed To Hit	6	5+	4+	3+	2+

For example, if the firing model is a genetically modified, highly-trained Space Marine Legionary with a Ballistic Skill of 4, a roll of 3 or more would score a hit. A dim-witted Auxilia Ogryn only has a Ballistic Skill of 2, which means it will only hit its target on a roll of 5 or 6.

To Hit rolls are easy to remember if you subtract the Ballistic Skill of the firing model from 7. For example, a model with BS 2 needs to roll a 5 or more (7-2=5).

Note that the minimum roll needed To Hit is always at least 2. **When rolling To Hit, there is no such thing as an automatic hit and a roll of a 1 always misses.**

Moving and Shooting

Whether a model has moved or not can make a big difference to its ability to fire. Some guns are so heavy that they can only be used effectively if their firer halts completely to brace themselves or set their weapon up on the ground. This is explained in more detail in the Weapons section (see page 45). **The effect movement has on shooting is applied on a model-by-model basis.**

Snap Shots

Under specific circumstances, models must fire Snap Shots – this represents opportunistic bursts of weapons fire. The most common occurrences of Snap Shots are when models with Heavy weapons move and shoot in the same turn (see page 45) or when units make Overwatch shots (see page 47). **If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots, unless it has a Ballistic Skill of 0, in which case it may not shoot** (see page 15).

The Ballistic Skill of a model firing a Snap Shot can only by modified by special rules that specifically state that they affect Snap Shots, along with any other restrictions. For example, some special rules may only modify Ballistic Skill when firing Overwatch Snap Shots. If a special rule doesn't specifically state that it affects Snap Shots, then the Snap Shot is resolved at Ballistic Skill 1.

Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots (see page 158). In addition, any shooting attack that does not use Ballistic Skill cannot be 'fired' as a Snap Shot. These exceptions aside, Snap Shots are treated in the same manner as any other shooting attack made with a Ballistic Skill of 1.

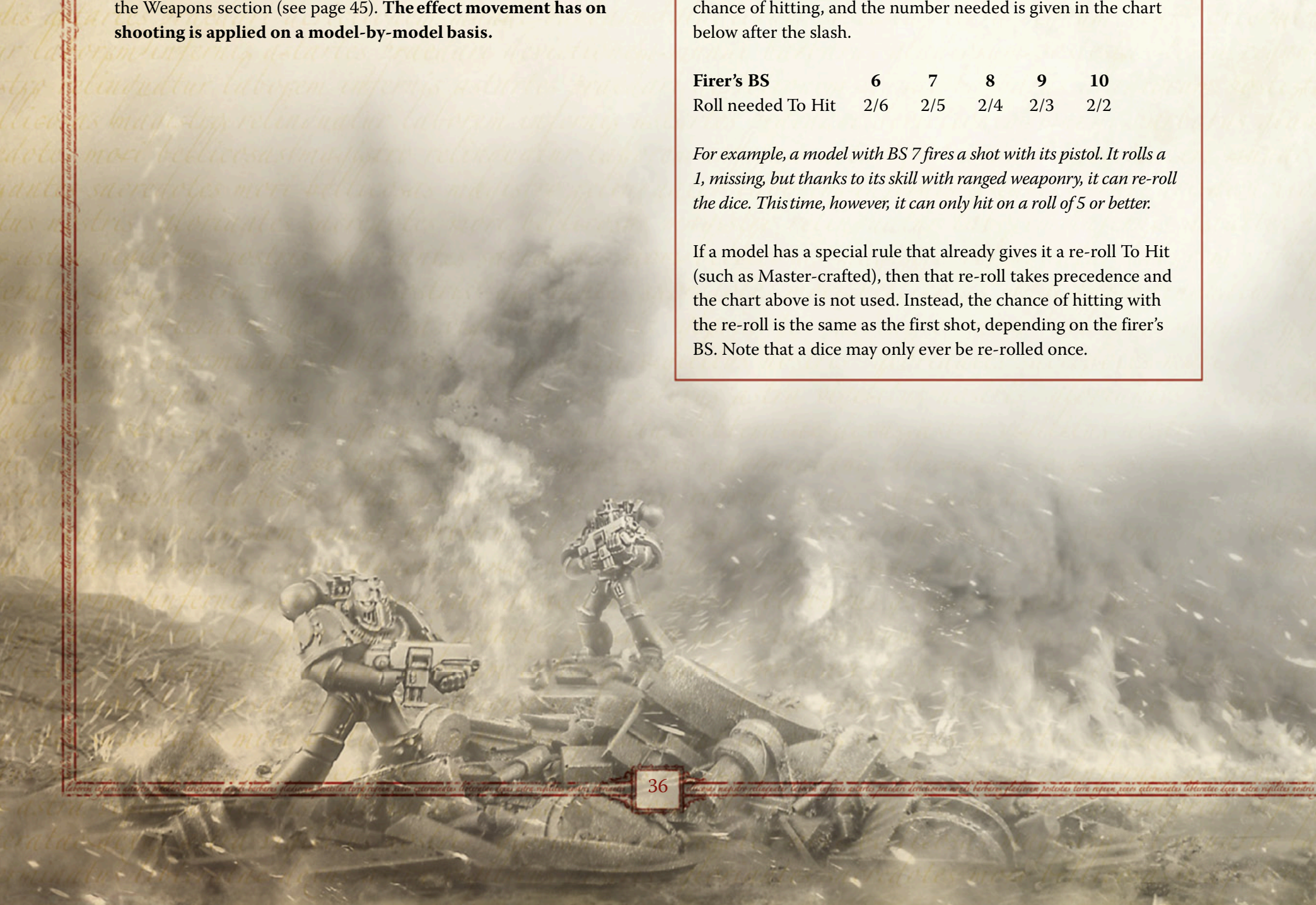
BALLISTIC SKILL OF 6 OR HIGHER

Very rarely, a model may have a Ballistic Skill of 6 or even more. If a model has BS 6 or higher, it gains a re-roll whenever it rolls a 1 To Hit with ranged attacks. The second roll usually has a lower chance of hitting, and the number needed is given in the chart below after the slash.

Firer's BS	**6**	**7**	**8**	**9**	**10**
Roll needed To Hit	2/6	2/5	2/4	2/3	2/2

For example, a model with BS 7 fires a shot with its pistol. It rolls a 1, missing, but thanks to its skill with ranged weaponry, it can re-roll the dice. This time, however, it can only hit on a roll of 5 or better.

If a model has a special rule that already gives it a re-roll To Hit (such as Master-crafted), then that re-roll takes precedence and the chart above is not used. Instead, the chance of hitting with the re-roll is the same as the first shot, depending on the firer's BS. Note that a dice may only ever be re-rolled once.



ROLL TO WOUND

To determine whether a hit causes damage, compare the weapon's Strength characteristic with the target's Toughness characteristic using the To Wound chart on this page. The number indicated on the chart is the minimum result on a D6 needed to convert the hit into a wound. A value of '-' indicates that the target cannot be wounded by the attack.

Note that the minimum roll needed To Wound is always at least 2. **When rolling To Wound, there is no such thing as an automatic wound and a roll of 1 always fails.**

Each weapon has its own Strength value, which is given in its profile or in the description of the weapon. The following are examples of weapons and their Strength characteristics:

Weapon	Strength
Bolter	4
Lightning gun	7
Laser destroyer	9

For example, a Space Marine Legionary with a bolter shoots at an Ogryn and hits it. A bolter has a Strength of 4 and the Ogryn, thanks to its hardened skin and tough constitution, has a Toughness of 5. Referring to the chart, a result of 5 or more is needed to convert the hit into damage. If the roll is 5 or more, the Ogryn takes a wound.

Multiple Toughness Values

Rarely, a unit will contain models with differing Toughness characteristics. When this occurs, roll To Wound using the Toughness characteristic that is in the majority in the target unit. If two or more Toughness values are tied for majority, use the highest of these tied values.

For instance, a Tech-Priest Auxillia unit contains a single Adept (Toughness 3) and four mechanically augmented Servo-automata (Toughness 5), so the Servo-automata's Toughness of 5 is used for all the models. If all of the Servo-automata are slain, the Adept's Toughness of 3 is used for the remainder of the battle.

The Wound Pool

Total up the number of wounds caused by the attacking unit. Keep the dice that have scored wounds and create a 'pool', where each dice represents a wound. Sometimes an attack will gain a bonus or special rule depending on the results rolled To Hit or To Wound (for example, due to the Rending special rule, see page 170).

If you caused any such wounds, split them into separate Wound pools. All wounds with exactly the same Strength, AP value and special rules must go into the same pool. If all the wounds are the same, there will only be one Wound pool.

Historia Terra Regum

TO WOUND CHART

Weapon's Strength \ Target's Toughness	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

ALLOCATE WOUNDS AND REMOVE CASUALTIES

To determine how many casualties are caused, you will need to allocate the wounds from the Wound pool and resolve any saving throws the target is allowed. If several pools of wounds need to be allocated, the player making the attacks decides the order in which they are allocated. **All of the wounds from a single Wound pool must be allocated before moving on to the next Wounds pool.**

Allocate Wounds

First, allocate a wound from the Wound pool to the enemy model closest to the firing unit, regardless of which model caused that wound.

Closest Models

Sometimes it will be unclear which model in a target unit is closest to the firing unit because there is no discernible difference between the firing unit and several models in the target unit. **If two or more models are equidistant from the firing unit, the owning player chooses which model is attacked.** That model is treated as being the closest model and remains so until either the firing unit's attack ends or the model is slain.

Random Allocation

On occasion, it will be impossible to determine which model is closest to an attack for wound allocation purposes, usually because the attack doesn't originate from an enemy unit, but from environmental hazards. **If you cannot determine the direction of an attack to work out which model in a unit is closest, or if a special rule refers to Random Allocation, do the following: randomly determine a model in the unit – that model is treated as being the closest model to the attack and remains so until either the attack ends or the model is slain.** For the purposes of determining if the model is obscured (see page 40), imagine the attack is coming from directly above its unit. If the model is slain and there are still wounds left to allocate, simply randomise again.

Out of Range

If none of the firing models are in range of a particular model in the target unit, then wounds cannot be allocated to it. Note that, when determining if a model is out of range, always use the firing weapon's maximum range, even if it was a Rapid Fire or Salvo weapon (see page 43) that was shooting at half range. **If there are no models in the target unit that are in range, all remaining wounds in the pool are lost.**

Out of Sight

If none of the firing models can draw a line of sight to a particular model in the target unit, then wounds cannot be allocated to it, and must instead be allocated to the nearest visible model in the target unit. If there are no visible models in the target unit, all remaining wounds in the pool are lost.

Take Saves & Remove Casualties

The model can make a saving throw, if it has one (see page 39). If it fails, reduce that model's Wounds by 1. If the model is reduced to 0 Wounds, remove it as a casualty.

Continue allocating wounds to the closest model, taking saves and removing casualties until the Wound pool is empty or all models in the unit have been removed as casualties.



ALLOCATING WOUNDS

In this example, two Ultramarines are firing at a unit of Death Guard. Ultramarine X has a missile launcher whilst Ultramarine Y has a boltgun. The Ultramarines player can choose which weapon to shoot first. The firing player selects to shoot all missile launchers in their unit first (in this case it is just Ultramarine X). They choose to fire a krak missile, and it hit and wounds. This wound must be allocated to Death Guard A, even though Death Guard B is closer to Ultramarine X, because Death Guard A is closest to the Ultramarine unit. After completely resolving the missile launcher attack , the Ultramarines player then selects boltguns, and fires with Ultramarine Y.

Instant Death
Even though some warriors have multiple Wounds, there are several kinds of weapons in the 31st Millennium that are powerful enough to kill them instantly. **If the Strength value of an attack is at least double the Toughness value (after modifiers) of the target model, the attack gains the Instant Death special rule.**

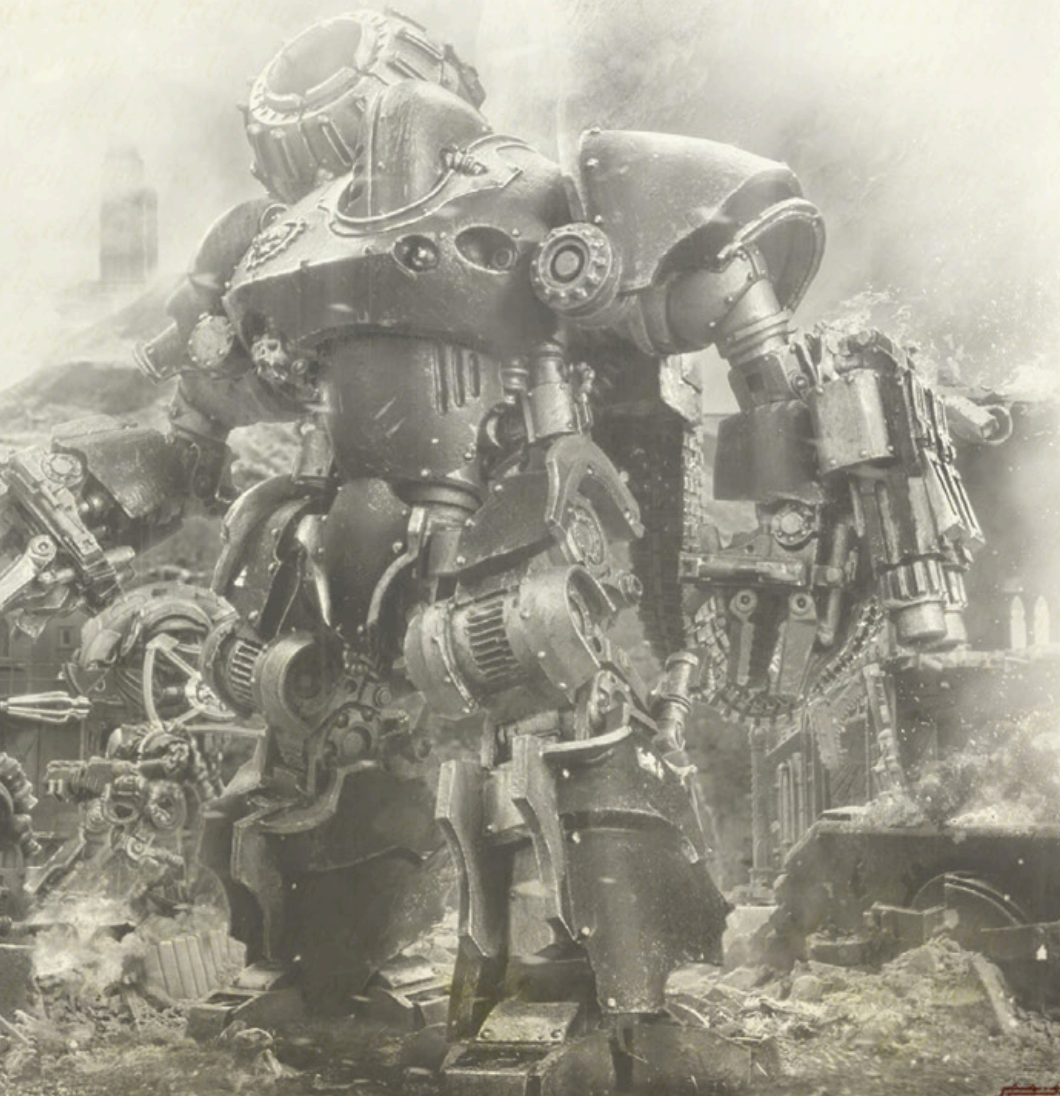
> **Instant Death:** If a model suffers an unsaved wound from an attack with this special rule, it is reduced to 0 Wounds and is removed as a casualty.

Emptied Wound Pool
When a Wound pool is empty, select a remaining pool and allocate wounds from it. Once all of the Wound pools for an attack are empty, attacks from the currently selected weapon have been completely resolved.

SELECT ANOTHER WEAPON

After the attacks from the currently selected weapon have been completely resolved, **if the firing unit is equipped with a differently named shooting weapon that has yet to fire, you can now select it and shoot with it at the same target unit.** This is resolved in exactly the same way as the first weapon you selected. Repeat this process until you have selected and resolved attacks from all the weapons in the firing unit. If a unit has no differently named weapons, or if it chooses not to fire any of them, you can choose another of your units to make your next shooting attack, or proceed to the Assault phase.

Types of Saving Throws
Few will take to the battlefield without some form of armour or adequate cover behind defensive lines. All these forms of protection are represented by saving throws (or saves) as follows:



Armour Saves
Most troops wear some sort of protective clothing. **If a model has an Armour Save characteristic of 6+ or better on its profile, it is allowed a further dice roll to see if the armour prevents the wound. This is called an Armour Saving throw, or armour save.**

To take an armour save, roll a D6 and compare the result to the Armour Save characteristic of the model that has been allocated the wound.

- If the dice result is equal to or higher than the model's Armour Save characteristic, the wound is stopped.
- If the result is lower than the Armour Save value, the armour fails to protect its wearer and it suffers a wound. This means that, unlike most characteristics, an armour save is better if it is a lower number.

For example, a Space Marine Legionary wearing power armour is hit and wounded. Power armour grants an armour save of 3+, so a D6 is rolled resulting in a score of 5. The damage is therefore saved, and the Space Marine Legionary is unharmed – the shot bounces off his power armour.

The following table shows how the minimum D6 score varies between different types of armour:

Armour Type	Sv
Militia flak armour	5+
Solar Auxilia void armour	4+
Legiones Astartes power armour	3+

Armour Piercing Weapons
Some powerful weapons are capable of punching through even the thickest armour plates. This is represented by a weapon having an Armour Piercing characteristic, usually referred to as AP. Almost all weapons have an Armour Piercing value. The following list shows the AP values for some different weapons:

Weapon	AP
Bolter	5
Graviton gun	4
Archaeotech pistol	3

The AP rating indicates the armour save the weapon can ignore, meaning a lower value is more powerful. A weapon shown as 'AP-' has no Armour Piercing value and will never ignore a target's armour save.

- If the weapon's Armour Piercing value is equal to or lower than the model's armour save, then it is sufficiently powerful enough to punch straight through the armour; the target gets no armour save at all. The armour is ineffective against the shot.
- If the weapon's Armour Piercing value is higher than the armour, the target can take their save as normal.

For example, a bolter (AP 5) can pierce armour saves of 5+ and 6+. A graviton gun (AP 4), an ancient gravity projection device, can pierce armour saves of 4+, 5+ or 6+.

Invulnerable Saves
Some warriors are protected by more than physical armour. They may be shielded by force fields or have a constitution that can shrug off hits that would destroy a tank. Models with wargear or abilities like these are allowed an invulnerable saving throw.

Invulnerable saves are different to armour saves in that they may always be taken whenever the model suffers a wound, or, in the case of vehicles, suffers a penetrating hit or glancing hit – the Armour Piercing value of attacking weapons has no effect on an invulnerable save. Even if a wound, penetrating hit or glancing hit ignores all armour saves, an invulnerable saving throw can still be taken.

Cover Saves
Enemy models can often be partially hidden or obscured by terrain, also known as being 'in cover'. By putting natural terrain, buildings or other structures between them and incoming fire, troops can shield themselves from an otherwise deadly attack. Where this is the case, the model will be entitled to a cover save. **Even if a wound, penetrating hit or glancing hit ignores all armour saves, a cover saving throw can still be taken.**

Determining Cover Saves
When allocating a wound, if the target model's body (see page 21) is at least 25% obscured from the point of view of at least one firer, the target model gains a cover save against that wound. **Unless stated otherwise, all cover provides a 5+ save.** Some types of terrain provide better or worse cover saves; when this is the case, the cover save provided will be stated in the rules for the terrain (see page 100).



UNITS IN COVER

The Death Guard Legion Tactical Squad has chosen to fire at the Ultramarines Legion Tactical Squad ahead of them. The Ultramarines unit is spread out, with some models obscured behind cover and some out in the open. Two Ultramarines (circled in red) have a 4+ cover save as at least one firing model has line of sight partially obscured by the ruin (see page 100). Three Ultramarines (circled in green) have no cover save as they are in the open, and three Ultramarines (circled in yellow) have a 6+ cover save as they are within a crater (see page 101).

FAST DICE

If all models in a target unit have the same saving throw, it is quicker to make saves before allocating wounds, and then allocate the unsaved wounds starting with the closest enemy model. Even in units with mixed saves, it is not always necessary to allocate wounds one at a time. You can instead allocate them in groups equal to how many models with the same best save are nearest to the firing unit.

Eg, a Tech-Priest Auxillia unit containing eight Servo-automata (Armour Save 5+) and two Adepts (Armour Save 3+) comes under fire from a Legion Tactical Squad. They suffer a total of ten wounds from massed bolter fire. Rather than allocate wounds one at a time, the Mechanicum player notes that the Servo-automata with the same save are at the front of the unit, before getting to a different save for the Adepts. The Mechanicum player rolls eight saving throws, fails four and removes the four nearest Servo-automata. This leaves two wounds in the Wound pool and four Servo-automata before getting to the Adepts. They roll the final two saves, failing both and remove two more Servo-automata.

GO TO GROUND

If warriors come under fire, they may decide to keep their heads down. After the enemy has rolled To Hit and To Wound against any of your non-vehicle units, but before any saves are made or wounds allocated, you can declare that the unit is Going to Ground. To represent this, place a suitable marker next to the unit as a reminder.

- Models in a unit that has Gone to Ground immediately receive +1 to their cover saving throws.
- Models in open ground can still Go to Ground and receive a 6+ cover save, even if they are not 25% obscured.

A unit that has Gone to Ground cannot move, Run or charge. It can only fire Snap Shots when it wishes to shoot, and cannot fire Overwatch. At the end of its following turn, the unit returns to normal, the marker is removed and the unit is free to act as normal from then on. Whilst it has Gone to Ground, a unit reacts normally if affected by enemy actions (for example, it takes Morale checks as normal). If the unit is forced to move, for example if it has to Fall Back, it returns to normal immediately – remove the marker. If assaulted, the unit will fight as usual, but because they are not set to receive the charge, enemy units do not receive the Initiative penalty for assaulting a unit in difficult terrain (see page 100), even if the unit is in difficult terrain. If a unit Goes to Ground from Overwatch (see page 47), then the charge automatically fails.

Intervening Models

If a target is partially obscured from the firer by models from a third unit (eg, models not from the firer's unit or from the target unit), **it receives a 5+ cover save in the same way as if it was behind terrain**. Similarly, if a model fires through the gaps between models in an intervening unit, the target is in cover, even if it is completely visible to the firer. Note that this does not apply if the shots go over their unit, either because the firer has an elevated position or is firing a Barrage weapon (see page 160), rather than go through it.

Scenic rocks and other decorative elements that players might have placed on the bases of their models are always ignored when determining cover.

Note the exception that, in the same way as they can trace line of sight through members of their own unit, **models can always shoot through members of their own unit without conferring or receiving a cover save.**

Models with more than One Save

Sometimes a model will have a normal armour save and a separate invulnerable save, such as a Legion Cataphractii Terminator Squad, whose armour houses shield generators that project a personal force field. The model could also be in cover as well. **In these cases, a model only ever gets to make one saving throw, but it has the advantage of always using the best available save.**

If a model can benefit from different types of cover, for example, being behind a barricade (4+ cover save) that is also obscured behind a statue (5+ cover save), the model uses the best cover save available (in this case 4+).

Maximum Save

Some models gain additional benefits from rules that may increase any of their saves by +1, +2 or more. **However, no save (armour, cover or invulnerable) can ever be improved beyond 2+.** Regardless of what is giving the model its save, a roll of 1 always fails.

RUN

At times, warriors may have to redeploy quickly. In their Shooting phase, units may choose to Run instead of firing. Roll a D6 to determine the maximum Run distance for the entire unit. Models in the unit may then immediately move up to that distance in inches. They may choose not to move after the roll is made, however the unit still counts as having Run.

Running movement is not slowed by difficult terrain but models running through dangerous terrain must test as normal (see page 100). Units that Run in the Shooting phase cannot charge in the following Assault phase.

WEAPONS

The Age of Darkness saw the use of a vast arsenal of weapons, from the ubiquitous boltgun to such ancient terrors as phosphex dischargers. This section describes how these various types of weapons work in The Horus Heresy: Age of Darkness.

WEAPON PROFILES

Every weapon has a profile. Below are two examples:

	Range	S	A	Type
Bolter	24"	4	5	Rapid Fire

	Range	S	AP	Type
Chainaxe	-	+1	4	Melee

Range
If the weapon's range contains a '-', it is (unless otherwise stated) a Melee weapon, in some cases it may also state 'melee' as its range. If it contains a number, or 'Template' or 'Hellstorm', it is a shooting weapon. The number given here is the range measured in inches. If it has two numbers, the first is its minimum range (see Barrage, page 160) and the second is its maximum range. If the weapon's range is given as 'Template' or 'Hellstorm', then it uses a teardrop-shaped template (see page 174).

Strength
If the weapon's Strength is 'User', then attacks made with that weapon are resolved at the wielder's Strength value.

If the weapon has a fixed Strength, ie, a number between 1 and 10, this is the Strength of attacks made with that weapon. If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon (see page 163).

For example, if a Solar Auxiliary (Strength 3) makes a shooting attack with an auxilia lasgun (Strength 3), their shots are resolved at Strength 3. If they shoot with a volkite charger (Strength 5) then their shots are resolved at Strength 5.

If the weapon confers a Strength bonus, the Strength of the weapon's attacks is equal to that of the user after any such modifiers have been applied.

For example, if a Solar Auxiliary (Strength 3) attacks with a weapon with Strength x 2, their attack is Strength 6 (3x2). If they attack with a weapon with Strength +1, their attacks are Strength 4 (3+1).

Armour Piercing (AP)
This value represents how effectively the weapon can punch through armour. The lower the number, the better the weapon is at piercing armour, cancelling the target's armour save. The rules for armour saves and AP can be found on page 39.

Type
A shooting weapon always has one of the following types: Assault, Bomb, Heavy, Ordnance, Pistol, Primary Weapon, Rapid Fire or Salvo. These rules, which can be found on pages 43-45, measure a weapon's portability and affect the way they can be fired, depending on whether or not the model carrying them moved that turn. A shooting weapon can only be used to make shooting attacks.

Melee Type
Weapons with the Melee type can only be used in close combat.

Number of Shots
Some shooting weapons fire multiple shots. Where this is the case, the number of shots a weapon fires is noted after its type.

For example, a predator cannon is a Heavy weapon that fires four shots each Shooting phase, so its type is Heavy 4.

If a model fires a weapon with multiple shots, it must fire all shots from that weapon – for example, it could not decide to fire only two shots from its Heavy 4 weapon.

Some weapons can be used in different ways, representing different power settings or types of ammo. Some weapons can be used in close combat as well as shooting. Where this is the case, there will be a separate line in the weapon's profile for each, and you can choose which to use each turn.

If a weapon has D6, D3 or another randomly determined number of shots, roll the appropriate dice to work out how many shots are fired each time the model shoots.

Special Rules
The Type section of a weapon's profile also includes any special rules that apply to the weapon in question. More information on these can be found either in the Special Rules section (see page 156) or in the Army List or Army List entry the weapon is found in.

CLOSE COMBAT WEAPONS

Many weapons don't confer any Strength bonuses, AP values or special rules. These weapons are simply referred to as 'close combat weapon' in the model's wargear and have the following profile:

	Range	S	AP	Type
Close combat weapon	-	User	-	Melee

No Specified Melee Weapon
If a model is not specifically stated as having a weapon with the Melee type, it is treated as being armed with a single close combat weapon.

Pistols as Close Combat Weapons
A pistol can be used as a close combat weapon. If it is treated in this way, use the profile given above – the Strength, AP and special rules of the pistol's shooting profile are ignored (see page opposite).

MORE THAN ONE WEAPON

Unless otherwise stated, if a model has more than one shooting weapon, they must choose which one to shoot – they cannot fire both in the same Shooting phase. If a model has more than one Melee weapon, they must choose which one to attack with in the Assault phase. However, if a model has two or more Melee weapons, they gain +1 attack in close combat (see page 51).

ASSAULT WEAPONS

Assault weapons either fire so rapidly or indiscriminately that they can be fired while a warrior is moving.

A model shooting an Assault weapon shoots the number of times indicated on its profile regardless of whether the bearer has moved or not. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

	Range	S	AP	Type
Plasma blaster	18"	7	2	Assault 2, Gets Hot

HEAVY WEAPONS

These are heavy, man-portable weapons that typically require reloading between each shot or bracing to counter their recoil.

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, they can only fire Snap Shots with that Heavy weapon during the Shooting phase (see page 36). Note that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

	Range	S	AP	Type
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked

ORDNANCE WEAPONS

Ordnance weapons are cannon so vast, they are typically mounted on tanks and artillery.

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its Type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if they moved in the preceding Movement phase. Ordnance weapons cannot fire Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means the model cannot fire other weapons in that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result.

	Range	S	AP	Type
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")

PISTOL WEAPONS

Pistols are light enough to be carried and fired one-handed.

Pistols are effectively Assault 1 weapons. A pistol also counts as a close combat weapon in the Assault phase (see page 42 and page 46).

	Range	S	AP	Type
Laspistol	12"	3	-	Pistol

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

RAPID FIRE WEAPONS

Rapid Fire weapons are very common and usually come in the form of semi-automatic rifles. Their versatility means they can be fired as effectively when a squad is advancing as when taking single long ranged shots.

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one shot.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot change in the ensuing Assault phase.

	Range	S	AP	Type
Bolter	24"	4	5	Rapid Fire

SALVO WEAPONS

Salvo weapons are essentially more destructive Rapid Fire weapons.

Salvo weapons have two numbers on their profile after their type separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number.

Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

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

"The truth will surely blind us; only in the half-light of the lie do we clearly see."

The Warmaster Horus, Prior to the final assault on the Haruspex Gate Bh'al Morthia Campaign

BOMBS

Bombs are high explosive or incredibly powerful munitions that are dropped by aircraft as they fly over the battlefield.

Bombs are weapon types unique to Flyers and Flying Monstrous Creatures. All Bombs have the One Use special rule. Unlike other weapons, Bombs must be used in the Movement phase of their turn in a special kind of attack called a Bombing Run. A model can only attack with one Bomb type weapon in its Movement phase. If a model attacks with a Bomb type weapon, it counts as having already fired one weapon in its ensuing Shooting phase, and may not move Flat Out. However, any additional weapons it fires that turn can choose a different target to that of the Bomb.

BOMBING RUNS

To make a Bombing Run, a Flyer must be Zooming; a Flying Monstrous Creature must be Swooping. Move the model that is making the Bombing run, and then nominate one model that it passed over. Place the Blast marker for the bomb so that the central hole on the marker is over the target model, and roll a Scatter dice. If a Hit! is rolled, the attack is on target and the marker is not moved. If an arrow is rolled, move the marker D6" in that direction. Once the final position has been determined, resolve the effects as described in the Bomb's profile. Casualties caused by Bombs are removed as per Barrage weapons (see page 160).

	Range	S	AP	Type
Heavy bomb	-	6	4	Bomb 6, Apocalyptic Barrage, One Use

Designer's Note: Certain older publications may describe a bomb using the 'Assault' or 'Heavy' weapon type alongside a Bomb special rule. Where this is the case, follow the rules for the Bomb type described here instead.

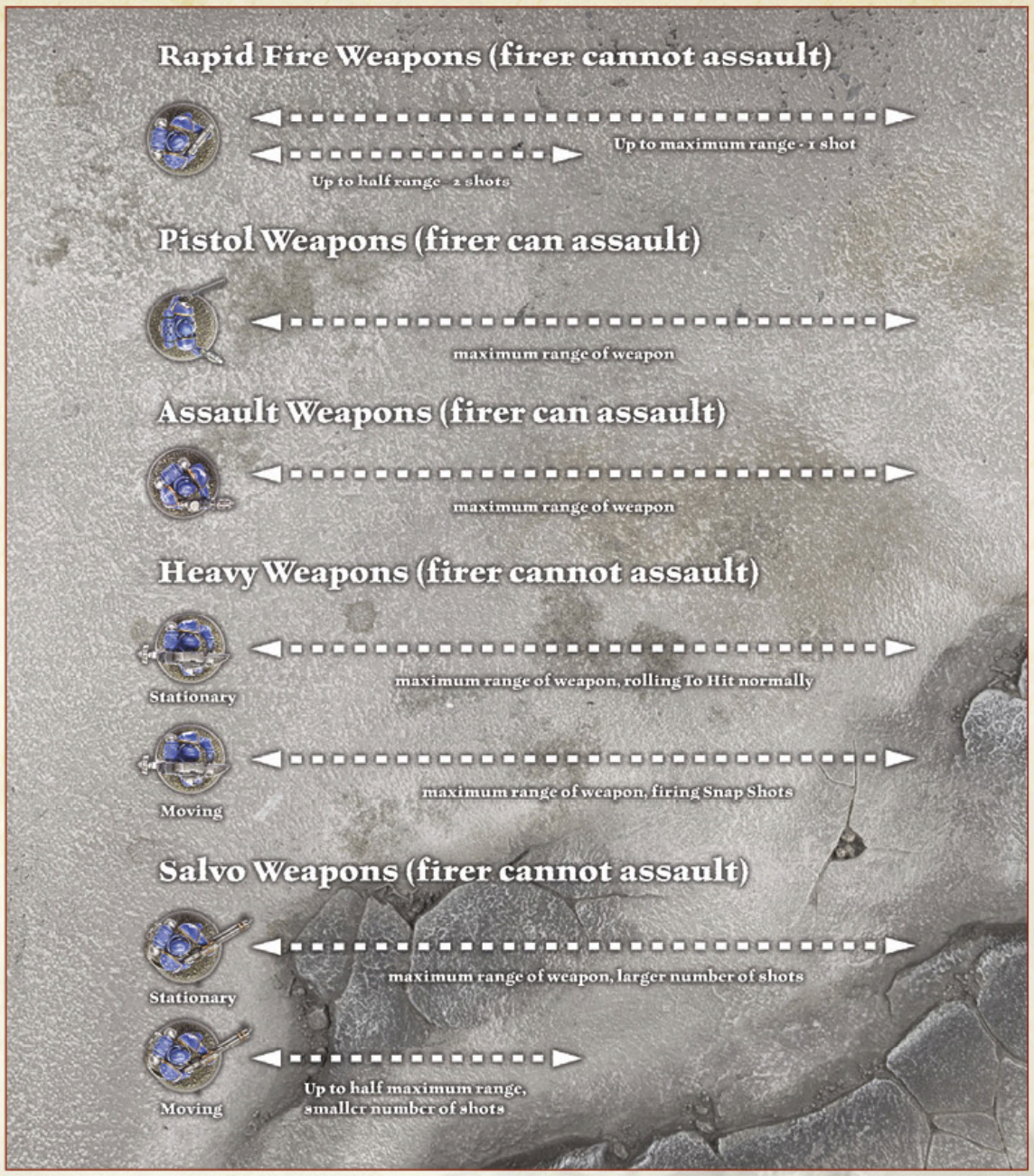
PRIMARY WEAPON

Primary weapons are typically only mounted on super-heavy war machines and vast defensive positions.

A model shooting a Primary weapon shoots the number of times indicated on its profile whether or not the bearer has moved. A model carrying a Primary weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase. In addition, when you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result. If the weapon rolls 2D6 for armour penetration (because of the Armourbane special rule, for example), roll three dice instead of two and pick the two highest results.

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





A model using a Rapid Fire weapon can shoot once at maximum range. Alternatively, if the target is within half the maximum range, it can fire twice.

A Pistol can shoot once up to its maximum range, whether the firer moved or not.

An Assault weapon can always shoot the number of times indicated and up to its maximum range, regardless of whether the firer moved or not.

If a model with a Heavy weapon remains stationary, it can fire the number of times indicated (at its normal Ballistic Skill) up to the maximum range of the weapon. If the firer moved, it can only fire Snap Shots with its Heavy weapon.

If a model with a Salvo weapon remains stationary, it can fire the number of times indicated by the larger number, up to the maximum range of the weapon. If the firer moved, it can only fire the number of times indicated by the smaller number, up to half the maximum range of the weapon.

THE ASSAULT PHASE

While firepower alone may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need more direct measures. In an assault, troops storm forwards into a furious close combat, screaming their battle cries, eager to strike at their foes with shrieking chainswords and glittering power weapons.

ASSAULT PHASE SUMMARY

The Assault phase is split into two sub-phases: the Charge sub-phase and Fight sub-phase.

Charge Sub-phase

In the Charge sub-phase, you declare charges and your models move into close combat. Close combat is where two units from opposing armies are in base contact with each other. If there are more than two units, it is called a multiple combat as discussed on page 56.

1. Declare Charge.
2. Resolve Overwatch.
3. Roll Charge range (2D6" unless otherwise stated).
4. Charge Move.
5. Declare Next Charge or Finish Charge Sub-phase.

Fight Sub-phase

The Fight sub-phase is when models from both sides make their melee attacks.

1. Choose a Combat.
2. Fight Close Combat.
3. Determine Assault Results.
4. Choose Next Combat or Finish Assault Phase.



CHARGE SUB-PHASE

In this sub-phase, warriors hurl themselves into close combat and carry the day through bitter melee.

To resolve a charge, use the following procedure:

- First, pick one of your units and declare which enemy unit it wishes to charge.
- Then the target enemy unit gets to make a special kind of shooting attack called Overwatch (as follows).
- Once Overwatch is resolved, roll the charge distance for the unit and, if it is in range, move it into contact with the enemy unit – this is sometimes called 'launching an assault'.

Once this has been done, you can either choose to declare a charge with another unit, or proceed to the Fight sub-phase.

DECLARE CHARGE

Choose a unit in your army that is declaring a charge and nominate the enemy unit(s) it is attempting to charge. **A unit can never declare a charge against a unit it cannot reach, nor can it declare a charge against a unit it cannot see**, though it is allowed to charge an enemy unit it is impossible for it to harm. This means that a charge can usually only be declared on a unit up to 12" away – the maximum charge range for most models, as will be explained later.



Some units may not charge due to specific circumstances. Common reasons that a unit is not allowed to declare a charge include:

- The unit is already locked in close combat (see page 49).
- The unit Ran in the Shooting phase (see page 41).
- The unit has Gone to Ground (see page 41).
- The unit shot Rapid Fire weapons, Salvo weapons, Ordnance weapons or Heavy weapons in the Shooting phase (see pages 43-45). This even applies if Snap Shots were made with these weapons.
- The unit is Falling Back (see page 59).
- The unit is a Flying Monstrous Creature that changed flight modes during this turn (see page 68).

In addition to the list above, **a unit that fired in the Shooting phase can only charge the unit that it targeted during that turn's Shooting phase.**

RESOLVE OVERWATCH

Few warriors are content to simply allow an enemy horde to descend upon them, but bring every weapon at their command to bear. While shots made in these circumstances are often inaccurate, lacking the benefit of an aimed hail of fire, each has the potential to wound or even fell an enemy and alter the balance of the ensuing melee before it even begins.

As soon as a charge has been declared against one of your units, that unit can immediately fire Overwatch at the unit that declared the charge.

An Overwatch attack is resolved like a normal shooting attack and uses all the normal rules for range, line of sight, cover saves, and so on. **Unlike a normal shooting attack, Overwatch cannot cause Morale checks or Pinning tests. Any shots fired as Overwatch can only be fired as Snap Shots** (see page 36). Therefore, weapons and models that cannot fire Snap Shots cannot fire Overwatch.

Overwatch Restrictions

Units locked in close combat cannot fire Overwatch against any other units that might declare a charge against them. **In addition, a unit being charged may only fire Overwatch once per turn.**

ROLL CHARGE RANGE

Once all Overwatch shots have been resolved, the controller of the charging unit rolls to determine their unit's charge distance. There are several factors that can speed or slow a charging unit.

Roll 2D6. This is your charge range – the number of inches your assaulting unit can charge. If a unit has models that roll differently for their charge range, the whole unit must charge at the speed of the slowest model.

CHARGE MOVE

The charging unit now moves into close combat with the units(s) it has declared a charge against – this is called a charge move.

Moving Charging Models

Charging units must attempt to move into base contact with as many opposing models in the enemy unit as possible with as many of their models as possible. **All of the models in a charging unit make their charge move – up to the 2D6 you rolled earlier – following the same rules as in the Movement phase, with the exception that they can be moved within 1" of enemy models.** Charging models still cannot move through friendly or enemy models, and cannot move into base contact with enemy models from a unit they are not charging (a unit can charge more than one enemy unit by declaring a multiple charge – this is described in Multiple Combats (see page 56).

Move Initial Charger

Start each charge by moving the initial charger from the charging unit. **The initial charger is always the model nearest to the enemy** (as measured by the shortest possible route, going around impassable terrain, friendly models and enemy models in other units).

Move the initial charger into contact with the nearest enemy model in the unit being charged, using the shortest possible route. Roll for dangerous terrain if necessary, and if the model is killed by a Dangerous Terrain test (see page 100), choose another initial charger and try again.

After moving the first model in the unit, you can move the others in any sequence you desire, providing you abide by the following conditions:

- If possible, a charging model must end its charge move in unit coherency with another model in its own unit that has already moved. If it is not possible for a charging model to move and maintain unit coherency, move it as close as possible to another model in its own unit that has already moved instead.
- If possible, a charging model must move into base contact with an enemy model within reach that is not already in base contact with another charging model. If there are no such enemy models in reach, the model must move into base contact with an enemy model that is already in base contact with a charging model.
- If a charging model cannot reach any enemy models, it must try to move within 2" horizontally or 6" vertically of one of its own unit's models that is already in base contact with an enemy. If this is impossible, it must simply stay in unit coherency (see page 24).

Following this sequence will bring all the models in the charging units into unit coherency, having engaged as many enemy models as possible with as many charging models as possible. The two units are now locked in combat (see page 49).

CHARGING THROUGH DIFFICULT TERRAIN

The Death Guard Legion Tactical Squad has declared a charge against the Ultramarines Legion Tactical Squad. As they must attempt to move into base contact with as many enemy models as possible, two of the Death Guard (circled in green) must move through a crater. This means the whole unit counts as charging through difficultterrain. They roll 2D6 when determining their charge range but must subtract 2 from their result.

In addition, if their charge is successful, all of the Death Guard will strike at Initiative 1 as they have charged through difficultterrain. This only affects the Initiative step they will fight at during the turn in which they charged the enemy.



Charging through Difficult Terrain
Models are slowed when charging through difficult terrain. **If, when charging, one or models have to move through difficult terrain in order to reach the enemy by the shortest possible route, the entire unit must subtract 2 from its dice roll total when determining its Charge range.** Normally, this means that if a unit rolls a double 1 and they are charging through difficult terrain, it will automatically be a failed charge.

For example, a Legion Tactical Squad is charging through ruins, which are difficult terrain. They roll 2D6, resulting in a 4 and a 6. The dice are added together and then 2 is subtracted from the total to give a total charge range of 8" (4+6-2=8).

Warriors who charge through difficult terrain must advance more slowly than if they were to cross open ground. **To represent this, if at least one model in the charging unit moved through difficult terrain as part of its charge move, all of the unit's models must attack at Initiative step 1**, regardless of other Initiative modifiers, even if the charging unit is not slowed by difficult terrain. Note that charging models must engage as many enemies in the target unit as possible.

Charging through Dangerous Terrain
In addition to the penalties for charging through difficult terrain, if any model in a charging unit goes through dangerous terrain, that model must immediately take a Dangerous Terrain test (see page 100). If a model has a rule that states it is not slowed when charging through difficult terrain, it is not slowed by charging through dangerous terrain either, but it must still take a Dangerous Terrain test.

Charging Units that have Gone to Ground
If all of the enemy units charged have Gone to Ground, the Initiative penalty for charging through difficult terrain does not apply, and the unit charging through difficult terrain fights at its normal Initiative.

Failed Charge
If the initial charger is found to be further than its charge range from the enemy, the charge fails and no models are moved.

DECLARE NEXT CHARGE
Once all models in a charging unit have moved, the player can choose another unit and declare another charge if they wish.

ENDING THE CHARGE SUB-PHASE
Once you have launched all of the charges you wish to, the Charge sub-phase is ended. Move on to the Fight sub-phase.

LOCKED IN COMBAT
If a unit has one or more models in base contact with an enemy model (for any reason), then it is locked in combat. Units that are locked in close combat must fight in the Assault phase. Units are no longer locked in combat if, at the end of any phase, they no longer have any models in base contact with an enemy model.

Units that are locked in combat cannot move in the Movement phase, Run or shoot in the Shooting phase, and cannot fire Overwatch if charged. Similarly, models cannot shoot at units locked in close combat. While Blast markers and templates cannot be deliberately placed such that they cover any models locked in combat, they may end up there after scattering and will then cause hits on any units they touch as normal.

Units that are locked in close combat do not take Morale checks or Pinning tests caused by shooting attacks and cannot Go to Ground.



FIGHT SUB-PHASE

With all the assaults launched, the Fight sub-phase takes place. The result of combats resolved during this phase is almost entirely dependant on the physical characteristics of the models involved, how strong, fast or tough they are. The melee of close combat is a crucible from which only the most powerful emerge unscathed.

CHOOSE A COMBAT

There may be several separate assaults being fought at the same time in different parts of the battlefield. If this is the case, **the player whose turn it is chooses the order in which to resolve the combats, completing each combat before moving on to the next one**, and so on until all combats are resolved.

FIGHT CLOSE COMBAT

In close combat, both players' models fight. Close combat attacks function in the same way as attacks made in the Shooting phase – each attack that hits has a chance to wound. The wounded model gets a chance to save, and if it fails, is generally removed as a casualty. How many attacks are made and who attacks first is detailed later.

Initiative Steps

In close combat, slow, lumbering opponents can often be dispatched quickly by faster and more agile warriors. To represent this, a model's Initiative determines when they attack in close combat. **Work your way through the Initiative values of the models in the combat from high to low.** This means each combat will have ten Initiative steps, starting at Initiative 10 and working down to Initiative 1. Rarely will all Initiative steps be used, so skip any that do not apply.

Models make their attacks when their Initiative step is reached, assuming they haven't already been killed by a model with a higher Initiative. If both sides have models with the same Initiative, their attacks are made simultaneously. Note that certain situations, abilities and weapons can modify a model's Initiative.

For example, a Legion Tactical Squad consists of one Sergeant and nine Space Marine Legionaries (Initiative 4). The Sergeant wields a power fist (the Unwieldy special rule of which causes him to attack at Initiative step 1). The Legion Tactical Squad charges an Auxilia Ogryn Brute Squad which contains 10 Ogryn Brutes (Initiative 3). The Space Marine Legionaries strike first at Initiative step 4, followed by the Ogryns at Initiative step 3, then the Sergeant strikes with his power fist last at Initiative step 1.



WHO CAN FIGHT?

All of the Ultramarines in base contact with a Death Guard model, as well as the ones within 2" of an Ultramarine that is in base contact with a Death Guard model, are engaged and can therefore attack. The remaining Ultramarines (circled in red) cannot attack, although they are locked in combat (see page 49).

Start of Initiative Step Pile in

At the start of each Initiative step, any model whose Initiative is equal to the value of the current Initiative step, that isn't already in base contact with an enemy model, must make a Pile in move.

Models that charged through difficult terrain Pile in at Initiative step 1. In addition, models that are using a weapon which modifies the Initiative step in which they fight will Pile in at the modified Initiative step. If a model can attack in several Initiative steps, it only Piles in at the highest of these steps.

A Pile in move is a 3" move that is performed in the following order:

- First, any models Pile in if this will bring them into base contact with an enemy locked in this combat.
- Second, any models Pile in if this will bring them to within 2" horizontally or 6" vertically of a friendly model that is in base contact with an enemy locked in this combat.
- Any remaining models that are not in base contact with one or more enemy models and who have yet to Pile in must now do so, and must attempt to get as close as possible to one or more of the enemy units locked in this combat.

Pile in moves follow the same rules as charge moves, except that they are not slowed by difficult terrain (though dangerous terrain will still trigger Dangerous Terrain tests).

In addition, a Pile in move cannot be used to move into base contact with any units that are not already involved in the close combat.

When making Pile in moves, the player whose turn it is moves their unit(s) first. If both players' Pile in moves combined would be insufficient to bring any combatants back together, the assault comes to an end. All remaining Initiative steps for this combat are lost – work out the assault result as described on page 54.

Determine who can Fight
After models have Piled in, any model whose Initiative is equal to the value of the current Initiative step and who is engaged with an enemy model must fight.

A model is engaged in combat if:

- It is in base contact with one or more enemy models.
- It is within 2" horizontally and/or 6" vertically of a friendly model in base contact with one or more enemy models in the same combat.

Unengaged Models
Unengaged models cannot attack in close combat.

Historia Terra Regnum

TO HIT CHART

Target's Weapon Skill

Attacker's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Number of Attacks
Each engaged model makes a number of attacks (A) as indicated on its characteristics profile, plus the following bonus attacks:

- **+1 Charge Bonus:** Engaged models that charged this turn get +1 Attack this turn. Models in units that made a disordered charge (see page 56) do not get this bonus.
- **+1 Two Weapons:** Engaged models with two single-handed weapons (often a Melee weapon and/or pistol in each hand) get +1 Attack. Models with more than two weapons gain no additional benefit; you only get one extra attack.
- **Other Bonuses:** Models may have other special rules and wargear that confer extra attacks.

For example, a unit of three Auxilia Ogryn Brutes with two Melee weapons rolls 12 dice (3 Attacks on their profile +1 for two weapons = 4 each). If they were charging, however, they would roll 15 dice (3 Attacks on their profile +1 for charging +1 for two weapons = 5 each).

ROLL TO HIT

To determine whether hits are scored, roll a D6 for each attack a model gets to make and compare the WS of the attacking model to the WS of the target unit. Then, consult the To Hit chart on this page to find the minimum result needed on a D6 To Hit.

As the chart shows, if the target's WS is lower than the attacker's, they are hit on 3+; if the target's WS is equal or up to twice as high as the attacker's, they are hit on 4+; and if it is more than twice as high, they are hit on 5+.

Where the same roll To Hit is needed, the dice should be rolled together to speed up the game. If the same roll To Hit is needed across different weapons with varying Strengths, AP values, etc, dice of varying colours should be used to differentiate the results from the rest of the pool.

Units with Multiple Weapon Skills
Some units contain models with different Weapon Skills. **Whilst each model in such a unit rolls To Hit using its own Weapon Skill, Attacks made against such a unit are resolved using the Weapon Skill of the majority of the engaged enemy models.** If two or more Weapon Skill values are tied for majority, use the highest of those tied values.

For example, a Solar Auxilia Inducted Levy Squad of 19 Levy Auxiliaries (Weapon Skill 2) led by a Solar Auxilia Custodian (Weapon Skill 3) are engaged in a combat. Since the Levy Auxiliaries are in the majority, close combat attacks against the unit are resolved using their Weapon Skill of 2 – the Solar Auxilia Custodian can do little to prevent the Levy Auxiliaries from being attacked. However, when the Levy Auxiliaries and the Solar Auxilia Custodian attack their enemies, the Levy Auxiliaries will hit based on a comparison of their Weapon Skill 2 and the enemy's Weapon Skill, while the Solar Auxilia Custodian will compare his Weapon Skill 3 with the enemy's Weapon Skill.

TO WOUND CHART

Target's Toughness

Attacker's or Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Roll To Wound
Not all of the attacks that hit will harm the enemy. As with shooting, once you have scored a hit with an attack, you must roll a D6 for each successful hit to see if the attack causes a wound.

Consult the chart above, cross-referencing the attacker's Strength characteristic with the defender's Toughness. The chart indicates the minimum result on a D6 roll required to inflict a wound, and is the same chart as is used the Shooting phase. A '-' indicates that the target cannot be wounded by the attack. In most cases, when rolling To Wound in close combat, you use the Strength on the attacker's profile regardless of what weapon they are using. However, there are some Melee weapons that give the attacker a Strength bonus, and this is explained previously in the Weapons section (see page 42).

For example, in an Enginseer Auxilia unit containing an Enginseer Adept and four Servo-automata, the Enginseer Adept's attacks are made at Strength 3, however the mechanical strength of the Servo-automata makes their attacks Strength 4.

Multiple Toughness Values
Rarely, a unit will contain models that have different Toughness characteristics. When this occurs, roll To Wound using the Toughness value of the majority of the engaged unit. If two or more Toughness values are tied for majority, use the highest of those tied values.

For example, if a Techmarine Covenant, that consists of a Legion Techmarine (Toughness 4) and four Servo-automata (Toughness 5), suffers wounds whilst in combat, you would roll To Wound against Toughness 5 as it is the majority value in this unit.

The Wound Pool
Finally, total up the number of wounds you have caused during that Initiative step. Keep the dice that have scored wounds and create a 'pool,' where each dice represents a wound.

If there are wounds with different Strengths, AP values or special rules that affect saving throws or the effect of any wounds they inflict, split them into several pools of wounds. All wounds with exactly the same Strength, AP value and special rules must go into the same pool. If all the wounds are the same, there will be only one Wound pool.

Allocate Wounds and Remove Casualties
To determine how many casualties are caused at a particular Initiative step, you will need to allocate the wounds caused and resolve any saving throws the target is allowed. If several pools of wounds need to be allocated, the player making the attacks must decide in which order they are allocated. **All wounds from a single pool must be allocated before moving on to the next pool of wounds.**

Wounds are allocated and resolved starting with the closest model, just like in the Shooting phase. However, as you'll often have many models in base contact with the enemy, multiple models could fulfil that requirement.

To resolve casualty removal, allocate each wound as follows:

- **A wound must be allocated to an enemy model in base contact with a model attacking at that Initiative step.** If there is more than one eligible candidate, the player controlling the models being attacked chooses which model it is allocated to. Roll the model's saving throw (if it has one) and remove the casualty (if necessary).
- If there are no enemy models in base contact with a model attacking at the Initiative step, the wound is allocated to the next closest enemy model locked in that combat. If two or more models are equidistant from the attack, the player controlling the models being attacked chooses which model is closest. Take any save and remove the casualty (if necessary).

In either case, once a model has a wound allocated to it during an Initiative step, you must continue to allocate wounds to it until it is either removed as a casualty or the Wound pool is empty. **Note that all of the models in the target unit may be hit, wounded and removed as casualties during an Initiative step, including those that are not engaged.** You can speed this process up by allocating wounds in groups (see Fast Dice on page 40).



ALLOCATING WOUNDS

The four Death Guards' attacks cause 9 wounds. Wounds must first be allocated amongst the Ultramarines in base contact with the Death Guard (green). Once all of the Ultramarines in base contact have been removed as casualties, the remaining wounds are allocated to the Ultramarines closest to the Death Guard (yellow).

Cover Saves
Models do not get cover saves against any wounds suffered from close combat attacks and cannot Go to Ground.

Armour Saving Throws
Models can take armour saves to prevent wounds caused in close combat. As in the Shooting phase, if the wound is caused by a weapon with an AP that ignores the wounded model's Armour Save, then the save cannot be taken (see page 39).

Invulnerable Saves
An invulnerable save can be made, if it is the best save available. It can even be made if a model is not permitted to make an armour save (because the AP of the attack negates it or the rules for a weapon or attack state that no armour save is allowed).

Dead before Striking
If a model is removed as a casualty before its Initiative step, it cannot strike back. When striking blows simultaneously, it may be convenient to resolve one side's attacks and simply turn the dead models around to remind you that they have yet to strike back.

Fight next Initiative Step
Fight the next Initiative step as previously described until all of the Initiative steps have been completed. Note that some Initiative steps may be skipped if there are no models to fight at that step.

DETERMINE ASSAULT RESULTS

Assaults are usually decisive in one way or another; typically the number of casualties determines who has gained the upper hand.

To decide who has won the combat, total up the number of unsaved wounds inflicted by each side on their opponents. This includes all wounds caused during the Fight sub-phase, whether from normal attacks, the Hammer of Wrath special rule, or other factors. Do not include wounds caused in the Charge sub-phase, such as those from Overwatch, failed Dangerous Terrain tests, etc. **The side that caused the most wounds is the winner. The losing unit must make a Morale check and Falls Back if it fails** (see page 59). If both sides suffer the same number of wounds, the combat is drawn and continues next turn. If one side destroys the enemy completely, it wins the combat automatically, even if it sustained more casualties than the other unit.

Wounds that have been negated by saving throws or special rules do not count towards determining who won the combat. Neither do wounds in excess of a model's Wounds characteristic; **only the wounds actually suffered by enemy models count** (including all of the wounds lost by models that have suffered Instant Death – see page 167). In rare cases, certain models can cause wounds on themselves or their allies – these wounds are added to the other side's total for working out who has won.

Check Morale

Units that lose a close combat must make a Morale check to hold their ground, with a penalty depending on how severe the defeat was (see page 58).

- If they pass, the unit fights on – the combat is effectively drawn and no further account is made of the unit's defeat.
- If the unit fails, they abandon the fight and Fall Back. Morale checks and Falling Back are covered in the Morale section (see page 58).

Our Weapons are Useless

If a unit is locked in combat with an enemy it cannot hurt, it can choose to automatically fail its Morale check for losing a combat.



Sweeping Advances
When a unit Falls Back from combat, the victors can make a Sweeping Advance, attempting to cut down the enemy as they flee.

When a Sweeping Advance is performed, both the unit Falling Back and the winning unit roll a D6 and add their unmodified Initiative to the result. In a unit with mixed Initiative characteristics, use the highest characteristic. The units then compare their totals.

- **If the winner's total (Initiative + dice roll) is equal to or greater than their opponents', the Falling Back unit is caught by the Sweeping Advance and destroyed.** The destroyed unit is immediately removed as casualties. Unless otherwise specified, no save or other special rule can prevent the unit from being destroyed.
- **If the Falling Back unit's total is higher, they break off from the combat successfully. Make a Fall Back move for the losing unit** (see page 59). The winners can then consolidate as detailed opposite.

Disallowed Sweeping Advances
If a victorious unit is still locked in combat with other units that are not Falling Back, it does not get a chance to execute a Sweeping Advance and the retreating enemy automatically makes their Fall Back move safely.

Some units, as detailed in their special rules, are not permitted to make Sweeping Advances – when a victorious unit contains one or more models that are not allowed to make a Sweeping Advance, the enemy always manages to disengage safely – there is no need to roll.

End of Combat Pile-in
After the combat has been resolved, it can happen that some models from units that did not Fall Back are not in base contact with an enemy. These models must make a Pile-in move, starting with the side whose turn it is.

Consolidation
At the end of a combat, if a unit's opponents are all either destroyed or Falling Back, or the end of combat Pile-in was insufficient so that it is no longer locked in combat, that unit may Consolidate. **Consolidating units move up to D6" in any direction.**

Units making a Consolidation move are not slowed by difficult terrain but do trigger Dangerous Terrain tests where appropriate. A Consolidation move cannot be used to move into base contact with any enemy models.

Consolidating models must stop at least 1" away from all enemy models, including any that have just Fallen Back from the combat that the Consolidating unit has fought in.



MULTIPLE COMBATS

Combats that involve more than two units are called multiple combats (see the diagram opposite for an example). These occur when one unit charges two or more enemy units, or when a unit charges into an ongoing combat. Because of the extra complexity, they need some additional rules.

CHARGE SUB-PHASE

Sometimes it may be advantageous for a unit to charge two or more enemy units – this works as follows:

Declare Charge
A multiple charge declaration is split into two different categories: the primary target and secondary targets.

Primary and Secondary Targets
The primary target is the charging unit's main target. If the charging unit shot in the Shooting phase, it can only declare a charge if its primary target is the unit it targeted.

Secondary targets are other targets of opportunity that the target unit can engage at the same time as the primary assault. Remember that a unit cannot declare a charge against a unit it cannot reach or cannot see, and all targets being charged by the unit must be declared at the same time.

Disordered Charge
If a unit declares that it is charging multiple units, its charge is disordered. **A unit making a disordered charge does not gain the +1 Charge bonus to its number of attacks usually gained from a charge**, even if after its charge move it has no models in base contact with the secondary target.

Resolve Multiple Overwatch
If a unit declares a charge against two or more target units, all of the target units can fire Overwatch. Resolve each unit's Overwatch shots separately in an order determined by the firing units' controlling player. Note that a unit can only fire Overwatch once per turn.

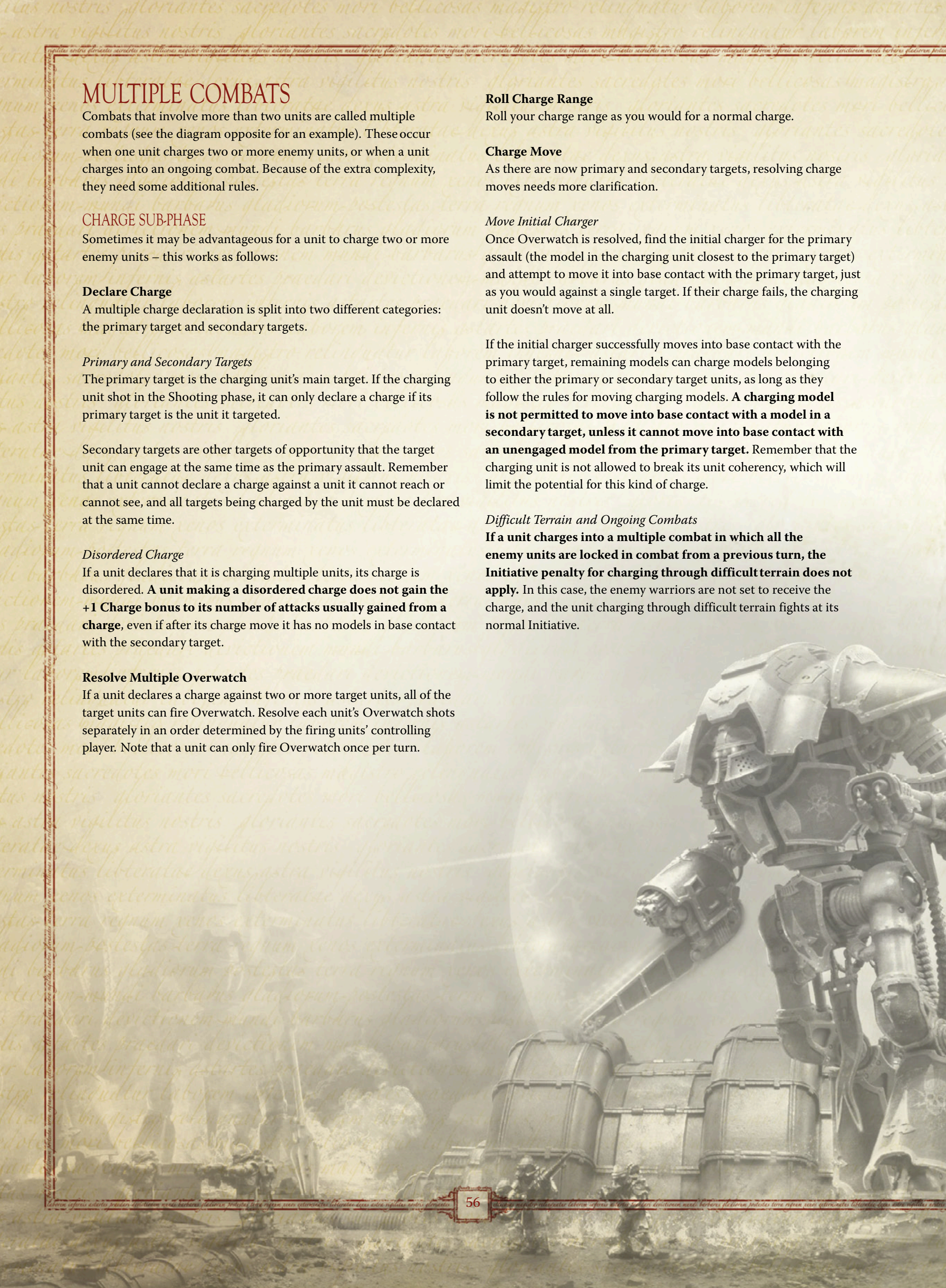
Roll Charge Range
Roll your charge range as you would for a normal charge.

Charge Move
As there are now primary and secondary targets, resolving charge moves needs more clarification.

Move Initial Charger
Once Overwatch is resolved, find the initial charger for the primary assault (the model in the charging unit closest to the primary target) and attempt to move it into base contact with the primary target, just as you would against a single target. If their charge fails, the charging unit doesn't move at all.

If the initial charger successfully moves into base contact with the primary target, remaining models can charge models belonging to either the primary or secondary target units, as long as they follow the rules for moving charging models. **A charging model is not permitted to move into base contact with a model in a secondary target, unless it cannot move into base contact with an unengaged model from the primary target.** Remember that the charging unit is not allowed to break its unit coherency, which will limit the potential for this kind of charge.

Difficult Terrain and Ongoing Combats
If a unit charges into a multiple combat in which all the enemy units are locked in combat from a previous turn, the Initiative penalty for charging through difficult terrain does not apply. In this case, the enemy warriors are not set to receive the charge, and the unit charging through difficult terrain fights at its normal Initiative.



FIGHT SUB-PHASE

Resolving the Fight sub-phase of a multiple combat is done just as it is for a combat between two units, except for the following clarifications and adjustments.

Directing Attacks

In multiple combats, during a model's Initiative step, the following extra rules apply:

- A model that is in base contact with, or engaged with, just one enemy unit when it comes to strike must attack that unit.
- A model that is in base contact with, or engaged with, more than one enemy unit when it strikes blows, can split its attacks freely between those units. Declare how each model is splitting its attacks immediately before rolling To Hit. Wounds from attacks that have been directed against a unit in a multiple combat cannot be transferred to another unit, even if the original target unit is completely destroyed (in this case, any excess wounds are simply discounted and have no further effect).

Assault Results

When determining assault results in a multiple combat, total up the number of wounds inflicted by all units on each side to see which side is the winner. Every unit on the losing side has to check their morale (they all use the same penalty, see page 58).

After all of the losing units have taken their Morale checks, each winning unit that is now free to make a Sweeping Advance rolls a D6 and compares it with the total of each of the Falling Back enemy units it was engaged with. Any that it equals or beats are destroyed. Note that winning units can only make a Sweeping Advance if all of the units they were locked in combat with Fall Back or are wiped out in the fight.

After determining assault results, all remaining units – those that fought in the multiple combat but aren't Falling Back or making a Sweeping Advance – must make Pile-in moves towards each other. If none of a unit's models are in base contact with enemy models, and the combined Pile-in moves would be insufficient to bring them into base contact with a unit that is locked in that close combat, it Consolidates instead.



MULTIPLE COMBATS

The Ultramarines have charged the Death Guard Legion Tactical Squad and the Death Guard Legion Terminator Squad. Ultramarine C can attack either of the two units he is in base contact with (or split his attacks). Ultramarines G and H can also choose to fight either enemy unit (or split their attacks) because they are both within 2" of a friendly model that is in base contact with both units. Ultramarines A, B, D and E can only attack the unit they are in base contact with. Ultramarine F can only attack the Death Guard Legion Tactical Squad (as he is only within 2" of friendly models in base contact with that unit).

MORALE

It is a fortunate commander who can always rely on their troops to perform up to and beyond the limits of their courage. In the chaos and confusion of battle, troops can easily become demoralised, disoriented or simply terrified by the violence unleashed against them.

To represent this element of the unknown, your units have to check to see if their morale holds under certain circumstances. As you will have already gathered, particular events will require your units to take Morale checks, and a unit in particularly dire straits may be forced to take several in a single turn.

MORALE CHECKS

Morale represents the grit and determination of warriors on the battlefield. **Morale checks are a specific kind of Leadership test.**

Similar to other Leadership-based tests, **Morale checks (also sometimes referred to as Morale tests) are taken by rolling 2D6 and comparing the total to the unit's Leadership value.**

- If the result is equal to or less than the unit's Leadership value, the test is passed and the unit does not suffer any ill effects.
- If the result is higher than their Leadership, the test is failed and the unit will immediately Fall Back, as described later.

Some units have special rules pertaining to Morale checks that are detailed in their Army List or Army List entry. For example, some units might always pass Morale checks, while others might always pass all Leadership tests. This difference is subtle, yet important. A unit that always passes Morale checks still has to test when hit by an attack with the Pinning special rule, while a unit that always passes all Leadership tests wouldn't.

Morale Check Modifiers

Certain circumstances can make Morale checks harder for a unit to pass. This is represented by applying Leadership modifiers to Morale checks, which can modify the unit's Leadership value by -1, -2, or sometimes even more.

Insane Heroism

Occasionally, warriors will refuse to retreat even when faced with impossible odds. **A roll of double 1 on the 2D6 always passes a Morale check, regardless of any modifiers.**



WHEN TO TEST

The most common reasons a unit must take a Morale check are as follows:

- **Casualties:** A unit losing 25% or more of its current models during a single phase must take a Morale check at the end of that phase. There is an exception – units that lose 25% or more of their current models in the Assault phase do not take a Morale check.

For example, a Legion Tactical Squad consisting of five Space Marine Legionaries suffers two casualties from enemy shooting, so it takes a Morale check, which it passes. Next turn, the unit, now three strong, suffers a single casualty from a Dangerous Terrain test in the Movement phase, which is now enough for it to have to take another Morale check.

- **Losing an Assault:** Units that lose a close combat (usually from suffering more wounds than they inflicted) must pass a Morale check to hold their ground. If they fail, they must Fall Back. Units taking this Morale check suffer a -1 Ld modifier for each wound their side has lost the combat by.

For example, an Inducted Levy Squad has lost a close combat against a Legion Tactical Squad – they killed three Space Marines, but lost six of their own number. They would normally require a 7 or less to pass the Leadership test, but since they have lost the fight by a difference of 3 Wounds (-3), they now require a 4 or less to hold their ground.

FALL BACK

Sometimes retreat is the only option left to a soldier on the battlefield, but a retreat is not always without risk. **Units make a Fall Back move immediately upon failing a Morale check – the only moves they can make in subsequent phases are Fall Back moves until they Regroup.** In each subsequent Movement phase, they will make further Fall Back moves instead of moving normally, until the unit Regroups, is destroyed or leaves the table.

Most units Fall Back 2D6". Fall Back moves are not slowed by difficult terrain, but incur Dangerous Terrain tests as normal. Units with models that Fall Back at different speeds always Fall Back at the speed of the slowest model in the unit.

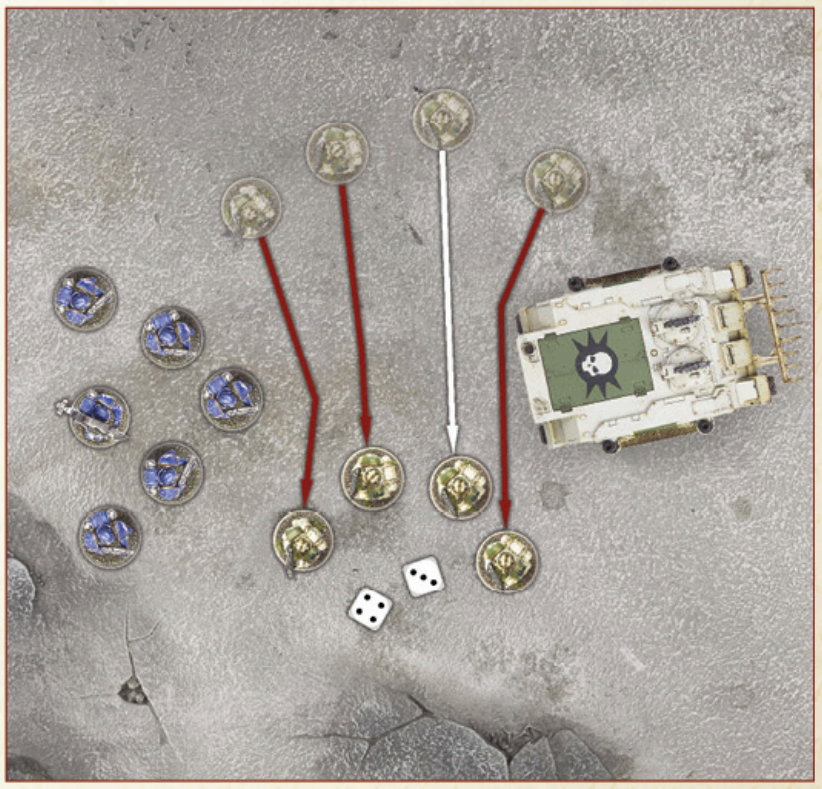
Each model in the unit moves directly towards their own table edge by the shortest possible route. If playing a mission where there is no 'own' table edge, models move towards the closest table edge instead.

If any model from a unit that is Falling Back moves into contact with a table edge, the entire unit is removed from the game as casualties as it scatters and flees the battle.

FALL BACK



The player rolls a 6 on the 2D6 Fall Back move, so each model is moved 6" directly towards their table edge. The model on the far left has to go around impassable terrain.



As the Death Guard Legionaries Fall Back, they must move around enemies, even if this move initially carries them further away from their board edge.

Falling Back from Close Combat
Models Falling Back from a combat can freely move through all enemy models that were involved in that combat. This is an exception to the normal rules for moving that state a model cannot move through a space occupied by another model. If any models would end their move less than 1" from one of these enemies, extend the Fall Back move until they are clear.

Falling Back and Terrain
Sometimes a unit finds its Fall Back move blocked by impassable terrain, friendly models or enemy models. The unit may move around these obstructions in such a way as to get back to their table edge by the shortest route, maintaining unit coherency, even if this means moving away from their table edge. If the unit cannot perform a full Fall Back move in any direction without doubling back, it is destroyed (see diagram opposite).

Falling Back and Shooting
Units which are Falling Back can only fire Snap Shots and cannot Run or Turbo-boost (see page 41 and page 64). Units that are Falling Back cannot Go to Ground and automatically pass Pinning tests.

Morale and Falling Back
Units that are Falling Back automatically fail all Morale checks, but can Regroup, as discussed next.

Falling Back and Assaults
A unit that is Falling Back cannot charge. If it is charged, it must test to Regroup (see Regrouping when Assaulted, opposite).



As these Ultramarines cannot Fall Back 8" without running into impassable terrain or moving to within 1" of an enemy unit, the entire unit is destroyed.

REGROUPING

Even though a unit may be retreating, this doesn't mean it is out of the fight.

A unit that is Falling Back must attempt to Regroup by taking a Regroup test in their Movement phase just before they move.

- If at least 25% of the unit's models are still alive, or if the unit includes an Independent Character (see page 166), this is a normal Leadership test.
- If less than 25% of the unit's models are still alive and it does not contain an Independent Character, then the Leadership test can only be passed with an Insane Heroism result of a double 1. The exception to this is Regrouping when assaulted (see right).
- If the unit fails its Regroup test, then it must immediately continue to Fall Back.
- If the unit successfully passes the test, it stops Falling Back and can immediately move up to 3". This move is unaffected by difficult terrain, but Dangerous Terrain tests must be taken as normal. If the unit is out of coherency when the Regroup test is made, then the 3" move must be used to restore coherency, or as near as possible.

Once a unit has Regrouped, it cannot otherwise move, Run in the Shooting phase or charge in the Assault phase. However, it can shoot and make Overwatch attacks, but counts as having moved and can only fire Snap Shots.

Regrouping when Assaulted

Units that have charges declared against them while Falling Back must always test to Regroup as soon as the enemy is found to be within charge range. **This test is always a normal Leadership test, and does not require Insane Heroism**, regardless of the number of models remaining in the unit.

- If the test is failed, the assaulted unit is removed as a casualty at the end of the Charge sub-phase, after all charge moves have been completed.
- If the test is successful, the unit Regroups without moving, and the fight continues as normal.

Falling Back and Multiple Assaults

Sometimes, as part of a multiple assault, a charging unit declares charges against one or more units that are Falling Back as well as one or more units that are not. If the primary or secondary targets of a multiple charge are Falling Back, each retreating unit must test to Regroup as soon as one charging model is found to be within charge range.

Regrouping and Multiple Assaults

If the test is successful, that unit Regroups (without moving) and the assault continues as normal. If the test is failed, the Falling Back unit is destroyed as soon as the charging unit is found to be within charge range and the charging model must continue its charge move against the remaining enemy units as if the Falling Back unit was never there.





UNIT TYPES

UNIT TYPES

So far this rulebook has discussed the basic rules as they pertain to Infantry as the most common unit type in The Horus Heresy: Age of Darkness. Whilst the definition of Infantry is broad, covering anything from the hulking, genetically engineered warriors of the Legiones Astartes to varying forms of Mechanicum Battle-automata, it cannot cover the full breadth of war-forged terrors unleashed during the Horus Heresy.

This section covers a series of unit types, each with their own abilities and special rules. Vehicles are distinct enough to require their own section later on (see page 70).

In most cases, it will be obvious which unit type category a model falls into, but as unit type is an extension of the characteristics profile, you will find that information in the relevant Army List or Army List entry.

CHARACTERS

In addition to their unit type, some models might also be noted as being characters. However, given their importance in The Horus Heresy: Age of Darkness, they are covered in their own section later in the book (see page 94).

INFANTRY

Infantry units include all types of foot soldiers. A typical unit of Infantry is between five and ten models strong, but they can be much larger.

In rare cases, an Infantry unit may comprise only a single model. Infantry are fairly slow moving, but can cross almost any terrain and make the best use of cover to avoid enemy fire.

Infantry are the most common and dependable units in The Horus Heresy: Age of Darkness. No additional rules are required for basic Infantry units.

BIKES AND JETBIKES

Units mounted on Bikes are able to use their fast speed to strike deep into enemy territory and escape before their opponent is able to react.

ARMOURED STEED

Bike and Jetbike riders benefit from an increase to their Toughness characteristic by 1. If the Bike or Jetbike is part of the model's standard wargear, the bonus is already included on its profile. In addition, Bikes and Jetbikes cannot Go to Ground and cannot be Pinned.

MOVEMENT

Bikes and Jetbikes can move up to 12" in the Movement phase.

BIKES AND TERRAIN

Bikes and Jetbikes are not slowed down by difficult terrain, even when charging. However, Bikes treat all difficult terrain as dangerous terrain instead.

JETBIKES, MODELS AND TERRAIN

Jetbikes can move over all other models and terrain freely. However, if a moving Jetbike begins or ends its move in difficult terrain, it must take a Dangerous Terrain test. Jetbikes cannot end their move over other models or impassable terrain, except that they can end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do so, they treat the impassable terrain as dangerous terrain.

FALL BACK MOVES

Bikes and Jetbikes move 3D6" when Falling Back, rather than 2D6".

SHOOTING

Each Bike or Jetbike in a unit can fire with one weapon for each rider on the Bike. Thus a Legion Space Marine Sky Hunter with a single rider can only fire a single weapon.

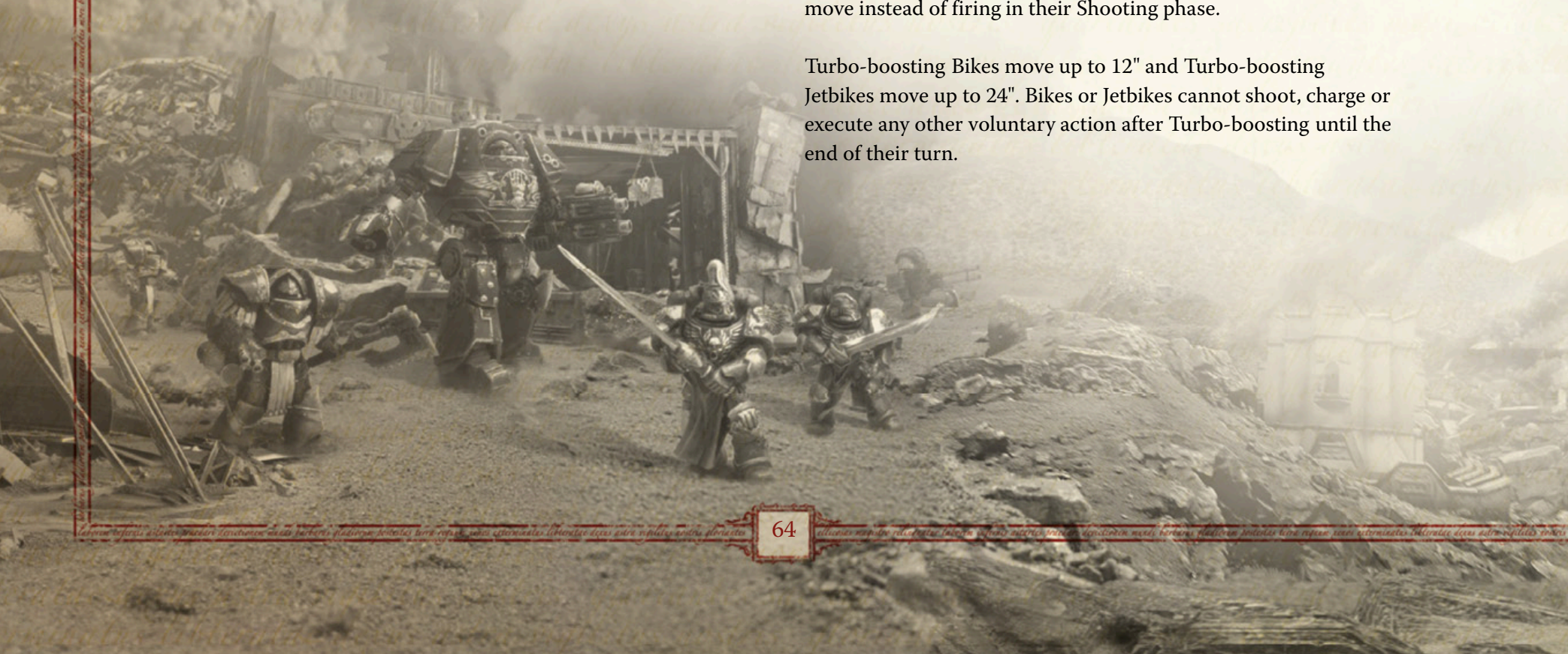
SPECIAL RULES

Bikes and Jetbikes have the Hammer of Wrath, Jink, Relentless and Very Bulky special rules.

TURBO-BOOST

Bikes and Jetbikes cannot Run, but can make a special Turbo-boost move instead of firing in their Shooting phase.

Turbo-boosting Bikes move up to 12" and Turbo-boosting Jetbikes move up to 24". Bikes or Jetbikes cannot shoot, charge or execute any other voluntary action after Turbo-boosting until the end of their turn.



ARTILLERY

Some weapons are so large and cumbersome that they are usually mounted on vehicles, but are sometimes utilised by artillery teams on foot, particularly if the battlefield's terrain is not suitable for vehicles. These weapons are typically mounted on wheeled supports as they are too heavy to be carried across the battlefield.

THE UNIT

Artillery units comprise a number of crew models and the gun models themselves. These units can include several different types of models. The following is an example of a typical Artillery unit:

WS	BS	S	T	W	I	A	Ld	Sv
-	-	-	7	2	-	-	-	3+

If all of the crew models are killed, the guns are immediately removed as well. Sometimes, the player has the choice of adding leaders or additional models to the crew of an Artillery unit. These models are part of the crew in all respects and can operate the guns as normal, even if they are otherwise slightly different from the rest of the crew. Independent Characters who join the unit, however, do not count as crew and cannot operate the guns.

MOVEMENT PHASE

Artillery units need at least one crewman per gun in order for the unit to move. If an Artillery unit does not have at least one crewman per gun, then it may not move.

SHOOTING WITH ARTILLERY

One crewman that is within 2" of a gun in the Shooting phase can fire it. The crewmen firing the gun cannot fire any weapons they are carrying, while the other crew members (and any Independent Characters in the unit) are free to fire their side arms, provided the whole unit shoots at the same target. When firing the guns, there must be a line of sight to the target from both the gun model and the crewman firing it (unless they are firing Barrage weapons). Ranges are measured from the barrel on the gun model.

SHOOTING AT ARTILLERY

If shooting at an Artillery unit, the Toughness of the guns is always used whilst at least one gun remains. Any wounds caused are still allocated to the closest model first. If an Artillery unit chooses to Go to Ground, this does not increase the guns' cover save – only the crew benefit.

ASSAULT PHASE

Artillery units cannot charge as long as they include any gun models. If an Artillery unit is charged, only the crew models can fire Overwatch. After Overwatch has been resolved, move the charging models into base contact with the crew and Artillery gun models as normal. No wounds can be allocated to the guns. All engaged enemies roll To Hit and To Wound against the crew, even if they are only engaged with the guns. Engaged crew models can fight back, but the Artillery guns cannot.

MORALE AND FALL BACK MOVES

For the purposes of Morale checks and other Leadership tests, and for combat resolution, always ignore the gun models. Because they need at least one crewman per gun in order to move, if an Artillery unit does not have one crewman per gun when it is forced to Fall Back, any gun models without crewmen are abandoned and immediately removed as casualties. The rest of the unit then Falls Back as normal. If an Artillery unit is forced to Fall Back from close combat and the enemy is free to make a Sweeping Advance, then the Artillery unit automatically loses the Initiative test and is caught and destroyed by the victor.

ARTILLERY AND LOOK OUT, SIR

A wound cannot be re-allocated onto a gun model from a successful Look Out, Sir roll (see page 94).

Immobile Artillery

An Immobile Artillery piece cannot be moved after it has been deployed except by the use of a specialised vehicle, and ignores any effect which forces it to move. This only affects the platform – not any crew who 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.

Note that an Immobile Artillery unit may still have the Scout or Deep Strike special rules as these reflect redeployment or deployment during battle, rather than game movement. Only if it has the Deep Strike special rule may an Immobile Artillery unit be held in Reserve.

JUMP UNITS

Jump units are equipped with jump packs, teleport devices or other means of moving quickly over short distances. Unlike most other unit type categories, 'Jump' is not a classification in and of itself. Instead, it occurs before another category – commonly Infantry, but it is used rarely with other unit types. Jump units therefore share two sets of rules: the Jump unit rules, and those of their base type. Jump Infantry would, for example, follow the rules for Jump units and Infantry.

Jump units can use their jump packs once each turn to move more swiftly in either the Movement phase or the Assault phase – they cannot use their jump packs in both phases in the same turn. If not using its jump pack, a model moves as a normal model of its type. A Jump unit can always choose to move as a normal model of their type if they wish. Note that the entire unit must always use the same form of movement. Units that are described as 'moving like' Jump units follow all of the rules for Jump units, and use the same special rules.

SKYBORNE

When using its jump pack (whether moving, charging or Falling Back), a model can move over all other models and terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

Jump models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

MOVEMENT PHASE

If a Jump model uses its jump pack (or equivalent) in the Movement phase, it can move up to 12".

ASSAULT PHASE

If a Jump model uses its jump pack (or equivalent) to charge into assault, it can re-roll its charge distance.

Furthermore, a model that uses its jump pack to charge gains the Hammer of Wrath special rule for the remainder of the turn.

FALL BACK MOVES

Jump units always use their jump packs when Falling Back, and their Fall Back moves are 3D6", even if they already used their jump pack to move that turn.

SPECIAL RULES

Jump units have the Bulky and Deep Strike special rules.

JET PACK UNITS

Jet packs are designed to provide stable firing platforms rather than be a means of getting into close combat. As with Jump units, 'Jet Pack' is not a classification in and of itself. Instead, it occurs in addition to another – Jet Pack Infantry, for example. If no such distinction is made in an Army List entry, treat the model as Jet Pack Infantry.

MOVEMENT

Jet Pack units can move as normal models of their type or use their jet packs.

SKYBORNE

When using its jet pack (whether moving or making a Thrust move), a model can move over all other models and terrain freely. However, if the model begins or ends its move in difficult terrain, it must take a Dangerous Terrain test.

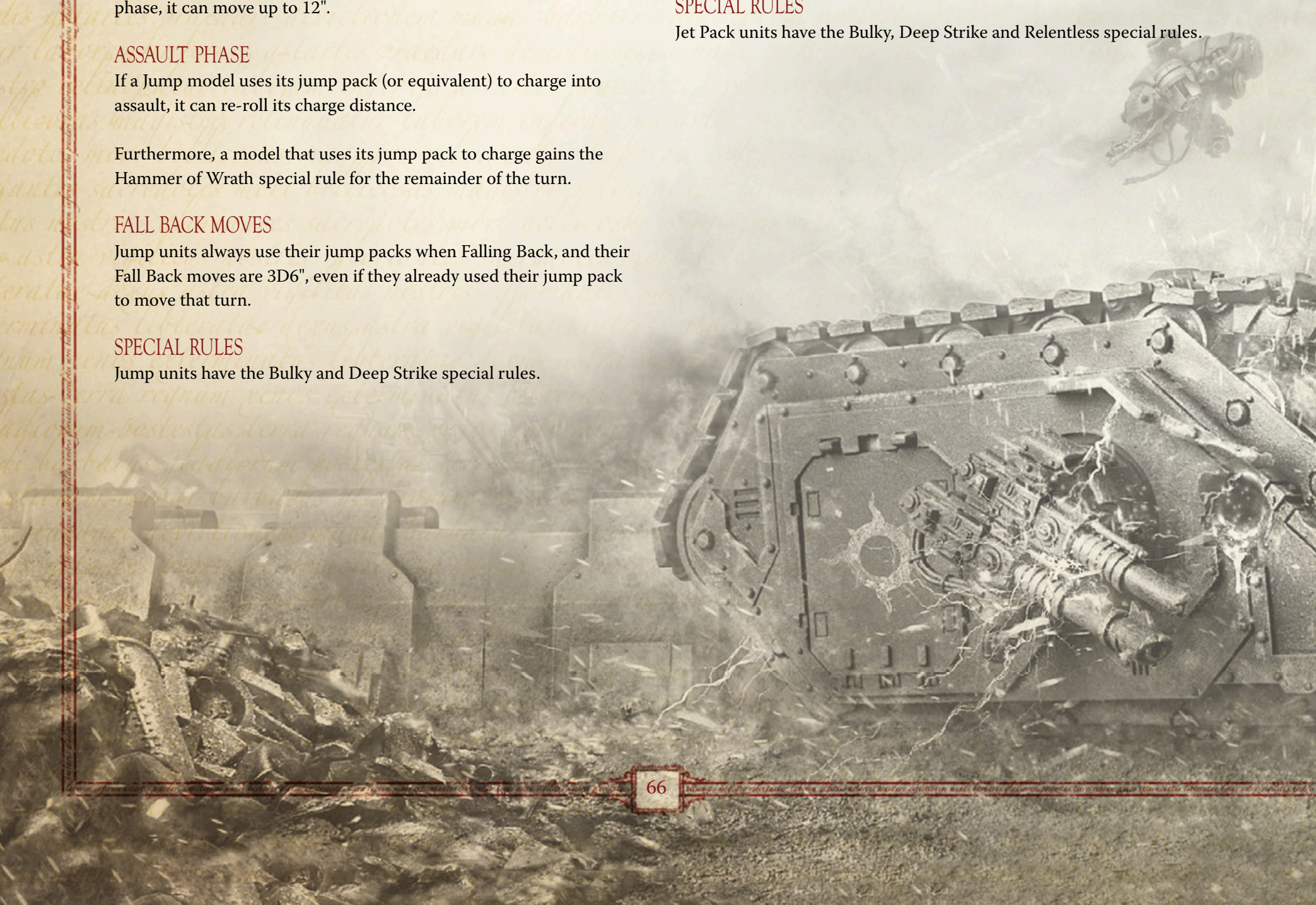
Jet Pack models cannot end their move on top of other models and can only end their move on top of impassable terrain if it is actually possible to place the models on top of it. If they do this, however, they treat the impassable terrain as dangerous terrain.

THRUST MOVE

A Jet Pack unit that is not locked in combat or charging can move up to 2D6" in the Assault phase, even if they have shot or Run in the preceding Shooting phase or arrived by Deep Strike that turn. When Jet Pack units move in the Assault phase and do not charge, they move just as they would when using their jet packs in the Movement phase.

SPECIAL RULES

Jet Pack units have the Bulky, Deep Strike and Relentless special rules.



BEASTS

Beasts are savage and swift-moving creatures.

MOVEMENT

Beasts can move up to 12" in the Movement phase. Beasts are not slowed by difficult terrain (even when charging) and automatically pass Dangerous Terrain tests.

FALL BACK MOVES

Beasts make Fall Back moves just like Infantry, except that they move 3D6".

SPECIAL RULES

Beasts have the Fleet special rule.

CAVALRY

This category covers warriors with a living mount. When closing on their enemies, such troops are able to move at far greater speeds than warriors on foot, and as such, are able to launch deadly charges and counter-charges.

MOVEMENT

Cavalry can move up to 12" in the Movement phase. Cavalry are not slowed down by difficult terrain (even when charging). However, Cavalry models treat all difficult terrain as dangerous terrain instead.

FALL BACK MOVES

Cavalry make Fall Back moves just like Infantry, except that they move 3D6".

SPECIAL RULES

Cavalry have the Fleet and Hammer of Wrath special rules.

MONSTROUS CREATURES

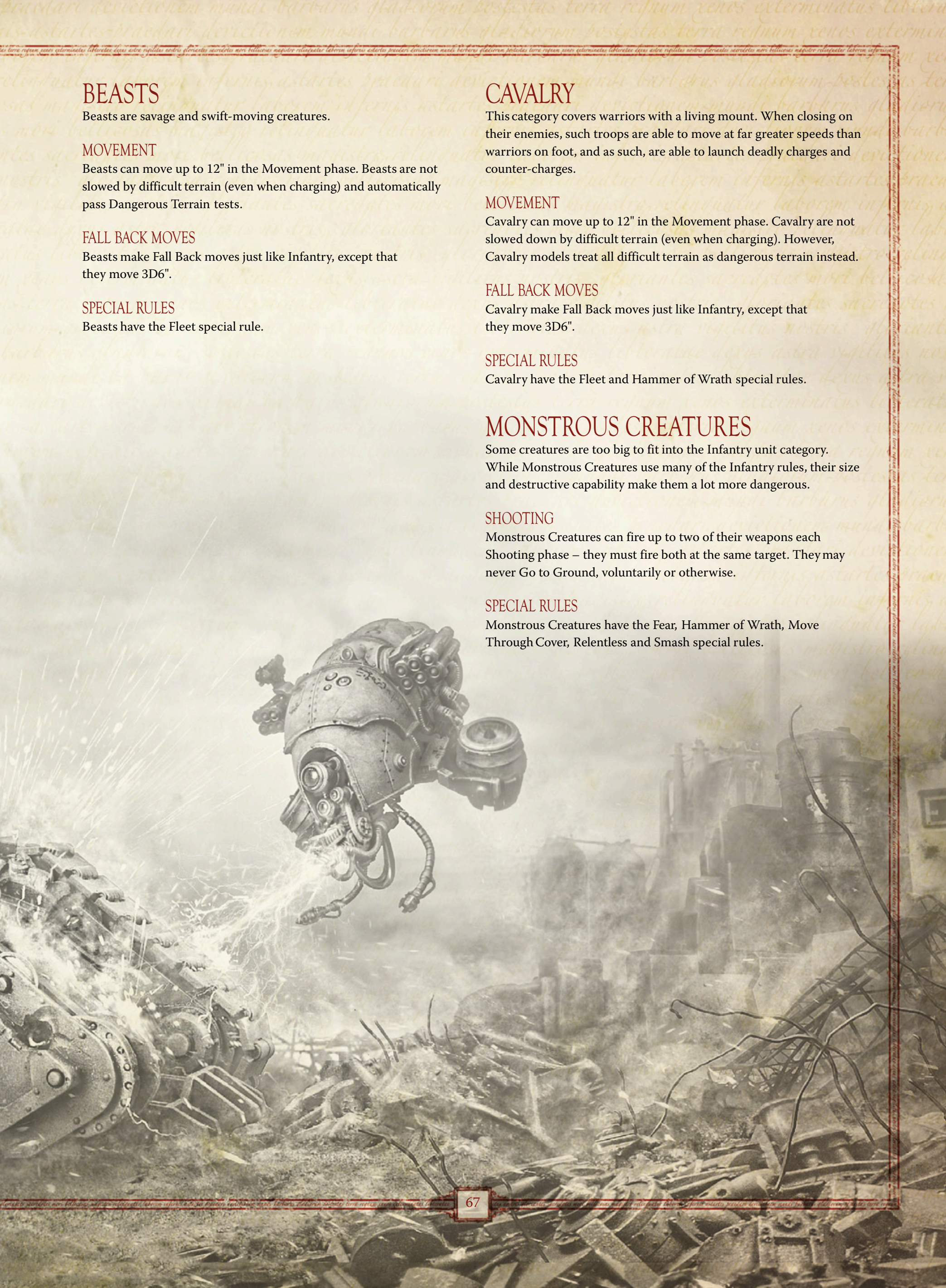
Some creatures are too big to fit into the Infantry unit category. While Monstrous Creatures use many of the Infantry rules, their size and destructive capability make them a lot more dangerous.

SHOOTING

Monstrous Creatures can fire up to two of their weapons each Shooting phase – they must fire both at the same target. They may never Go to Ground, voluntarily or otherwise.

SPECIAL RULES

Monstrous Creatures have the Fear, Hammer of Wrath, Move Through Cover, Relentless and Smash special rules.



FLYING MONSTROUS CREATURES

Flying Monstrous Creatures are Monstrous Creatures that have a number of additional rules:

DEPLOYMENT

A Flying Monstrous Creature that is deployed at the start of the game starts in Gliding mode. If a Flying Monstrous Creature is kept as Reserves then, as soon as it enters play, you must declare whether it is in Swooping or Gliding mode. If a Flying Monstrous Creature arrives via Deep Strike Reserve, it always counts as being in Swooping mode. If a Flying Monstrous Creature is conjured or otherwise summoned during the course of the game, as soon as it enters play, you must declare whether it is in Swooping or Gliding mode.

SPECIAL RULES

In addition to the special rules that all Monstrous Creatures have, Flying Monstrous Creatures also have the Jink and Vector Strike special rules.

FLIGHT MODES

Flying Monstrous Creatures can move using one of two modes: Swooping or Gliding.

Changing Flight Mode

At the start of its move, a Flying Monstrous Creature's controlling player must declare whether it is Swooping or Gliding until the start of its next turn. If a Flying Monstrous Creature changes flight modes during its turn, it cannot declare a charge during the same turn. A Gliding Flying Monstrous Creature cannot change flight mode whilst Falling Back.

GLIDING

If a Flying Monstrous Creature is Gliding, it moves, Runs and charges exactly like a Jump Monstrous Creature.

SWOOPING

If a Flying Monstrous Creature is Swooping, it moves exactly like a Jump Monstrous Creature, with the following exceptions:

- It must move at least 12" and can move up to 24".
- Due to its limited manoeuvrability, a Flying Monstrous Creature that is Swooping can make a single pivot on the spot of up to 90˚ before it moves. Thereafter it must move directly forwards in a straight line. As many Flying Monstrous Creatures are mounted on circular or oval bases, it is not always clear which way is forward. If in doubt, make sure to use the same point on the base as the 'front' for the entire game.
- A Flying Monstrous Creature that is Swooping can move over intervening units and impassable terrain exactly as a Jump Monstrous Creature. In addition, a Flying Monstrous Creature that is Swooping does not take Dangerous Terrain tests.
- Models that physically fit under a Swooping Flying Monstrous Creature can move beneath it. Likewise, a Swooping Flying Monstrous Creature can end its move over such models. However, when moving this way, enemy models must still remain 1" away from the base of the Swooping Flying Monstrous Creature, and it cannot end its move with its base within 1" of other enemy models.
- A Flying Monstrous Creature that elects to Run can move up to 2D6" straight forwards if Swooping.
- A Flying Monstrous Creature cannot charge or be charged whilst it is Swooping.
- A Swooping Flying Monstrous Creature can never Fall Back.

Swooping Hunters

Flying Monstrous Creatures can fire up to two of their weapons normally, even if Swooping, unless that model has also Run in the same turn. Flying Monstrous Creatures can shoot all around in the same way as other non-vehicle models.

In addition, a Flying Monstrous Creature that is Swooping can choose whether or not to use the Skyfire special rule at the start of each phase. They don't have to use the Skyfire special rule, but if they do, all weapons they fire that phase are treated as having the Skyfire special rule.

Hard to Hit

A Swooping Flying Monstrous Creature is a very difficult target for units without specialised weapons. Shots resolved at such a target can only be resolved as Snap Shots unless the model or weapon has the Skyfire special rule (see page 171).

Leaving Combat Airspace

It is likely that, during the course of the battle, a Flying Monstrous Creature will leave the board whilst Swooping. Unlike other units, it can deliberately do this. If this happens, whether deliberately or not, the unit is said to have left combat airspace – it then enters Ongoing Reserves (see page 147). Whilst in Reserve, the unit cannot change its flight mode.

A Flying Monstrous Creature cannot leave combat airspace on the same turn that it entered play from Reserves – the owning player must deploy their model in such a way that it will not leave the board on this turn.

Grounded Tests

If a Flying Monstrous Creature that is Swooping suffers one or more unsaved wounds during any phase, it must take a Grounded test at the end of that phase.

To take a Grounded test, roll a D6. On a 3+, the Flying Monstrous Creature maintains control and suffers no additional effect.

If a 1 or 2 is rolled, the beast comes crashing down to the ground – it suffers a single Strength 9 hit with no armour or cover saves allowed, and becomes Grounded. A Grounded Flying Monstrous Creature is treated as if it is in Gliding mode with immediate effect, and can therefore be charged in the following Assault phase. Furthermore, a Grounded model automatically loses any saving throw granted by the Jink special rule (if it had one) until the start of its next Movement phase and cannot Jink for the rest of the current turn. A Grounded model can revert to Swooping mode again in its next turn.

Note that if a Flying Monstrous Creature is Grounded during the enemy's turn, it will start its own Movement phase in Gliding mode and so can declare a charge during its turn if it chooses to do so, unless it chooses to change flight modes.

Swooping Flying Monstrous Creatures and Tank Shock

Due to their high altitude and manoeuvrability, a vehicle cannot Tank Shock a Swooping Flying Monstrous Creature (see page 88) – if the vehicle would end up beneath a Swooping Flying Monstrous Creature, move the vehicle by the shortest distance so that it is 1" away from the base of the Flying Monstrous Creature.

GARGANTUAN AND FLYING GARGANTUAN CREATURES

Gargantuan Creatures are of such immense size that they can take on entire armies. They tower over the battlefield, making the ground shudder as they advance upon the foe, crushing lesser creatures beneath their feet as they lumber forwards.

Gargantuan Creatures are Monstrous Creatures (see page 67) that have the additional rules and exceptions given below. Flying Gargantuan Creatures are Flying Monstrous Creatures (see previous page) that have the additional rules and exceptions given below:

MOVEMENT

Gargantuan Creatures can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Monstrous Creatures. Flying Gargantuan Creatures follow the movement rules for Flying Monstrous Creatures without any modification.

SHOOTING

When a Gargantuan Creature or Flying Gargantuan Creature makes a shooting attack, it may fire each of its weapons at a different target if desired. In addition, firing Ordnance weapons has no effect on a Gargantuan Creature's or Flying Gargantuan Creature's ability to fire other weapons. Gargantuan Creatures and Flying Gargantuan Creatures cannot fire Overwatch.

STOMP

Gargantuan Creatures and Gliding Flying Gargantuan Creatures may make Stomp attacks in the same manner as Super-heavy Walkers (see page 92).

UNSTOPPABLE

Any attack that normally inflicts Instant Death or says that the target model is removed from play inflicts D3 wounds on a Gargantuan Creature or Flying Gargantuan Creature instead.

In addition, attacks with the Sniper special rule only cause a wound on a roll of a 6. Attacks with the Poisoned special rule only cause a wound on a roll of a 6 (unless the attacker's Strength would cause a wound on a lower result).

SPECIAL RULES

Gargantuan Creatures and Flying Gargantuan Creatures have the following special rules: Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Vector Strike (Flying Gargantuan Creatures only).



VEHICLES

The battles of the Horus Heresy saw the use of massed formations of immense armoured vehicles and other towering engines of destruction. Such vehicles do not fight in the same manner as other models, thus warranting their own section. This section details the rules and characteristics common to all vehicles, before going into more detail as to the varying kinds of vehicles such as Flyers, Tanks and more.

VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way to Infantry. However, their characteristics are different. Below is one example of a vehicle's profile:

		Armour				
	BS	**F**	**S**	**R**	**HP**	**Type**
Spartan	4	14	14	14	5	Vehicle (Tank, Transport)

Ballistic Skill (BS)
Vehicles have a Ballistic Skill value just like other unit types and it represents the accuracy of the crew as they attack their enemy with the vehicle's weapons.

Armour Value (AV)
The Armour Value, sometimes referred to simply as Armour, of a vehicle represents how hard it is to damage. Vehicles have separate Armour Values to represent the protection on their front (F), sides (S) and rear (R). Armour Values typically range from 10-14, depending on which side of the vehicle is being attacked, with the lightest armour usually on the Rear.

Hull Points (HP)
Every vehicle has a number of Hull points, indicating how much damage it can take before it is destroyed. This will normally be shown in the vehicle's characteristics profile.

Type
The different types of vehicle are: Chariot, Fast, Flyer, Heavy, Hover, Open-topped, Skimmer, Tank, Transport, Walker, Super-heavy vehicle, Super-heavy Walker and Super-heavy Flyer. These types can be combined to define, for example, a Fast Skimmer or an Open-topped Walker, in which case, the vehicle has all of the rules for all of its types.



VEHICLES AND MEASURING DISTANCES

As vehicle models do not usually have bases, the normal rule of measuring distances to or from a base cannot be used. Instead, **measure to and from their hull**, ignoring gun barrels, dozer blades, banners and other decorative elements.

There is, however, the notable exception of a vehicle's weaponry. **When firing a vehicle's weapons, ranges are measured from the muzzle of the firing weapon, whilst line of sight is determined from the weapon's mounting point and along its barrel**, as will be explained later in this section.

VEHICLES IN THE MOVEMENT PHASE

The distance a vehicle moves dictates how accurately it can fire its weapons, as described later.

- **Stationary.** A vehicle that remains stationary will be able to bring its full firepower to bear on the enemy.
- **Combat Speed.** A vehicle that travels up to 6" is said to be moving at Combat Speed. This represents the vehicle advancing slowly to keep firing, albeit with reduced firepower.
- **Cruising Speed.** A vehicle that travels more than 6" and up to 12" is said to be moving at Cruising Speed. This represents the vehicle diverting power to keep it moving as fast as possible, making all of its firepower wildly inaccurate.



Vehicles can turn any number of times as they move, just like any other model. **Vehicles turn by pivoting on the spot about their centre-point, rather than wheeling round**. Pivoting on the spot alone does not count as moving, so **a vehicle that only pivots in the Movement phase counts as Stationary** (however, Immobilised vehicles cannot even pivot on the spot). Pivoting is always done from the centre of a vehicle to prevent it from accidentally moving further than intended or allowed. Just like other units, vehicles cannot move over friendly models.

Difficult and Dangerous Terrain

Vehicles moving through broken terrain are not slowed like other units, but still risk becoming stuck or damaged.

Vehicles are not slowed down by difficult terrain. However, they treat all difficult terrain as dangerous terrain instead. A vehicle that fails a Dangerous Terrain test immediately loses one Hull point and suffers an Immobilised result from the Vehicle Damage table (see page 74).

VEHICLES IN THE PSYCHIC PHASE

Vehicles with the Psychic Pilot special rule (see page 170) manifest their psychic powers during the Psychic phase, as normal.

VEHICLES IN THE SHOOTING PHASE

When a vehicle fires, it uses its own Ballistic Skill characteristic and shoots like any other unit. All its weapons must fire at a single target unit.

Moving and Shooting with Vehicles

All vehicles have the Relentless special rule, but the number and accuracy of the weapons a vehicle can fire in the Shooting phase depends on how fast it moved in that turn's Movement phase:

Historia Terra Regum

RELENTLESS

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

- **A vehicle that remained Stationary can fire all of its weapons.** Note that pivoting on the spot does not count as moving.
- **A vehicle that moved at Combat Speed may fire a single weapon using its Ballistic Skill. The vehicle can also fire Snap Shots with any other weapons.**
- **A vehicle that moved at Cruising Speed can only make Snap Shots**, as above.

Vehicles and Ordnance Weapons

Unlike other units, vehicles can move and fire with Ordnance weapons. However, a vehicle that fires an Ordnance weapon can only make Snap Shots with its other weapons that turn. A vehicle that moved at Cruising Speed can still Snap Shot Ordnance, although it cannot fire any Ordnance weapon that cannot be fired as Snap Shots.

VEHICLE WEAPONS AND LINE OF SIGHT

When firing a vehicle's weapons, point them at the target and then **trace line of sight from each weapon's mounting and along its barrel** to see if the shot is blocked by intervening terrain or models.

If the target unit is in cover from only some of the vehicle's weapons, then work out the target's cover saves exactly as if each firing weapon on the vehicle was a separate firing unit. Note that, even when firing Barrage weapons, the target unit must be in the weapon's arc of sight.

On some models, it will actually be impossible to move the gun and point it towards the target because of the way the model is assembled. In this case, players should assume that the guns on a vehicle are free to rotate or swivel on their mountings. In the rare cases when it matters, assume that guns can swivel vertically up to 45˚, even if the barrel on the model itself cannot physically do that. Additionally, assume all hull-mounted weapons can swivel horizontally up to 45˚.

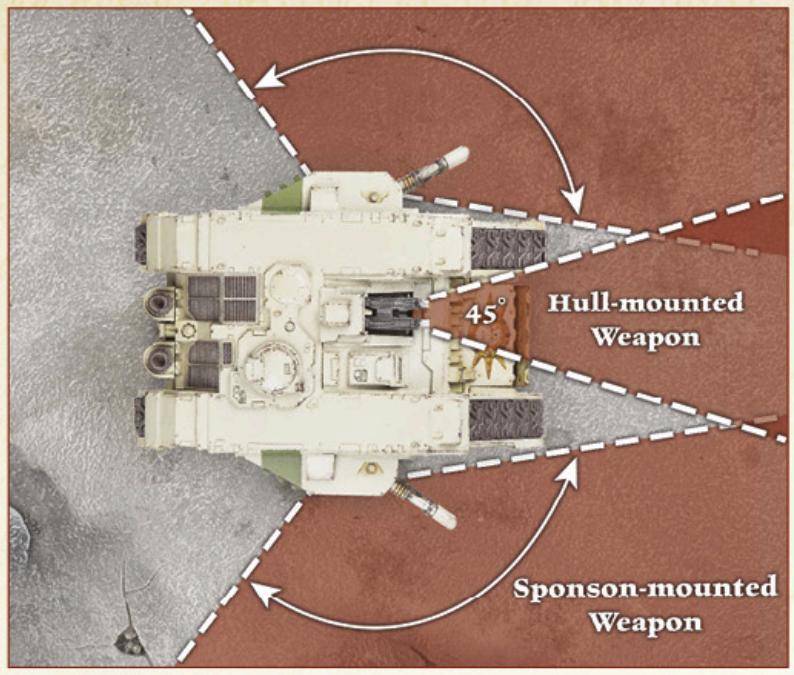
VEHICLE WEAPONS AND LINE OF SIGHT

The Death Guard Legion Predator is firing at the Ultramarines Legion Tactical Squad. The weapon on the left sponson cannot draw a line of sight to the chosen target, and so it cannot be fired.

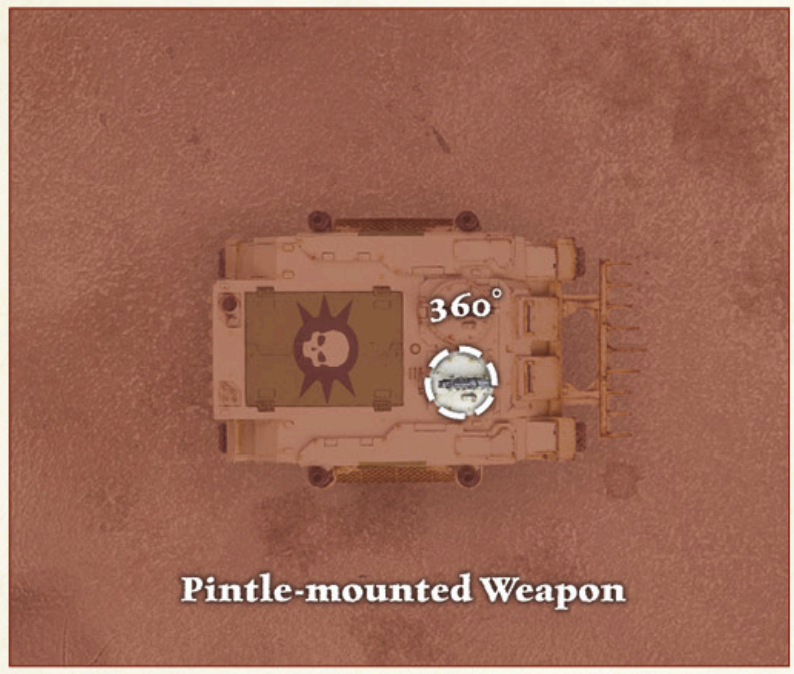
Arc of Sight 1



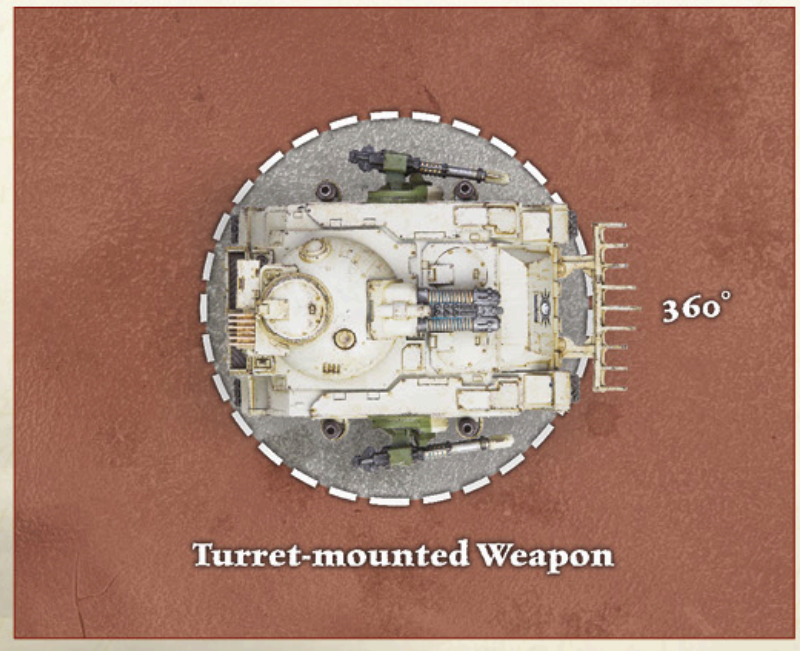
Arc of Sight 2



Arc of Sight 3



Arc of Sight 4

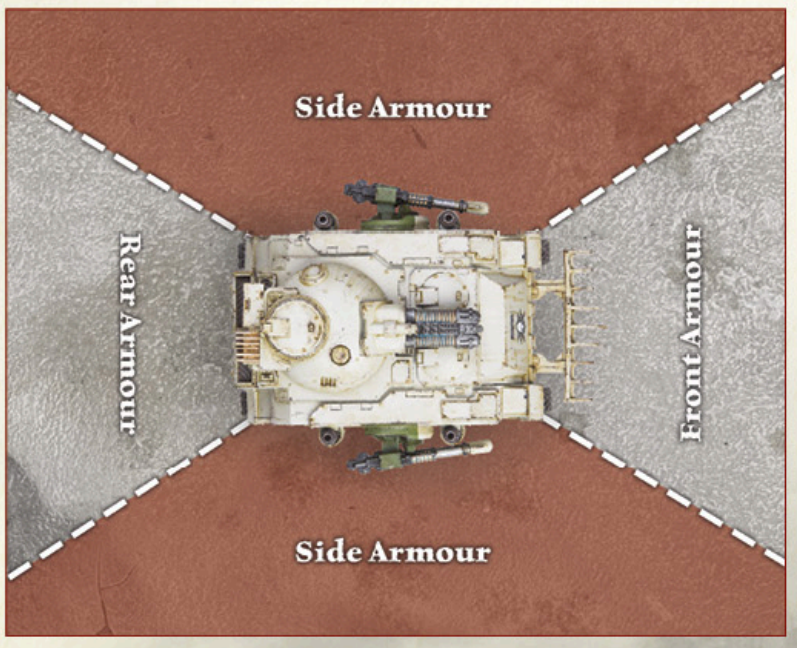


Moving Flat Out
A vehicle can elect to move Flat Out instead of firing in the Shooting phase, immediately moving up to 6"; this move triggers Dangerous Terrain tests as normal. A Tank cannot move Flat Out in the same turn that it performs a Tank Shock (see page 88).

Shooting at Vehicles
When a unit fires at a vehicle, it must be able to see its hull or turret (ignoring the vehicle's gun barrels, antennas, decorative banner poles, etc). Note that, unlike for other models, a vehicle's wings are not ornamental and are a part of its hull. As the whole unit must fire at the same target, even if some of their weapons can't damage the target vehicle, in order to speed up play, only make rolls for those weapons capable of damaging the target. If the target vehicle is in range, roll To Hit as normal. If any hits are scored, roll for each to see if they penetrate the vehicle's Armour Value.

Vehicle Facing and Armour Values
Not all vehicles are equally armoured. Countless layers of adamantium and ceramite plates protect some tanks, while lighter vehicles rely more on their speed to avoid incoming fire. As such, vehicles have different Armour Values, representing the thickness of their armour. Armour Values for individual vehicles often vary between its Front, Side and Rear facings. Shots are resolved against the facing of the vehicle that the shot comes from. To see what facing a shot is coming from, draw two imaginary lines through the corners of the vehicle (see diagram below). If a unit has firing models in two or more different facings of a target vehicle (some models in the Front and some in the Side, for example), shots are resolved separately for each facing. The direction a turret is facing has no bearing on what arc of a vehicle you are firing at.

Vehicle Armour Facing



Blast Weapons
When firing a Blast weapon at a vehicle, place the marker with the hole over any part of the vehicle's hull and then roll for scatter as normal. In the case of multiple blasts, the vehicle will be hit once each time any part of a Blast marker ends up over the vehicle or its base. The Armour Penetration roll is resolved against the Armour Value facing the firer, regardless of the position of the marker.

Template Weapons
If a vehicle, or its base, is even partially under a template, it is hit on the Armour Value facing the firer.

Armour Penetration Rolls
Once a hit has been scored on a vehicle, roll a D6 and add the weapon's Strength, comparing this total with the Armour Value of the appropriate facing of the vehicle.

- If the total is less than the vehicle's Armour Value, the shot has no effect.
- If the total is equal to the vehicle's Armour Value, the shot inflicts a glancing hit.
- If the total is greater than the vehicle's Armour Value, the shot inflicts a penetrating hit.

For example, a lascannon shot hits the front of a Legion Spartan Assault Tank (Armour Value 14). The player rolls a D6, resulting in a 5, and adds this to the lascannon's Strength of 9, for a total of 14. Because this equals the Spartan's Armour Value, it inflicts a glancing hit. If the player had rolled a 6, the Armour Penetration roll would have inflicted a penetrating hit on the Spartan.

Resolving Damage
A hit on a vehicle can have a variety of results. Its armour could be completely pierced, yet result only in shocking the crew, or it could detonate the ammunition cases or fuel tanks.

Glancing Hits
If a glancing hit was scored, the vehicle loses 1 Hull point.

Penetrating Hits
If a penetrating hit was scored, the vehicle not only loses 1 Hull point, but also suffers additional damage.

After deducting any Hull points, roll a D6 for each shot that penetrated the vehicle's armour and look up the result using the Vehicle Damage table, applying any appropriate modifiers, such as those granted for high AP weapons (see page 74). All modifiers on the Vehicle Damage table are cumulative. If you inflict a penetrating hit, you must roll on the Vehicle Damage table even if the vehicle loses sufficient Hull points to be Wrecked, as there is still a chance it might suffer an Explodes! result on the Vehicle Damage table.

VEHICLE DAMAGE TABLE

D6	Result
1-3	**Crew Shaken.** *The vehicle is rocked by the attack, but no serious damage is sustained.* The vehicle can only fire Snap Shots until the end of its next turn.
4	**Crew Stunned.** *Either the vehicle's crew is knocked about by the attack, or the vehicle's targeting and steering systems are temporarily scrambled.* The vehicle can only fire Snap Shots until the end of its next turn. If the vehicle is a Zooming Flyer, it must move 18" and cannot turn at all in its next Movement phase. If the vehicle is not a Zooming Flyer, it cannot move or pivot until the end of its next turn.
5	**Weapon Destroyed.** *The strike causes critical damage to part of the vehicle's armament.* One of the vehicle's weapons (randomly chosen) is destroyed – including any combi- or built-in weapons. This can include vehicle upgrades that are weapons, such as pintle-mounted weapons and missiles. Do not count weapons that have run out of ammunition. If a vehicle has no weapons left, treat this result as an Immobilised result instead.
6	**Immobilised.** *The vehicle has taken a hit that has crippled a wheel, track, grav plate, engine or leg.* If the vehicle is a Chariot, count this result as a Crew Stunned result instead. If the vehicle is a Zooming Flyer, roll a further D6. On a 1 or 2, that Flyer will immediately Crash and Burn! (see below). On a 3+, the Flyer counts this result as Crew Stunned instead. Other vehicles are Immobilised. An Immobilised vehicle cannot move – it may not even pivot – but its turrets may continue to rotate to select targets, and other weapons retain their normal arcs of fire. Any Immobilised results suffered by an already Immobilised vehicle instead remove an additional Hull point.
7+	**Explodes!** *The vehicle is ripped apart in a spectacular explosion, as its fuel and ammunition detonate.* The vehicle is destroyed. If the vehicle is a Zooming Flyer, it will immediately Crash and Burn! (see below), otherwise nearby units suffer a Strength 4 AP- hit for each model within D6" of the vehicle (resolve this once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed from the battlefield. **Crash and Burn!** *The aircraft is torn apart and flaming debris rains down upon the battlefield.* Centre the Large Blast (5") marker over the Flyer – it then scatters 2D6". Any units under the blast marker's final position suffer a number of Strength 6 AP- hits equal to the number of models that unit has under the marker. The Flyer is then removed from the battlefield.

High AP Weapons
Some weapons are so destructively powerful, they can inflict masses of damage in a single strike.

If an AP 2 weapon scores a penetrating hit, add a +1 modifier to the roll on the Vehicle Damage table.

If an AP 1 weapon scores a penetrating hit, add a +2 modifier to the roll on the Vehicle Damage table.

Vehicle Damage Results and Hull Points
Occasionally, a rule will state that a vehicle will suffer the effects of a Crew Shaken, Crew Stunned, Weapon Destroyed or Immobilised result. Unless that rule also specifies that the vehicle suffers a glancing hit, a penetrating hit, or otherwise states that the vehicle loses a Hull point, only the relevant result on the Vehicle Damage chart is applied to the vehicle and no Hull points are lost.

Wrecked Vehicles
A vehicle that is reduced to 0 Hull points is Wrecked. A Wrecked vehicle is destroyed. If the vehicle was a Flyer in Zoom mode, it suffers a Crash and Burn! result (see the Vehicle Damage table). In any other circumstance, a Wrecked model is left in place and is treated as a scenery model with the difficult terrain type (see page 100).

Vehicles and Cover – Obscured Targets
Vehicles do not benefit from cover in the same way as Infantry due to their sheer size and bulk, but they can position themselves in such a way as to make it harder for the enemy to hit them in a vulnerable location. The difference from the way cover works for other models is represented by the following exceptions to the normal rules for cover:

- At least 25% of the facing of the vehicle that is being targeted (its Front, Side or Rear) needs to be hidden by intervening terrain or models from the point of view of the firer for the vehicle to be in cover. If this is the case, the vehicle is obscured (or 'hull down'). If a unit is firing at a vehicle, the vehicle is obscured only if it is 25% hidden from the majority of the firing models that are able to damage the vehicle. If a unit has firing models in two or more facings of a target vehicle, work out whether or not the vehicle is obscured separately for each facing, using only models firing at that facing.
- Vehicles are not obscured simply for being inside terrain such as woods or ruins. The 25% rule given above takes precedence.
- Vehicles cannot Go to Ground, voluntarily or otherwise.
- If the target is obscured and suffers a glancing hit, a penetrating hit, or is otherwise hit by an enemy's shooting attack that inflicts damage upon it (such as being hit by a weapon with the Haywire special rule, see page 165), it must take a cover save against it, exactly like a non-vehicle model would do against a wound (for example, a 4+ cover save for ruins). If the save is passed, the hit is discarded, no Hull points are lost and no roll is made on the Vehicle Damage table. If a special rule or a piece of wargear makes a vehicle obscured even if in the open, this is a 5+ cover save, unless specified otherwise in the Army List or Army List entry.

It may rarely happen that the firing unit cannot see any part of the facing they are in (Front, Side or Rear), but they can still see another facing of the target vehicle. In this case they may take the shot against the facing they can see, but to represent such an extremely angled shot, the vehicle receives a cover save 1 point better than that given by the cover obscuring the vehicle's other facing.

OBSCURED VEHICLES

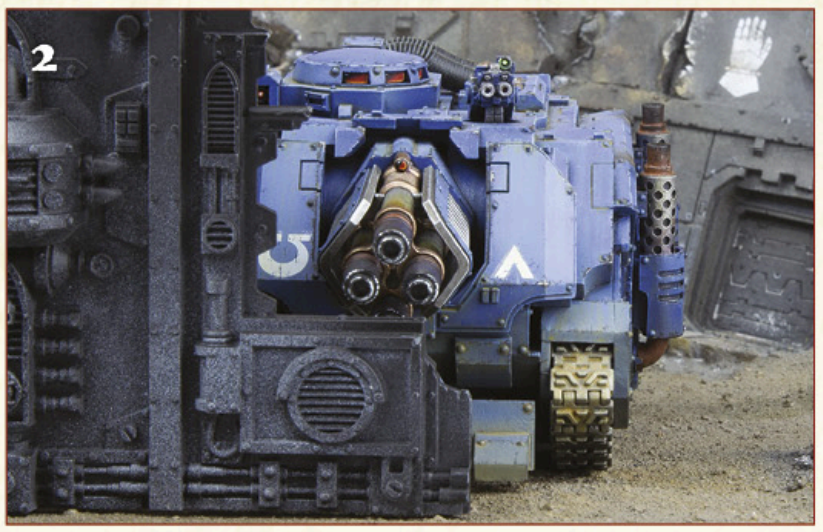
In these three examples, a unit of Death Guard Legion Tactical Space Marines are shooting at an Ultramarines Legion Vindicator. In each case they are in its Front armour facing.

Example 1: Less than 25% of the front of the Vindicator is hidden by the Ruin – the Vindicator is not obscured.

Example 2: More than 25% of the front of the Vindicator is hidden by the ruin – the Vindicator is obscured and will receive a 4+ cover save from the ruin.

Example 3: The entirety of the front of the Vindicator is hidden by the ruins. However, part of the side of the Vindicator is still visible. The Vindicator is obscured, and gains +1 to its cover save.







VEHICLES IN THE ASSAULT PHASE

Vehicles can be both very dangerous and very vulnerable at close quarters. On the one hand, massively armoured vehicles can scatter infantry before them, however a stationary vehicle can often be very easily destroyed as individuals clamber over it, attaching all manner of grenades and hacking at or shooting into vulnerable spots.

Assaulting with a Vehicle

Vehicles cannot charge. Note that Walkers (see page 86) and Chariots (see page 82) are exceptions to this.

Assaulting a Vehicle

Infantry can pose a grave threat to vehicles if they get close enough. They can wreck a vehicle by shooting through vision slits, planting explosives on fuel tanks or tearing open hatches to attack the crew.

Charging a Vehicle

A unit can charge a vehicle in their Charge sub-phase. The charge move is conducted in the same way as for charging other enemy units.

Vehicles and Overwatch

Unless specified otherwise, vehicles cannot make Overwatch attacks.

Fighting the Assault

Hitting vehicles in close combat is straightforward due to their size. Accordingly, all vehicles are treated as being Weapon Skill 1. The exceptions are Walkers (see page 86) and Chariots (see page 82), which have varying Weapon Skills, and Immobilised non-Walker vehicles, which are always treated as having Weapon Skill 0.

Armour Penetration in Assault

Armour penetration is worked out in the same way as for shooting (ie, D6 + the Strength of the attacker). In close combat, however, all hits are resolved against the vehicle's Rear armour.

Assault Results

Combats against vehicles are different from those among other unit types. For instance, whilst vehicles can be assaulted, they do not Pile In and cannot be locked in combat. At the end of a round of close combat against a vehicle, calculate the assault result as normal, counting each glancing hit as 1 wound, and each penetrating hit as 2 wounds.

If the vehicle loses the combat or is destroyed, nothing happens. There are no Sweeping Advances, no Pile Ins and no Consolidation moves. The vehicle and the enemy remain where they are and are free to simply move away in future turns.

If the vehicle wins the combat, the enemy must make a Morale check as normal, and Fall Back if they fail, though the vehicle cannot Consolidate or make a Sweeping Advance.

Successive Turns
If a vehicle that has been assaulted (and survived) does not move in its successive Movement phase, enemy models will still be in base contact with it during its Shooting phase and Assault phase. Enemy models that are in base contact with a vehicle (not including Walkers or Chariots – see pages 86 and 82) are not locked in combat and can therefore be shot during the Shooting phase. If the vehicle pivots on the spot (to shoot at its attackers, for example), move these models out of the way as you shift the vehicle and then place them back into base contact with the vehicle – or as close as possible if there is no room.

Units that still have models in base contact with a vehicle during its Assault phase may attack it again, just as in a normal ongoing combat (including all models that would count as engaged in a normal assault).

Vehicles, Leadership and Morale
Vehicles never take Morale checks or Leadership tests.

VEHICLE SQUADRONS

Most vehicles fight as individual units and are represented by a single model. However, some vehicles operate together in what are known as squadrons. Squadrons are treated like normal units, with a few exceptions and clarifications as described below.

Squadrons in the Movement Phase
The vehicles in a squadron must maintain coherency, just like models in ordinary units, but vehicles in a squadron need only remain within 4" horizontally of each other, rather than within 2" horizontally. They can move at different speeds, provided they maintain unit coherency.

Squadrons in the Shooting Phase
All of the weapons fired by a squadron of vehicles in each phase must target a single enemy unit. Like other units, vehicles in squadrons can see and shoot through members of their own squadron as if they were not there.

Squadrons Moving Flat Out
Vehicles in squadrons can declare individually whether or not they are going to move Flat Out. Note that unit coherency must still be maintained. Those that do not move Flat Out can shoot as normal.

Shooting at Squadrons
When a squadron of vehicles is shot at, roll To Hit as normal. Once you have determined the number of hits, these hits must be resolved, one at a time, against the model in the squadron closest to the firing unit – exactly like you would resolve wounds on a normal unit. Once the nearest model in the squadron is destroyed (i.e., is Wrecked or Explodes!), the next hit is allocated against the new nearest model, and so on.

Squadrons in the Assault Phase
When a squadron is struck in close combat, roll To Hit as normal, and resolve those hits, one at a time, first against squadron models in base contact, then against models further away once the closest model is destroyed, just like normal.

Damaging Squadrons
As vehicle squadrons don't have Wounds or Toughness, hits on them have to be allocated in a slightly different manner than to other, more conventional units. To do this, allocate individual hits, rather than individual wounds, one at a time to the closest model in the squadron. Then roll for Armour Penetration against the correct facing (so against the Rear Armour in close combat) and determine the result of any glancing hits or penetrating hits. When this has been done, resolve the next hit, and so on, until all hits have been allocated and resolved.

Abandoning Squadron-mates
Over the course of the battle, it is likely that one or more members of a squadron will suffer an Immobilised result, preventing it from moving. If a member of a squadron is Immobilised, the rest of the squadron are permitted to 'abandon it'. To do so, the rest of the squadron must move out of unit coherency with it; treat the Immobilised model(s) as a separate unit from then on for all rules and victory conditions. This cannot be done if a member of a squadron has only been Crew Stunned.



TRANSPORTS

Some vehicles can carry infantry across the battlefield, providing speed and protection. However, if the transport is destroyed, the passengers risk being killed in the explosion.

Transports have several additional characteristics: Transport Capacity, Fire Points and Access Points.

TRANSPORT CAPACITY

Each Transport vehicle has a maximum passenger capacity that can never be exceeded. A Transport can carry a single Infantry unit and/or any number of Independent Characters (as long as they are also Infantry), up to a total number of models equal to the vehicle's Transport Capacity. The entire unit must be embarked on the Transport if any part of it is – a unit cannot be partially embarked or be spread across multiple Transports.

Only Infantry models can embark upon Transports (this does not include Jump or Jet Pack Infantry), unless specifically stated otherwise. Some larger Infantry models count as more than one model for the purposes of Transport Capacity, and this will be specified in the model's rules. Sometimes, there will be constraints on which types of models can embark upon a particular vehicle, and this will be specified in the unit's entry. Legion Terminator squads, for example, cannot embark on a Legion Rhino Armoured Carrier, although they can be transported by a Legion Spartan Assault Tank.

Unshakable Nerve

Units embarked upon transports have the Fearless special rule while they are embarked.

FEARLESS

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (see page 54). If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Going to Ground are immediately cancelled.

FIRE POINTS

Many Transports have a number of Fire Points defined in their Army List entry. A Fire Point is a hatch or gun slit from which one or more passengers inside the vehicle can fire shooting weapons (or use Witchfire psychic powers). Unless specified differently in the vehicle's entry, a single passenger can fire out of each Fire Point and the other transported models cannot fire. Ranges and line of sight are measured from the Fire Point itself. If an embarked model fires a Template weapon or a beam psychic power from a Fire Point, discount the hit scored against the vehicle. Note that passengers can shoot at a different target to the vehicle itself.

Models firing out of a vehicle that moved at Combat Speed count as having moved that turn. Models firing out of a vehicle that moved at Cruising Speed can only fire Snap Shots that turn. They cannot fire if the vehicle moves Flat Out or uses smoke launchers that turn, nor can a vehicle move Flat Out or use smoke launchers if a unit embarked inside it shoots out.



ACCESS POINTS

Each vehicle capable of carrying passengers will have a number of Access Points defined in its entry. These are the doors, ramps and hatches that passengers use to get in and out of the vehicle (see below for more details). Transports on flying bases also count the base as an Access Point.

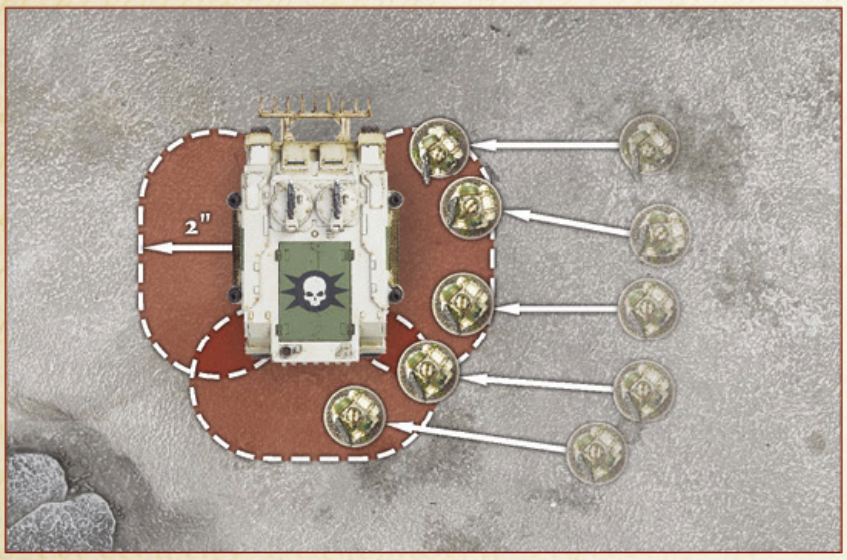
EMBARKING AND DISEMBARKING

Models can only voluntarily embark or disembark in the Movement phase. They cannot voluntarily embark and disembark in the same turn. However, they can embark and then be forced to disembark if their Transport is destroyed.

Embarking

A unit can embark onto a vehicle by moving each model to within 2" of its Access Points in the Movement phase – Difficult Terrain tests and Dangerous Terrain tests should be taken as normal. The whole unit must be able to embark – if some models are out of range, the entire unit must stay outside. When the unit embarks, remove it from the table and place it aside, making a note that the unit is being transported. If the players need to measure a range involving the embarked unit (except for its shooting), this range is measured to or from the vehicle's hull.

If the vehicle moved before its passengers got aboard, it cannot move further that turn (including pivoting on the spot, moving Flat Out, Running or charging). If the vehicle did not move before its passengers got aboard, it can move as normal after they have embarked. In either case, a vehicle cannot Tank Shock or Ram in a turn that a unit embarks upon it.



Disembarking

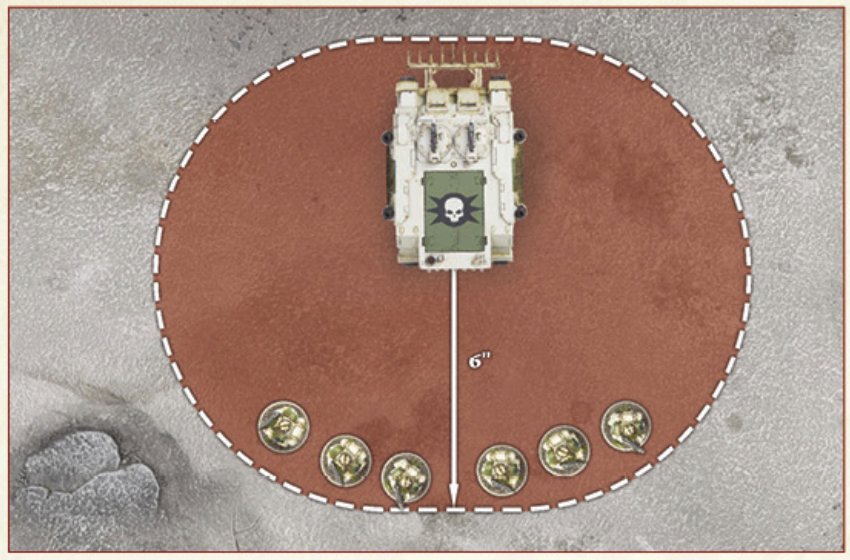
A unit that begins its Movement phase embarked upon a vehicle can disembark either before or after the vehicle has moved (including pivoting on the spot, etc) so long as the vehicle has not moved more than 6".

If the vehicle had not moved before the unit disembarked, the vehicle can then move normally. If the vehicle had already moved before the unit disembarked, the vehicle cannot move further that turn (including pivoting on the spot, moving Flat Out, Running or charging). In addition, a vehicle cannot Tank Shock or Ram on a turn that a unit disembarks from it.

Placing Disembarked Models

When a unit disembarks, place the models one at a time, using the following method: place the first model in base contact with one of the vehicle's Access Points (including its flying base, if it has one). A disembarking model's base cannot be placed within 1" of an enemy model or within impassable terrain.

The model can then make a normal move – Difficult Terrain tests and Dangerous Terrain tests should be taken as normal, **but it must end its move wholly within 6" of the Access Point it disembarked from**. Repeat this process for each model in the unit. At the end of the unit's move, all models must be in unit coherency.

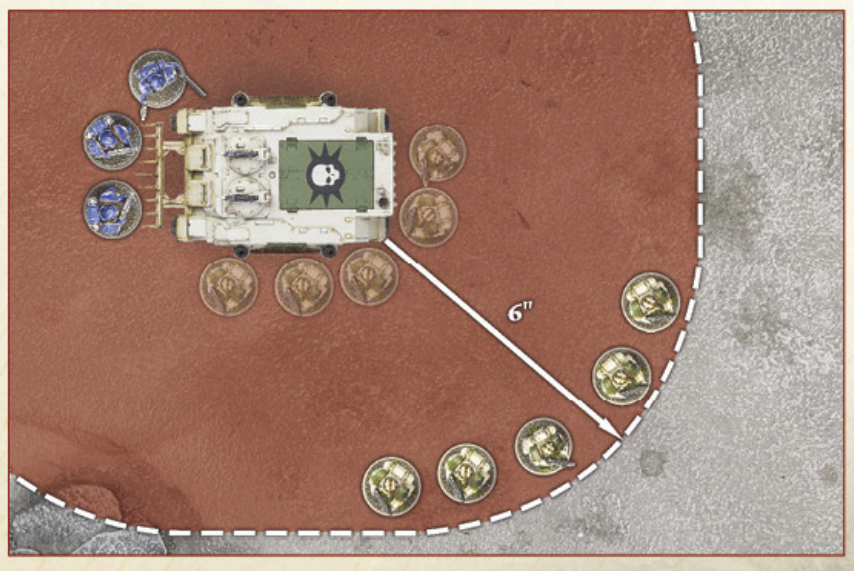


Disembarkation Restrictions

After disembarking, models can manifest their psychic powers and either shoot or Run in their subsequent Shooting phase, counting as having moved that turn, but they cannot declare a charge in their subsequent Assault phase. If a unit disembarks from a destroyed vehicle during the enemy turn, it cannot charge in the Assault phase of its own turn unless the destroyed vehicle had the Assault Vehicle special rule (see page 157).

Emergency Disembarkation

If any models cannot disembark, because of enemies or because they would end up in impassable terrain, the unit can perform an emergency disembarkation. In this case, a model can be placed anywhere in contact with the vehicle's hull and then can move as for a normal disembarkation. **The unit cannot then perform any voluntary actions for the rest of the turn.** If even this disembarkation is impossible, because it is impossible to place one or more models, then the unit can't disembark.



INDEPENDENT CHARACTERS AND TRANSPORTS

If an Independent Character (or even more than one) and a unit are both embarked upon the same vehicle, they are automatically joined, just as if the Independent Character was within 2" of the unit. If either an Independent Character or a unit is already in a vehicle, then the other may embark, assuming there is enough space. The unit and the Independent Character(s) can, in a later Movement phase, disembark together as a single unit. Alternatively, they can separate by either the unit or the Independent Character(s) disembarking while the others remain on board. They can even separate by disembarking at the same time, so long as they end their moves more than 2" away from each other.

TRANSPORT AND ASSAULTS

If a Transport vehicle is assaulted, an embarked unit can fire Overwatch at the attackers out of its Fire Points – note that a unit can still only fire Overwatch once per turn, even if embarked on a Transport. If a Transport vehicle is Wrecked, Explodes! or Crashes and Burns!, any wounds caused to its passengers do not count towards assault results, and any surviving passengers are not locked in combat with the units assaulting their vehicle.

Historia Terra Regum

DEDICATED TRANSPORTS

Sometimes a unit entry will include a transport option, allowing a vehicle to be selected together with the unit. These Dedicated Transports do not use up a choice on the Force Organisation chart (see page 132), but count as having the same role as the unit they were bought for in regards to all other rules purposes.

For example, a Legion Rhino Armoured Carrier bought for a Legion Tactical Squad (Troops) counts as a unit of Troops, but one bought for a Legion Veteran Tactical Squad (Elites) counts as Elites.

Other vehicles may also have a Transport Capacity, but they are chosen separately as normal, have a role and occupy a Force Organisation chart choice of their own.

The only limitation of a Dedicated Transport is that, when it is deployed, it can only carry the unit it was selected with (plus any Independent Characters that have joined it). After the game begins, it can then transport any friendly Infantry unit, subject to Transport Capacity and other special exclusions, as explained in the vehicle's Army List entry.

PSYCHIC POWERS AND TRANSPORTS

Psykers embarked on a Transport can only target enemy units with **Witchfire** psychic powers, and only then if the vehicle has a Fire Point that can 'see' the target unit. Psykers embarked on a Transport cannot attempt to manifest any other kind of psychic power.

Psychic powers cannot target units that are embarked on a Transport.

EFFECT OF DAMAGE ON PASSENGERS

When a Transport sustains damage, it can also have an effect on its passengers – even if they disembark – as described below:

- **Crew Shaken, Crew Stunned, Weapon Destroyed and Immobilised.** At the end of a phase in which a vehicle sustains one or more of these damage results, the passengers must take a Leadership test. If the test is passed, the unit is unaffected. If the test is failed, the unit can only make Snap Shots in their next Shooting phase, but are otherwise unaffected.
- **Wrecked (other than Zooming Flyers).** The passengers must immediately disembark in the usual manner (see previous page), save that they must end their move wholly within 3" of the vehicle, rather than 6". If, even by performing an emergency disembarkation, some models are unable to disembark, then any models that cannot disembark are removed as casualties. This does not prevent the rest of the unit from disembarking. The unit must then take a Pinning test. After this, the vehicle becomes a wreck.
- **Explodes!** The unit suffers a number of Strength 4 AP- hits equal to the number of models embarked. These wounds are randomly allocated. Surviving passengers are placed where the vehicle used to be and in unit coherency. Any models that cannot be placed are removed as casualties. The unit then takes a Pinning test.
- **Wrecked (Zooming Flyers) and Crash and Burn!** The unit suffers a number of Strength 10 AP 2 hits equal to the number of models embarked. These wounds are randomly allocated. Surviving passengers are placed where the Flyer used to be and in unit coherency. Any models that cannot be placed are removed as casualties. The unit then takes a Pinning test.

If a Transport is destroyed by a shooting attack, any unit that shot it that turn can, if allowed, charge the now disembarked passengers.

FLYERS

The airspace above a battle is just as frantic as on the ground. Fighters and bomber craft hurtle through the skies, duelling with one another and providing fire support for the troops on the ground.

AERIAL SUPPORT

Flyers must begin the game as Reserves (see page 147). Special rules that allow an owning player to move one or more of their units out of Reserves after deployment but before the game begins cannot be used to move a Flyer out of Reserves unless they specifically state that Flyers can start the game deployed on the table.

FLYERS AND MEASURING

Flyers have flying bases that suspend them above the battlefield. However, distances are still measured to and from the Flyer's hull, with the exception of the vehicle's weapons and Fire Points, which all work as normal. The base of a Flyer is effectively ignored, except for when:

- The Flyer is in close combat, in which case models may move into contact with the vehicle's hull, its base or both.
- Models are embarking or disembarking from the Flyer, in which case the base of the Flyer is used as an Access Point.

FLYERS AND OTHER MODELS

Models that physically fit under a Flyer model can move beneath it. Likewise, a Flyer can end its move over such models. However, when moving this way, enemy models must still remain 1" away from the base of the Flyer, and the Flyer cannot end its move with its base within 1" of enemy models.

ZOOM

Flyers can usually only make a special kind of move called Zoom. Some can also Hover – see page 81. Zooming allows the Flyer to move at extreme speeds, making it very difficult to shoot down, but limits its manoeuvrability. **If a Flyer Zooms, it has a Combat Speed of 18" and a Cruising Speed of up to 36". However, a Zooming Flyer can never voluntarily move less than 18" in its own Movement phase.** If a Zooming Flyer is forced to move less than 18" in its own Movement phase, it is automatically Wrecked.

To represent its limited manoeuvrability, a Zooming Flyer can only make a single pivot on the spot of up to 90° before it moves. Thereafter, it must move directly forwards in a straight line. In a turn in which a Flyer enters the board from Reserve, it can do so facing any direction you wish, providing that the resulting move will not carry it off the board again.

A Zooming Flyer can move over intervening units and impassable terrain exactly as a Skimmer (see page 85). In addition, a Zooming Flyer does not have to take Dangerous Terrain tests even if it starts or stops over difficult terrain, dangerous terrain or impassable terrain. Finally, unless otherwise stated, models cannot embark upon, or voluntarily disembark from, a Zooming Flyer.

Zoom, Tank Shock and Ramming

Zooming Flyers cannot Tank Shock or Ram (see page 88), nor can they be Tank Shocked or Rammed. If a Ramming vehicle would end up beneath a Zooming Flyer, move the Ramming vehicle by the shortest distance so that it is 1" away from the base of the Flyer.

Historia Terra Regnum

EVADE

If a Flyer comes under fire, the pilot can throw their craft into a series of evasive manoeuvres in an attempt to avoid taking damage. All Flyers have the Jink special rule.

Jink

When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4+ cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn.



Zooming and Shooting
Flyers have sophisticated targeting systems designed to work at the fastest speeds. Zooming Flyers can fire up to four of their weapons using their full Ballistic Skill if they have moved at either Combat Speed or Cruising Speed that turn.

Hard to Hit
Shots resolved at a Zooming Flyer can only be resolved as Snap Shots (unless the model or weapon has the Skyfire special rule, see page 171). Template and Blast weapons, and any other attacks that do not roll To Hit, cannot hit Zooming Flyers.

Zoom and Flat Out
A Zooming Flyer that goes Flat Out must move forwards in a straight line between 12" and 24".

Charging Zooming Flyers
Due to their high speed and altitude, Zooming Flyers cannot be charged.

Repairing Zooming Flyers
Some models have the ability to repair Hull points, Immobilised or Weapon Destroyed results on vehicles. Such models can only use such abilities on a Zooming Flyer if that Flyer is a Transport and the model attempting to repair it is embarked inside it.

Leaving Combat Airspace
It is likely that a Flyer making a Zoom move will leave the board, either deliberately or by accident. If this happens, the Flyer is said to have left combat airspace – it then enters Ongoing Reserves (see page 147). A Flyer that leaves combat airspace must Zoom back on when it returns from Ongoing Reserves, even if it has the Hover type.

A Flyer cannot leave combat airspace on the same turn that it entered play from Reserves – the owning player must deploy their model in such a way that it will not leave the board on the same turn.

SPECIAL RULES
Zooming Flyers can choose whether or not to use the Skyfire special rule (see page 171) at the start of each Shooting phase. If they do, all weapons they fire that phase are treated as having the Skyfire special rule.

FLYERS AND IMMOBILISED RESULTS
If a Zooming Flyer suffers an Immobilised result, roll a D6. On a 1 or 2, the Flyer will immediately Crash and Burn! (see page 74). On a 3+, the Immobilised result counts as a Crew Stunned result instead.

HOVER
A Flyer that has the Hover type can choose to Hover instead of Zooming. Hovering makes the Flyer slower, but considerably more agile, and in the case of Transports, it allows passengers to embark or disembark.

A Flyer with the Hover type must declare whether it is going to Zoom or Hover before it moves, and before any embarked models disembark, each Movement phase. This means that, if the Flyer arrives from Reserve, you must declare which type of movement it is using before placing it on the board. If a Flyer is in a squadron, all vehicles in the squadron must choose the same type of movement. A Flyer in Hover mode cannot switch to Zoom mode if it is Immobilised.

If a Flyer is Hovering, it is treated exactly as a Fast Skimmer (see page 85). This makes it more manoeuvrable, but often limits the number of weapons it can fire.

CHARIOTS

Some Chariots are personal war machines for characters who prefer to lead their forces to battle from a suitably grandiose perch; others are brutal constructions designed for little purpose other than to crush their enemies beneath wickedly spiked wheels.

A Chariot is an unusual unit with a dual profile – a non-vehicle profile for the rider of the Chariot, and a vehicle profile for the Chariot itself. However, a Chariot is always treated as a single model. For the purposes of characteristics tests, always use the rider's profile. Furthermore, any characteristics modifiers that affect a Chariot model apply to both rider and Chariot.

CHARACTERS RIDING CHARIOTS

A character mounted on a Chariot is referred to as the rider. **A rider cannot disembark from their Chariot**, nor can they be targeted separately from their Chariot. **If either the rider is reduced to 0 Wounds or their Chariot is destroyed, then the entire model is removed from play as a casualty.** If the rider has a special rule that returns it to play after it has been removed as a casualty, that model's Chariot is also returned to play with a single Hull point.

MOVING CHARIOTS

Chariots move normally for a vehicle of their type.

SHOOTING WITH CHARIOTS

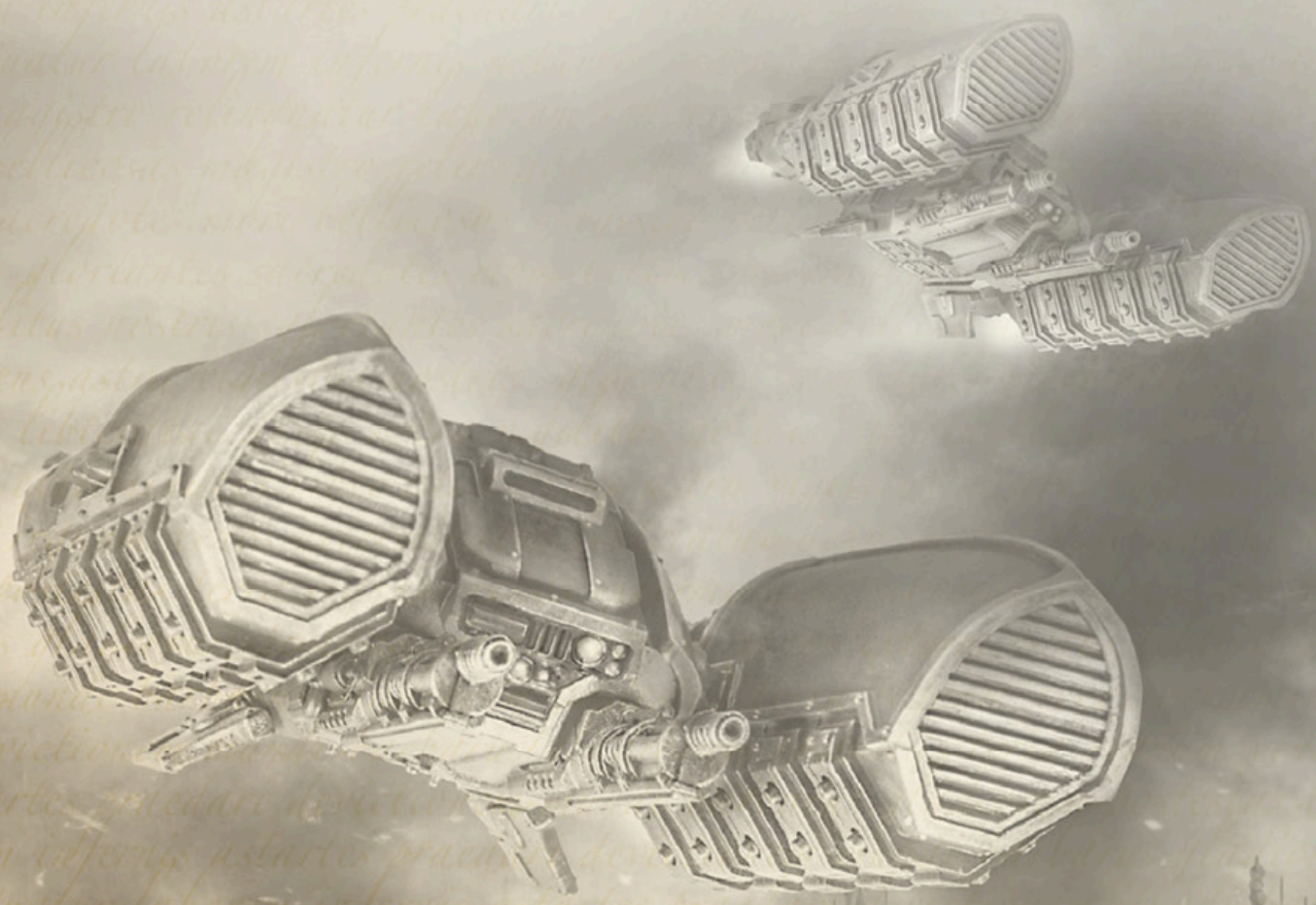
When determining the required To Hit roll for any weapons fired by a Chariot model, use the Ballistic Skill on the Chariot's profile for any weapons mounted on the Chariot itself, and the Ballistic Skill on the rider's profile for any weapons wielded by the rider. In addition to the Chariot's weapons shooting, the rider can shoot any shooting weapon that they themselves are equipped with, counting as stationary even if the Chariot moved in the previous Movement phase – the Chariot and rider must target the same unit though.

SHOOTING AT CHARIOTS

When shooting at a Chariot unit, total up the number of successful hits that have been caused. Keep the dice that have scored hits and create a 'pool,' where each dice represents a hit. If there are hits with different Strengths, AP values or special rules that affect saving throws or any wounds they inflict, split them into several pools of hits. All hits with exactly the same Strength, AP value and special rules must go into the same pool. If all of the hits are the same, there will be only one Hit pool.

The player controlling the Chariot unit then allocates each Hit pool either to the rider or the Chariot of the closest model in the unit. If several pools of hits need to be allocated, the player making the attacks must decide in which order they are resolved. All hits from a single pool must be allocated and resolved before moving on to the next pool of hits. Hit pools from Blast weapons and Template weapons are always resolved against the Chariot. If the Chariot is hit by a Precision Shot, that hit is allocated by the firer, not the owning player.

When resolving successful hits that have been assigned to a Chariot, work out which of its Armour Values to use as you would for any other vehicle, based on the position of the model compared to the model firing at it.



CHARIOTS AND ASSAULTS

Unlike other vehicles, Chariots can make charge moves and can be locked in combat. Chariots can only declare a charge in the Assault phase if they did not move Flat Out in the Shooting phase. Chariots charge like Bikes. Chariots that charge through difficult terrain must take a Dangerous Terrain test (unless they are Skimmers). Chariots that are skimmers must take a Dangerous Terrain test if they begin or end their charge move in difficult terrain. A Chariot that fails a Dangerous Terrain test suffers a glancing hit. As long as the charge range is sufficient to bring the hull (or base) into contact with the target unit, the charge is successful.

Fighting from a Chariot

In close combat, Chariots fight like Infantry models. Chariots may make Sweeping Advances, Pile In moves and Consolidations unless they are Stunned.

Fighting against a Chariot

When fighting against a Chariot model, the attacker must decide whether to attack the rider or the Chariot with each model involved in the combat. All of the close combats from each model must be resolved against the nominated target – the attacks cannot be split between the rider and the Chariot, even if the Chariot model is subsequently hit by a Precision Strike.

In either case, always roll To Hit against the rider's Weapon Skill, then resolve any damage against the nominated target as normal.

Grenades can only be used to attack the Chariot, so cannot be used by models that choose to target the rider.

Any hits assigned to the Chariot roll for armour penetration against its Front armour. This is because, unlike with other vehicles, the Chariot's rider can defend it. Similarly, Damage rolls that do not destroy a Chariot do not affect the way its rider fights in close combat.

Challenges

A rider who is a character can issue or accept a challenge as normal (see page 95), but cannot perform a Glorious Intervention.

CREW AND BEASTS

In addition to the rider, some Chariots have crew or are pulled by beasts. Any crew or beasts that pull a Chariot are ignored and can never be targeted separately from the vehicle. Furthermore, a Chariot's crew or beasts cannot attack unless otherwise stated in the Chariot's profile or special rules.

HAMMER OF WRATH (FOR CHARIOTS)

If a Chariot ends its charge move in base or hull contact with one or more enemy models, it makes D6 additional attacks that hit automatically and are resolved at Strength 6 AP - (unless otherwise stated). These attacks do not benefit from any of the Chariot's (or rider's) special rules (such as Furious Charge, Rending, etc). These attacks are resolved during the Fight sub-phase at the Initiative 10 step, but do not grant the Chariot an additional Pile In move at the Initiative 10 step.

If a Chariot charges a building or a vehicle that is a Transport or Chariot, the Hammer of Wrath hits are resolved against the building or vehicle, not the occupants or rider.

RIDERLESS CHARIOTS

Very occasionally a Chariot will not have a rider. In this case, all attacks that hit the model must be allocated to the Chariot itself. In close combat, a riderless Chariot will make its Hammer of Wrath hits as normal, but will not make any further attacks and is hit by enemy models as for other vehicles (i.e., it is treated as having Weapon Skill 1).

CHARIOTS AND IMMOBILISED RESULTS

Chariots count Immobilised results from the Vehicle Damage table as a Crew Stunned result instead. A Chariot will still need to take a Dangerous Terrain test if it moves through difficult terrain. However, if this test is failed, the Chariot is not Immobilised – it suffers a glancing hit instead.

SPECIAL RULES

A Chariot has the Hammer of Wrath special rule, but gains D6 attacks rather than one, resolved at Strength 6 AP-, unless otherwise stated. A Chariot can re-roll one or more of the dice when determining its charge range.

A rider has the Fearless and Relentless special rules. A rider can fire Overwatch if its Chariot is charged, but it cannot shoot any of the weapons mounted on the Chariot itself.

OPEN-TOPPED VEHICLES

Some vehicles have only a little armour, making them more vulnerable to damage because of their lightweight construction. However, such vehicles make for excellent assault transports as their passengers can disembark with much greater ease.

VEHICLE DAMAGE TABLE

A lack of armour leaves vital parts of these vehicles vulnerable. If a vehicle is Open-topped, add 1 to any rolls made on the Vehicle Damage table (this is cumulative with other modifiers).

OPEN-TOPPED TRANSPORTS

Open-topped vehicles do not have specific Access Points. Instead, the entire vehicle is considered to be an Access Point (regardless of any base it may have).

Passengers Shooting from Open-topped Transports

Open-topped Transports do not have specific Fire Points. Instead, all passengers in an Open-topped Transport can fire, measuring range and line of sight from any point on the hull of the vehicle.

Passengers Charging from Open-topped Transports

Acting as an ideal attack platform, all Open-topped Transports have the Assault Vehicle special rule (see page 157).

HEAVY VEHICLES

Heavy vehicles are less war machines than mobile fortresses – slow but very durable.

MOVING HEAVY VEHICLES

Heavy vehicles can never move faster than Combat Speed and can never move Flat Out.

SHOOTING WITH HEAVY VEHICLES

For the purposes of determining which weapons a Heavy vehicle can fire (and at what Ballistic Skill), Heavy vehicles are always treated as having remained Stationary.

FAST VEHICLES

Fast vehicles are swift-moving and often fragile. They are commonly employed as initial strike elements or reconnaissance units.

MOVING FAST VEHICLES

Fast vehicles can move up to 12" when moving Flat Out.

SHOOTING WITH FAST VEHICLES

Fast vehicles that moved at Combat Speed in the preceding Movement phase can fire all of their weapons, just like other types of vehicles that have remained Stationary. Fast vehicles that moved at Cruising Speed can fire up to two weapons using their full Ballistic Skill – other weapons can only make Snap Shots.



SKIMMERS

Some highly advanced vehicles are fitted with anti-gravity drives that allow them to skim swiftly over tough terrain and intervening troops, making them perfect for surprise flanking attacks.

SKIMMERS AND MEASURING

Unlike most other vehicles, Skimmers have flying bases under their hull. However, distances are still measured to and from the Skimmer's hull, with the exceptions of the vehicle's weapons and Fire Points, which all work as normal. The base of a skimmer is effectively ignored, except for when the Skimmer is being charged or Rammed, in which case, models may move into contact with the vehicle's hull, its base or both.

MOVING SKIMMERS

Skimmers can move over friendly and enemy models, but they cannot end their move on top of either.

Skimmers can move over all terrain, ignoring all penalties for Difficult Terrain and Dangerous Terrain tests. However, if a moving Skimmer starts or ends its move in difficult terrain or dangerous terrain, it must take a Dangerous Terrain test. A Skimmer can even end its move over impassable terrain if it is possible to actually place the model on top of it, but if it does so it must take a Dangerous Terrain test.

If a Skimmer is forced to end its move over friendly or enemy models, move the Skimmer the minimum distance so that no models are left underneath it.

FAST SKIMMERS

If a vehicle is both Fast (see previous page) and a Skimmer, it can move up to 18" when moving Flat Out.

SKIMMERS AND DAMAGE RESULTS

If a Skimmer is Immobilised or Wrecked, its base is removed, if possible. If this is not possible (the base might have been glued in place, for example), then leave the base in place. Note that it is not otherwise permitted to remove the flying base, as Skimmers cannot land in battle conditions.

SPECIAL RULES

Skimmers that are not also Heavy vehicles or are Immobilised have the Jink special rule.

Historia Terra Regnum

JINK

When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4+ cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn.



WALKERS

Walkers are an unusual type of vehicle. Instead of wheels or tracks, they have mechanical limbs that allow them to stride forwards, ploughing through densely packed terrain with ease in order to bring their weapons to bear.

ADDITIONAL CHARACTERISTICS

Unlike other vehicles, Walkers have a Weapon Skill, Strength, Initiative and Attacks characteristic. Below is an example:

				Armour					
	WS	**BS**	**S**	**Front**	**Side**	**Rear**	**I**	**A**	**HP**
Contemptor Dreadnought	5	5	7	13	12	10	4	3	3

WALKERS AND MEASURING

If a Walker has a base, measure ranges and distances to and from its base, as for an Infantry model. If a Walker does not have a base (like the Warhound Titan), measure to and from its hull (including any legs or other limbs), as normal for vehicles. The Walker's weapons are an exception to this, as explained as follows.

MOVING WALKERS

Walkers move using the movement rules for Infantry. They can move 6" in the Movement phase, Run in the Shooting phase, and charge in the Assault phase, just as Infantry can. Difficult terrain affects Walkers just as it does Infantry, and only counts as dangerous terrain if it would do so for Infantry. If Walkers fail a Dangerous Terrain test, they are Immobilised. Unlike Infantry, a Walker has a facing, which influences where it can fire and its Armour Value when fired at.

SHOOTING WITH WALKERS

Walkers can choose to Run like Infantry, and this prevents them from firing and charging that turn, as normal. Walkers cannot Run if they are Stunned or Immobilised.

A Walker that moved can still fire all of its weapons in the subsequent Shooting phase. When firing a Walker's weapons, assume that weapons mounted on a Walker can swivel horizontally and vertically up to 45°. Range is measured from the weapon itself and line of sight is measured from the mounting point of the weapon and along its barrel, as normal for vehicles.

To represent the vastly superior agility of Walkers in comparison with other vehicles, Walkers can fire Overwatch. Furthermore, Walkers can fire their weapons even if the charging unit is not within their current weapon arc, unless they are Immobilised (in which case they can only fire Overwatch if the charging unit's models lie within their current weapon arc).

SHOOTING AT WALKERS

When firing at a Walker, work out which of its Armour Values to use as you would for any other vehicle, based on the position of its body compared to the model firing at it.



WALKERS AND ASSAULTS

Walkers assault, and are assaulted, like Infantry models, meaning that Walkers make charge moves and can be locked in combat. Walkers that are locked in combat cannot be shot at.

In close combat, Walkers fight like Infantry models. However, any hits scored against them must roll for armour penetration and damage as for a vehicle. Models hitting a Walker in close combat always roll for armour penetration against its Front armour unless it has been Immobilised. Against an Immobilised Walker, models always roll for armour penetration against its Rear armour. This is because, unlike other vehicles, the Walker can turn to face its enemies and defend itself.

If a Walker is armed with two or more Melee weapons, it gains +1 bonus Attack for each additional weapon after the first. Unlike other models, this is not limited to a single bonus Attack, so a Walker with three Melee weapons would have 2 bonus Attacks. If one of its additional Melee weapons is destroyed, one bonus Attack is lost. If the destroyed weapon is a Dreadnought close combat weapon, the Walker loses the bonuses conferred by that Dreadnought close combat weapon.

Shaken damage results do not affect the way a Walker fights in close combat. Immobilised and/or Stunned Walkers fight in close combat with one less Attack than usual (to a minimum of 1), but otherwise they attack normally.

Walkers may make Sweeping Advances, Pile In moves and Consolidations unless they are Stunned or Immobilised.

RAMMING A WALKER

If a Walker is Rammed by a Tank (see page 89), the collision is resolved as normal for a vehicle (a Walker cannot attempt to perform a Death or Glory attack when Rammed). If it survives, the Walker can then attack the Tank in the ensuing Assault phase.

SPECIAL RULES

All Walkers have the Hammer of Wrath special rule.

HAMMER OF WRATH

If a model with this special rule ends its charge move in base or hull contact with one or more enemy models, it makes one additional attack that hits automatically and is resolved at the model's unmodified Strength with AP-. This attack does not benefit from any of the model's special rules (such as Furious Charge, Rending, etc). This attack is resolved during the Fight sub-phase at the Initiative 10 step, but does not grant the model an additional Pile In move.

If a model with this special rule charges a building or vehicle that is either a Transport or Chariot, the Hammer of Wrath hit is resolved against the building or vehicle, not the occupants or rider.



TANKS

Tanks can use their mass as a weapon, driving right into, and through, densely packed enemies. This often serves to throw the opposing battle line into disarray.

When moving a vehicle with the Tank type, the player can declare that it is going to attempt to Tank Shock or Ram instead of moving normally.

TANK SHOCK

To perform a Tank Shock, first turn the vehicle on the spot to face the direction you intend to move it in, and, after pre-measuring, declare how many inches the vehicle is going to move, up to its maximum speed. Note that, because pivoting on the spot does not count as moving, this is not enough for a Tank Shock.

Once the Tank has been 'aimed' and the intended distance declared, **move the Tank straight forwards until it comes into contact with an enemy unit or it reaches the distance declared** – no other changes of direction are allowed in a Tank Shock.

A Tank Shock is an exception to the rule that enemy models cannot be moved through. Remember, though, that friendly models still cannot be moved through, so the Tank's movement will be stopped if any friendly models are in the way. **A Tank Shock cannot be attempted against enemies that are locked in combat.**

If an enemy unit other than another vehicle is reached, that enemy unit must take a Morale check and immediately Fall Back if it fails. If the test is passed, the unit simply lets the tank pass through, as if it was not there. Regardless of the result of the test, the Tank keeps moving straight on, possibly Tank Shocking more enemy units until it reaches its final position. If the Tank would move into contact with a friendly model, enemy vehicle, impassable terrain or a board edge, it immediately stops moving 1" away.

If some enemy models in the enemy unit would end up underneath the vehicle when it reaches its final position (it makes no difference whether the unit is Falling Back or not), these models must be moved out of the way by the shortest distance, leaving at least 1" between them and the vehicle whilst maintaining unit coherency and staying on the tabletop. Any models that cannot manage this are crushed and removed from play as casualties with no saves allowed.

Units already Falling Back

If a unit that is Falling Back is Tank Shocked, the unit automatically fails its Morale check. This also applies if a unit Falls Back from a Tank Shock and the Tank's remaining move brings it into contact with them a second time.

Tank Shock from Reserve

A Tank that moves onto the battlefield from Reserve may attempt a Tank Shock. This must be declared before the Tank moves onto the board.

Tank Shock Restrictions

A vehicle that has performed a Tank Shock cannot move Flat Out later in the turn. Units cannot embark onto or disembark from a Transport vehicle in a turn in which it has already performed a Tank Shock. Likewise, a Transport vehicle from which a unit has embarked or disembarked that phase cannot perform a Tank Shock later in the turn. A Flyer cannot perform a Tank Shock – even if it is also a Tank.

Death or Glory

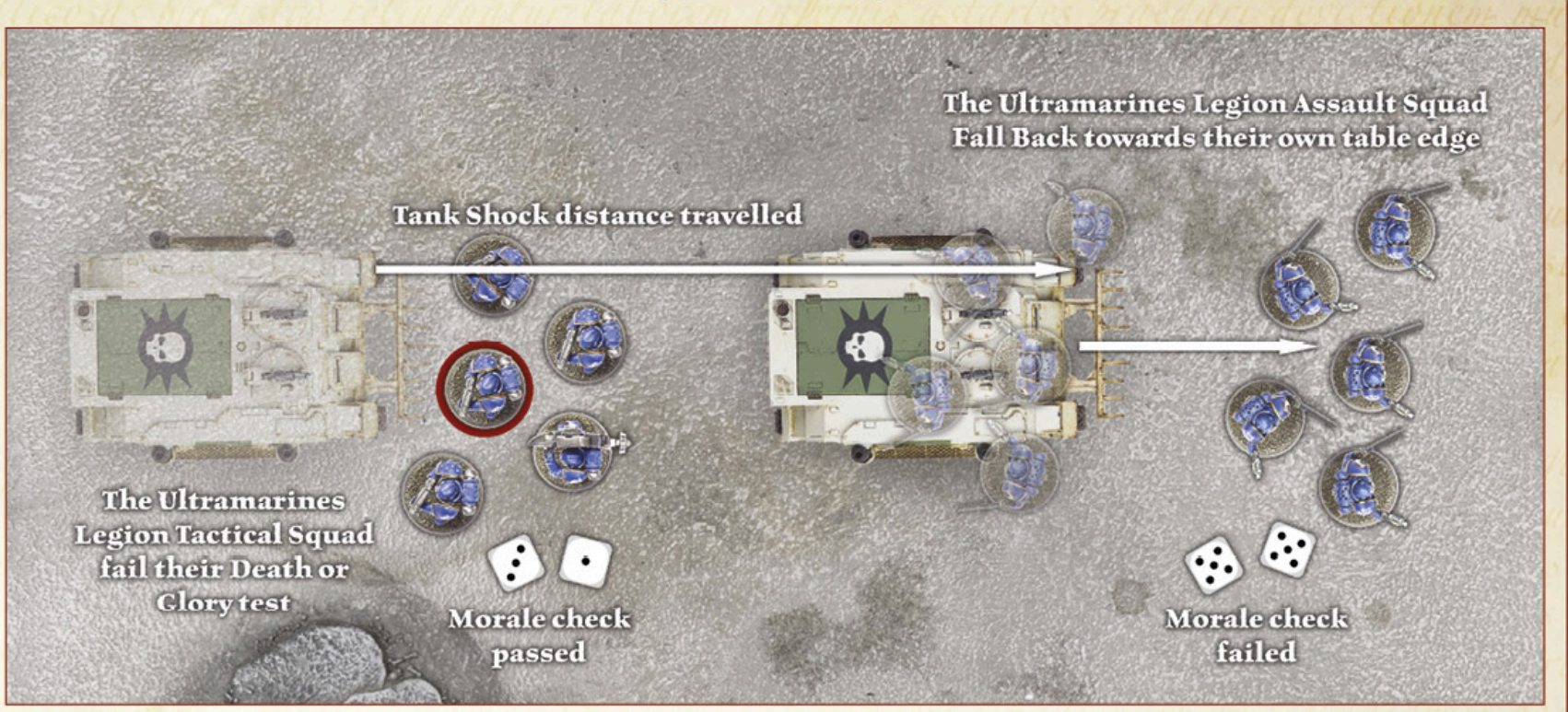
If a unit that has been attacked by Tank Shock passes its Morale check, one of its models in the vehicle's path can stand and attempt to destroy it rather than move out of the way. The nominated model makes a single attack against the oncoming Tank. Even if the weapon used is Assault 3, for example, or the model is normally allowed more than one attack, only one attack is ever resolved in this case. The attack can either be a shot from a weapon carried by the model, or a single close combat attack using any weapon carried, including grenades. Whatever form it takes, the attack hits automatically. Resolve the hit against the vehicle's Front armour (even if using a close combat attack), and immediately apply any damage results. Cover saves cannot be taken against a Death or Glory attack.

If the model successfully manages to wreck the vehicle, or inflict a Crew Stunned, Immobilised or Explodes! result, the vehicle halts 1" away from the model.

If the attack fails to stop the vehicle, then the Tank Shock continues as normal, except that the model is crushed by the oncoming vehicle and is immediately removed as a casualty.

Artillery units may attempt a Death or Glory attack with either a crewman (as normal) or a gun model. If a gun model does this and fails to stop the tank, both the gun and one crewman are removed.





TANK SHOCK

The Death Guard Legion Rhino moves until it is in contact with the Ultramarines Legion Tactical Squad, which pass their Morale check. One of the Ultramarines attempts a Death or Glory attack with krak grenades (see page 183) but fails to stop or destroy the vehicle and is removed. The Rhino continues moving and ends its move in contact with the Ultramarines Legion Assault Squad, which fail their Morale check and Fall Back.

RAMMING

Ramming is a special type of Tank Shock and is executed in the same way. Any vehicle that can Tank Shock can also Ram. The vehicle attempting a Ram attack and any embarked troops, may only fire Snap Shots in that turn's Shooting phase. Units other than vehicles in the path of a Ramming Tank are Tank Shocked as normal, but if the Ramming Tank comes into contact with an enemy vehicle or building, resolve the collision as follows:

Each vehicle immediately suffers a hit against the armour facing where the other vehicle has impacted (so the Ramming vehicle always uses its Front armour). The Strength of the hits will often be different for different vehicles, and is calculated as follows for each vehicle:

- **Armour.** Halve the Armour Value (rounding up) on the facing that makes impact.
- **Mass.** If the vehicle has the Tank type, add 1.
- **Excessive mass.** If the vehicle has the Heavy or Super-heavy type, or is a building, add 2.

For example, a Legion Spartan Assault Tank Rams an Auxilia Leman Russ Battle Tank, hitting it in the side. The Spartan has a Front armour of 14 (Strength 7) and is a Tank (+1). The total is 7+1, which means that the Leman Russ suffers a Strength 8 hit against its Side armour.

At the same time, the Spartan suffers a Strength 8 hit against its Front armour (for the Leman Russ' Side armour of 13, +1 because the Leman Russ is a Tank).

Both players roll for armour penetration against their opponent's vehicle and any results are immediately applied.

If the vehicle that is Rammed is not removed, the Rammer halts. However, if the Rammed vehicle is removed because it suffers an Explodes! damage result, the Rammer continues its move until it reaches the declared distance, moves to within 1" of impassable terrain or friendly troops (at which point it stops immediately) or contacts another enemy unit (which it will Tank Shock or Ram again).

Ramming Restrictions

A vehicle making a Ram manoeuvre is subject to the same restrictions as a Tank Shock.

SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Solar Auxilia to the destructive power of the Legiones Astartes Falchion, all of the war engines that fall into this category are huge armour-clad constructions that each wield enough firepower to destroy an entire army.

Super-heavy vehicles are vehicles that have the additional rules and exceptions given below.

MOVEMENT

Regardless of their type, Super-heavy vehicles cannot use the Jink special rule.

SHOOTING

When a Super-heavy vehicle makes a shooting attack, it is always treated as if it had remained stationary in the Movement phase (even if it actually moved), and it may fire each of its weapons at different targets if desired. In addition, firing Ordnance weapons has no effect on a Super-heavy vehicle's ability to fire other weapons.

VEHICLE DAMAGE

Super-heavy vehicles have armour plating and internal supports far superior to those of regular vehicles. This translates into a greater number of Hull points, which makes them more difficult to destroy.

In addition, each time a Super-heavy vehicle suffers an Explodes! result on the Vehicle Damage table, instead of suffering the effects listed, it loses D3 additional Hull points as well as the Hull point it loses for the penetrating hit.

Furthermore, a Super-heavy is so large and has so many crew members that the effects of Crew Shaken, Crew Stunned, Immobilised or Weapon Destroyed results are ignored. However, Super-heavy vehicles are still subject to losing Hull points from glancing hits and penetrating hits as usual, just not the extra damage effects from the Vehicle Damage table.

CATASTROPHIC DAMAGE

Immediately after a Super-heavy vehicle loses its last Hull point, it suffers Catastrophic Damage and explodes. Instead of the usual procedure for exploding vehicles, remove the model and centre the Apocalyptic Mega-blast marker (see page 158) over the location the destroyed model occupied; then roll for scatter. Resolve the hits as described on page 158. Roll once on the Catastrophic Damage table to see what Strength and AP values apply to all hits caused by the explosion.

Historia Terra Regnum

CATASTROPHIC DAMAGE TABLE

D6	RESULT	S	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion	D10/5	2/3/4

SUPER-HEAVY TRANSPORTS

If a Super-heavy vehicle has a Transport Capacity, then it may transport any number of Infantry units (plus any characters that have joined the units), so long as the number of models in the transported units do not exceed the vehicle's Transport Capacity.

Each unit embarked within a Super-heavy vehicle that suffers Catastrophic Damage takes a number of Strength 10 AP 2 hits equal to the number of models in that unit. These wounds are Randomly Allocated. Surviving passengers are placed where the vehicle used to be; any models that cannot be placed are removed as casualties. The units then take Pinning tests.

SPECIAL RULES

Super-heavy vehicles have the following special rules:

Fear, Move Through Cover, Invincible Behemoth.

Invincible Behemoth: A Super-heavy vehicle is so large and strongly built that weapons which degrade the armour of smaller vehicles will not affect it. Due to this, any attack which says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull points of damage on a Super-heavy vehicle instead.

In addition, any attacks or special abilities which permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.



THUNDERBLITZ

Super-heavy vehicles may Tank Shock or Ram. When they do so, roll once on the Thunderblitz table immediately before taking the Morale check for the unit being Tank Shocked, or immediately before rolling for armour penetration when performing a Ram.

Do not roll on the Thunderblitz table when Tank Shocking a Gargantuan Creature or Flying Gargantuan Creature, or when Ramming a Super-heavy vehicle or Super-heavy Walker. Instead, simply carry out the Tank Shock or Ram as described on page 88 or page 89.

THUNDERBLITZ TABLE

D6	TANK SHOCK RESULT	RAM RESULT
1	**No Effect:** Carry on with the remainder of the Tank Shock as normal (see page 88).	**No Effect:** Carry on with the remainder of the Ram as normal (see page 89).
2-5	**Kerr-runch:** The unit being Tank Shocked suffers D6 Strength 6 AP 4 hits. Then, carry on with the Tank Shock as normal (see page 88).	**Kerr-smash:** The Super-heavy vehicle adds D6 to the Armour Penetration roll for the Ram. Then, carry on with the Ram as normal (see page 89).
6	**Overrun:** The unit being Tank Shocked suffers 2D6 Strength 10 AP 2 hits. Then, carry on with the Tank Shock as normal (see page 88).	**Flipped:** The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.



SUPER-HEAVY WALKERS

Super-heavy Walkers such as Warlord Titans are towering behemoths, clad in incredibly thick armour and armed with devastating weaponry. They loom above the battlefield, striking down anything in their path.

Super-heavy Walkers are Walkers (see page 86) that have the additional rules and exceptions given below:

SUPER-HEAVY

Super-heavy Walkers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transports (see page 90).

MOVEMENT AND SHOOTING

Super-heavy Walkers can move 12" in the Movement phase. If moving into or within difficult terrain, double the result of the highest dice roll when making a Difficult Terrain test – this is the maximum distance in inches that the model can move. Apart from this, they obey the movement rules for Walkers. In addition, Super-heavy Walkers cannot fire Overwatch.

STOMP

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. The Stomp attack is made in addition to the Super-heavy Walker's normal attacks. Stomp attacks are resolved during the Fight sub-phase at the Initiative 1 step. This does not grant the model an additional Pile In move at the Initiative 1 step.

A Stomp attack consists of D3 Stomps. To make the first Stomp, place a Blast marker so that it is touching, but not over, the Super-heavy Walker model (or the Super-heavy Walker model's base, if it has one). Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table to determine what happens to it. Each subsequent Stomp is made in the same manner as the first, except that the Blast marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last Blast marker was placed, and not over the Super-heavy Walker. Note that the Super-heavy Walker is not moved as part of a Stomp attack.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the Blast marker. Any other units with models under the Blast marker are stomped as normal.

SPECIAL RULES

All Super-heavy Walkers have the following special rules:

Fear, Hammer of Wrath, Invincible Behemoth (see page 90), Move Through Cover, Relentless, Smash, Strikedown.



A Mechanicum Indentured Knight rampages through the Ultramarines unit, crushing its power armoured enemies underfoot with its Stomp attack.

STOMP TABLE

D6	NON-VEHICLE TARGET	VEHICLE TARGET
1	**No Effect:** The unit being Stomped gets out of the way of its lumbering attacker. The attack has no effect.	**No Effect:** The unit being Stomped gets out of the way of its lumbering attacker. The attack has no effect.
2-5	**Kerr-runch:** Each model from the unit being Stomped that is even partially under the Blast marker suffers a Strength 6 AP 4 hit.	**Kerr-smash:** One vehicle in the unit being Stomped that is at least partially under the Blast marker (stomping model's choice) suffers a penetrating hit.
6	**Overrun:** Each model from the unit being Stomped that is even partially under the Blast marker is removed as a casualty.	**Flipped:** One vehicle in the unit being Stomped that is at least partially under the Blast marker (Stomping model's choice) scatters D6" and then suffers an Explodes! result (see page 74).

SUPER-HEAVY FLYERS

Super-heavy Flyers such as the Thunderhawk Gunship are huge flying vehicles armed with a terrifying array of weapons and bombs. They are often capable of transporting large numbers of troops and even heavily armoured vehicles. They dominate the skies above a battlefield, and are extremely hard for ground defences to bring down.

Super-heavy Flyers are Flyers (see page 80) that have the additional rules and exceptions as follows:

SUPER-HEAVY

Super-heavy Flyers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transports (see page 90).

CATASTROPHIC DAMAGE

Do not use the Crash and Burn! rules for Super-heavy Flyers. Instead, a Super-heavy Flyer suffers Catastrophic Damage when it loses its last Hull point. Resolve the Catastrophic Damage on the Super-heavy Flyer and any units it is transporting in exactly the same manner as for a Super-heavy vehicle (see page 90).

SPECIAL RULES

All Super-heavy Flyers have the following special rules:

Fear, Invincible Behemoth (see page 90).

VEHICLE UPGRADES

It is incredibly rare for even two vehicles of the same design to be identical – many are modified by their crews in order to achieve greater battlefield efficiency or survivability. Accordingly, many vehicles have optional upgrades – the most common of which are listed here.

DOZER BLADE

Dozer blades are heavy ploughs, blades, rams or scoops, used to clear obstacles from the vehicle's path.

Vehicles equipped with dozer blades treat their Front armour as one higher than normal when ramming. Furthermore, the vehicle can re-roll failed Dangerous Terrain tests.

EXTRA ARMOUR

Some vehicle crews add additional armour plating to their vehicles to provide a little extra protection.

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as Crew Shaken results instead.

HUNTER-KILLER MISSILE

Hunter-killer missiles are single use weapon systems that allow vehicles to engage armoured enemy vehicles that would otherwise far outmatch them.

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

Range	S	AP	Type
Infinite	8	3	Heavy 1, One Use

SEARCHLIGHT

Searchlights are often fitted to vehicles so that the enemy cannot take advantage of the darkness when mounting an assault.

Searchlights are used when the Night Fighting rules are in effect (see page 147). If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting rule.

SMOKE LAUNCHERS

Some vehicles have small launchers mounted onto them that carry smoke canisters. These are used to temporarily obscure the vehicle behind billowing clouds of smoke, allowing it to cross open areas in greater safety, but at the cost of firing its own weapons.

Once per game, instead of shooting or moving Flat Out (or Running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if it has suffered a Crew Shaken or Stunned result or it does not have any shooting weapons.

CHARACTERS

Veteran warriors, exemplary officers and ferocious war leaders can all inspire their troops to great feats of heroism and bravery. Often these individuals are quicker, stronger and more skilled in combat than those they lead. In The Horus Heresy: Age of Darkness, these kinds of powerful individuals are called 'characters.'

CHARACTER TYPES

Most characters are fielded in units from the start of the game, and represent squad leaders, such as a Legion Tactical Sergeant. They have their own profile, but do not have a separate entry. They are effectively just another trooper in their unit, with enhanced characteristics and perhaps a wider selection of weapons and wargear choices. Other characters, such as Horus, Primarch of the Sons of Horus, fight as units on their own. They are mighty enough that they don't need take to the battlefield with other warriors. Regardless of their status within their army, all characters use the same rules.

Independent Characters

Some characters have the Independent Character special rule, which allows them to join other units (see page 166).

CHARACTERS AS LEADERS

Remember that a unit's Leadership tests are taken using the highest Leadership value in the unit (see page 20). As characters normally have better Leadership than other warriors, they make good leaders for units in your army, given that units use the highest Leadership in the unit when determining Leadership tests.

CHARACTERS AND MOVING

Characters follow the movement rules for models of their type, whether Infantry, Jump Infantry, Bikes, etc. Note that they must remain in unit coherency with any unit they are in (see page 24).

CHARACTERS AND SHOOTING

Characters shoot as normal for models of their type.

LOOK OUT, SIR AND SHOOTING

When a wound is allocated to one of your non-vehicle characters, and there is another model from the same unit within 6", they are allowed a Look Out, Sir attempt. This represents the character falling back into the unit or being pushed aside by an ally. If no model is in range, then you cannot make a Look Our, Sir attempt.

To make a Look Out, Sir attempt, roll a D6.

- On a roll of 3 or less, the Look Out, Sir attempt fails.
- On a roll of 4+, the Look Out, Sir attempt is successful. Determine which model in the unit is closest to the character, and allocate the wound to that model instead. This can even be a model that is out of range or line of sight of the shooting attack.

If the unit only consists of characters, a Look Out, Sir attempt can still be made, with the closest character within 6" taking the place of the original target if the roll is passed. Only one Look Out, Sir attempt can be made per wound allocated – once the wound has been transferred (or not), no further attempts to reallocate it can be made.

CHARACTERS AND ASSAULTS

Remember that a character that has joined a unit follows all the normal rules for being part of a unit. If a character is in a unit that charges into close combat, the character charges too, as it is part of the unit. If the character's unit is locked in close combat, they fight as part of the unit.

If, when it is a character's turn to make a Pile In move, other friendly models are Piling In at the same time, the character must move to get into base contact with an enemy as soon as it is able. If this is not possible, then they must instead move as close to the enemy as they can.

LOOK OUT, SIR AND ASSAULTS

As with shooting attacks, if a non-vehicle character has a wound allocated to them, and there is another model from the same unit within 6", that model may make a Look Out, Sir attempt. This works exactly the same way as for shooting attacks. However, a character who is fighting in a challenge (see opposite) cannot attempt to make a Look Out, Sir attempt.

CHALLENGES

Characters, no matter their rank, often seek the chance to prove their skill in battle by fighting an enemy of similar renown.

ISSUING A CHALLENGE

Challenges are issued at the start of the Fight sub-phase, before any blows are struck. Only one challenge can be issued per close combat – the side whose turn it is has the opportunity to issue a challenge first. If that side chooses not to, then the other side can issue a challenge.

To issue a challenge, nominate a character in one of your units locked in the combat to be the challenger. Once one challenge has been made, no further challenges can be issued in that combat that turn. If the challenge is accepted, no further challenges can be issued until that challenge has been resolved. If there are no characters in the enemy units, then a challenge cannot be issued. Characters that cannot fight or strike blows, including those that are not engaged with an enemy model, cannot issue challenges.

ACCEPTING A CHALLENGE

If your opponent has issued a challenge, you can now accept it – nominate any character in one of your units locked in the combat to be the challengee. Characters that cannot fight or strike blows, including those that are not engaged with an enemy model, cannot accept challenges.

REFUSING A CHALLENGE

Alternatively, you can refuse the challenge. If you refuse, your opponent gets to nominate one of your characters from those who could have accepted. The chosen model cannot attack in close combat at all this turn. Furthermore, their Leadership cannot be used by the rest of the unit for the remainder of the phase. Once a challenge has been refused, the model that issued it fights normally.

HEROIC STAND

A unit that consists of a single character cannot refuse a challenge.

FIGHTING A CHALLENGE

If a challenge has been accepted, move the two combatants into base contact with each other. Note that these moves cannot be used to move a character out of unit coherency. If possible, swap the challenger for a friendly model in base contact with the challengee. If this cannot be done, swap the challengee for a friendly model in base contact with the challenger. If neither of these moves would result in the two models being in base contact, 'swap' the challenger as close as possible to the challengee and assume the two to be in base contact for the purposes of the ensuing fight.

Models that are moved to satisfy a challenge are not subject to Difficult Terrain tests or Dangerous Terrain tests. Furthermore, neither the characters in the challenge nor the models that have made way to allow the characters to get into base contact make a Pile In move when their Initiative step is reached.

For the duration of the challenge, these two models are considered to be in base contact with each other and, when rolling To Hit and To Wound, they always use the Weapon Skill and Toughness of their opponent. When allocating wounds caused by either of these two models, they must be allocated to their opponent first. These wounds cannot be reallocated by the Look Out, Sir rule.

Combatant Slain

If a character that is involved in a challenge slays their opponent, each excess wound inflicted by the victor is then allocated, one at a time, to the nearest enemy model that is locked in the combat. When one of the combatants in a challenge is slain, regardless of which Initiative step it is, the challenge is still considered to be ongoing until the end of the phase for the purposes of Outside Forces.

OUTSIDE FORCES

Whilst the challenge is ongoing, other models locked in the combat can only allocate wounds to the models involved in the challenge if all other enemy models (if any) that are locked in that combat have been removed as casualties, even if the models fighting in a challenge are the closest models.

ASSAULT RESULT

Unsaved wounds caused in a challenge count towards the assault result, alongside any unsaved wounds caused by the rest of the character's units.



ROUND TWO

If both competitors survive a challenge, and neither side fled from the combat, then they both continue to fight in the next round of close combat. Note that if a character is caught by a Sweeping Advance, but is not removed as a casualty due to a special rule, the challenge does not continue.

Even though further challenges cannot be issued in a combat until the existing challenge has been resolved, there is the possibility that another character in the fight might intercede in a Glorious Intervention.

Glorious Intervention

A character can declare a Glorious Intervention at the start of their own Fight sub-phase, before any blows are struck, if a friendly character in the same combat is about to fight a second or subsequent round of a challenge.

A character cannot declare a Glorious Intervention in the first round of a challenge or during the enemy turn. Nor can a character that cannot fight or strike blows, including those that are not engaged with an enemy model, declare a Glorious Intervention.

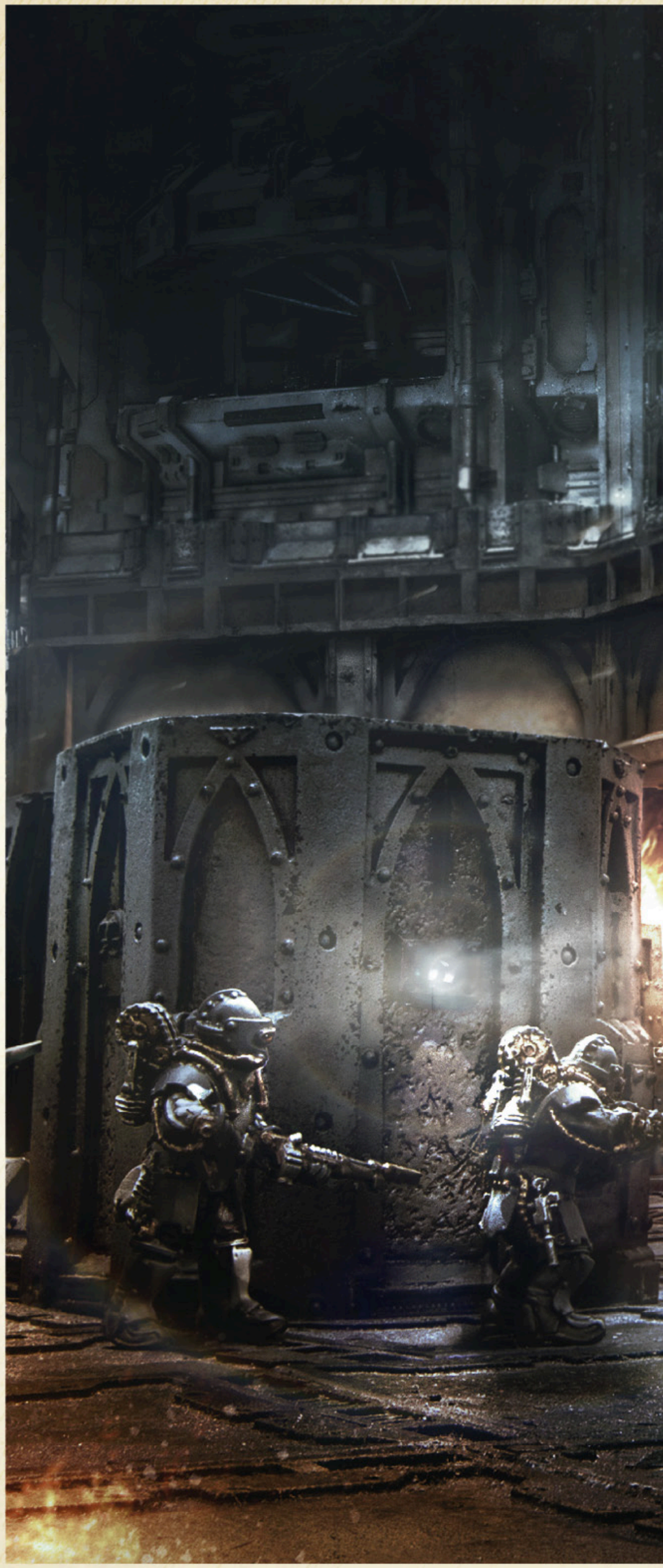
To see whether or not the Glorious Intervention has been successful, the intervening character must take an Initiative test.

If the test is failed, nothing happens, and they fight the current round of close combat as normal.

If the test is passed, the character making the Glorious Intervention takes the place of the friendly character in the ongoing challenge. The character, thus displaced, now fights in the close combat according to the normal rules, whilst the character that made the Glorious Intervention fights in the challenge. The two characters now fighting the challenge should attempt to move into base contact with each other following the same rules as when the challenge was first accepted, with the character performing the Glorious Intervention as challenger.

For example, a Legion Centurion has survived the first round of a challenge against a Magos Prime. However, a Legion Praetor (Initiative 5) has charged into the same combat this turn, and is now attempting to make a Glorious Intervention. The Legion Praetor takes his Initiative test and rolls a 4, passing it. He now fights the Magos Prime in this and subsequent rounds of the challenge, while the Legion Centurion fights in the rest of the combat as normal.

Note that, whilst it is possible for several Glorious Interventions to occur within the same challenge over the course of the game, only one character can attempt a Glorious Intervention for each challenge per turn.







BATTLEFIELD TERRAIN

BATTLEFIELD TERRAIN

The battlefields of the Horus Heresy range from the broken cities of those worlds re-conquered by the Great Crusade to the hellscapes of worlds too inhospitable for the servants of the Emperor to build upon. The followers of the Warmaster and the Emperor clashed over every type of terrain imaginable, from scorching deserts and rivers of fire to frigid plains of ice and the airless vaults of forgotten worlds, bringing battle to the foe wherever they might be. This section contains the rules you'll need to represent this terrain on the battlefield.

TERRAIN TYPES

When one of the following rules refers to a model being 'in cover behind' a piece of terrain, this means that the model is at least 25% obscured by the scenery and therefore eligible for a cover save (see page 40). On the other hand, when one of the following rules refers to a model being 'in' a piece of terrain, this means that model, or some part of it, is actually standing on the piece of scenery, whether it is obscured from view or not.

OPEN GROUND

Open ground covers everything from dusty plains to rolling hills. Models in open ground are often said to be 'out in the open.' No additional rules are needed for open ground and, unless otherwise specified, special rules and abilities that affect terrain do not affect open ground.

BUILDINGS

The rules for buildings are extensive, and are covered in more detail in their own rules section (see page 102).

DIFFICULT TERRAIN

Difficult terrain slows down models wishing to move through it. This includes areas of rubble, woods, ruins, rocky outcrops, boggy ground, low walls, tanglewire, barricades, steep hills, streams and other shallow water, as well as terrain features that combine several of these types. Unless specifically noted otherwise, a model in cover behind difficult terrain has a 5+ cover save.

Moving into Difficult Terrain

If a unit starts its move outside difficult terrain, the player must declare if they want their unit to try to enter it as part of their move. If they choose not to, the unit moves as normal but may not enter the area of difficult terrain. If they choose for a unit to do so, the unit must take a Difficult Terrain test.

To take a Difficult Terrain test, roll 2D6 and select the highest result – this is the maximum distance, in inches, that any of the models in the unit may move. Even if the distance rolled is too short for any of the models to reach the difficult terrain, the unit is still slowed down as described above. In addition, you should note that if you take the Difficult Terrain test, you are not compelled to move the models, as you might not have rolled high enough to make it worth moving at all.

Moving within Difficult Terrain

If any models in a unit start their move in difficult terrain, they are affected by the terrain and must take a Difficult Terrain test. No models in the unit can move more than the distance indicated by the test, even if they are not in difficult terrain.

Charging through Difficult Terrain

Models are slowed when charging through difficult terrain. If, when charging, one or more models have to move through difficult terrain in order to reach the enemy by the shortest possible route, the entire unit subtracts 2 from its total when determining its charge range. If at least one model in the charging unit moved through difficult terrain as part of its charge move, all of the unit's models must attack at Initiative step 1, regardless of other Initiative modifiers, even if the charging unit is not slowed by difficult terrain. Note that charging models must engage as many enemies in the target unit as possible, even when charging through terrain.

Ruins

Ruins are difficult terrain. Models in ruins receive a 4+ cover save, regardless of whether or not they are 25% obscured.

DANGEROUS TERRAIN

Dangerous terrain follows all the rules for difficult terrain. In addition, each model must make a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.

Dangerous Terrain Tests

To take Dangerous Terrain tests, roll a D6. On a 1, that model suffers a wound. The model may make an armour save or invulnerable save, but not a cover save, against this wound.

Once a model has taken a Dangerous Terrain test for a particular scenery model, it does not test for that terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, this must be tested for as normal.

Impassable Terrain

Unless noted otherwise in their special rules, models cannot enter, cross, move into or move through impassable terrain – they must go around. The exceptions to this rule are typically units with the Jump type (see page 66) or Skimmer type (see page 85).

Historia Terra Regnum

MYSTERIOUS TERRAIN

Sometimes, things are not entirely what they appear to be on the battlefield. The effect of a piece of mysterious terrain is not decided at the start of the battle. Instead, the terrain datasheet for the scenery model will include a Mysterious Terrain table. Mysterious Terrain is rolled for immediately when a model first enters the terrain or deploys within it.

BATTLEFIELD DEBRIS

Battlefield debris is difficult terrain. Unless otherwise stated, a model in cover behind difficult terrain has a 5+ cover save. In addition, some battlefield debris has additional rules, which are either detailed as follows or can be found on its terrain datasheet.

Ammunition Dump
A supply of ammunition is always welcome in a fight – especially when you hear the dreaded 'dead man's click' of an empty magazine.

Any model within 2" of an ammunition dump can re-roll To Hit rolls of 1 in the Shooing phase. In addition, a model in cover behind an ammunition dump has a 5+ cover save.

Barricades and Walls
Barricades and walls can be hastily assembled obstacles, or the remains of once proud structures.

A model in cover behind a barricade or wall has a 4+ cover save. For the purposes of charge moves, models that are both in base contact with a barricade and within 2" of each other are treated as being in base contact. Despite the models on either side not literally being in base contact, they may fight in the Fight sub-phase as normal. Units charging an enemy that is behind a barricade or wall count as charging through difficult terrain.

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.

Craters
The aftermath of heavy shelling and orbital bombardments, impact craters provide protection for those sensible enough to seek it.

Models in crater terrain have a 6+ cover save, regardless of whether or not they are 25% obscured. If a unit Goes to Ground, then models from the unit that are in crater terrain gain +2 to their cover save rather than +1.

Defence Line
Defence lines are armoured shield sections that link together to provide troops with shelter from enemy firepower.

A model in cover behind a defence line has a 4+ cover save. If a unit decides to Go to Ground behind a defence line, it gains +2 to its cover save, rather than +1. For the purposes of charge moves, models that are both in base contact with a defence line and within 2" of each other are treated as being in base contact. Despite the models on either side of the defence line not literally being in base contact, they may fight in the Fight sub-phase as normal, but if they charge this turn count as having charged through difficult terrain.

Gun Emplacements
Though once abandoned to the tides of war, this gun battery still functions.

One non-vehicle model in base contact with a gun emplacement can fire it instead of its own weapon(s), following the normal rules for shooting (note that a model firing a gun emplacement always counts as being stationary, even if it moved in its preceding Movement phase). A model in cover behind a gun emplacement has a 4+ cover save. The gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat and has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Emplacement	-	-	-	7	2	-	-	-	3+

The weapons a gun emplacement is equipped with are listed on its datasheet.

Imposing Statuary
Both those pieces of triumphal Great Crusade statuary and newer monuments to the dark glory of the Warmaster are common features found upon battlefields across the galaxy, inspiring those who fight beneath them to new heights of devotion.

At the start of the game, all terrain pieces designated as imposing statuary must be noted as being dedicated to either the Loyalist or Traitor cause. Models of the same Allegiance as the terrain piece gain the Fearless special rule whilst within 2" of imposing statuary. A model of any Allegiance in cover behind imposing statuary has a 3+ cover save.

Rubble and Wreckage
The detritus of battles past litters the ground – twisted metal and shattered ceramite that can be used as cover if the conflict is desperate enough.

Rubble and wreckage are difficult terrain. A model in cover behind rubble or wreckage has a 4+ cover save, regardless of whether or not they are 25% obscured.

Tanglewire
Barbed coils of tanglewire can prove fatal to infantry.

Tanglewire is dangerous terrain. A model in cover behind tanglewire has a 6+ cover save.

Tank Traps
These obstacles allow all but vehicles to pass by unhindered.

Tank traps are impassable terrain to non-Skimmer vehicles, dangerous terrain to Bikes, and open ground for all other units. A model in cover behind a tank trap has a 4+ cover save.

BUILDINGS

The bloody battles of the 31st Millennium often envelop cities, towns, defence lines, army barracks, mining colonies, space ports, tribal outposts and countless other types of built-up structure.

Buildings of all types use aspects of the Transport vehicle rules. **The main difference between buildings and actual vehicles is that they cannot move, they can be controlled by either side and units from either side can embark upon them.**

Buildings and Fortifications in Battle
Unlike buildings deployed as simple terrain features, fortifications that are also buildings typically start the game under the control of one player, having been selected as a part of their army, and can both attack enemy units and be attacked by them in turn. In many respects, these buildings function like any other unit in that player's army; the major difference is that they can be captured by the enemy, and even swap hands several times over the course of the battle.

To keep track of which side currently controls a building, we use the concept of '*claiming*' buildings.

- At the start of the game, all fortifications that were bought as part of a player's army are 'claimed' by the owning player, whilst all dilapidated buildings (as follows) are 'unclaimed'.
- A claimed building is part of the controlling player's side and will remain so, even if it later becomes unoccupied, until the building is either destroyed or claimed by an enemy unit.
- If a unit embarks within an unoccupied building, they immediately capture and claim that building, and it becomes part of that unit's side until the building is either destroyed, or an enemy unit re-occupies it, thereby reclaiming it.
- If a unit moves onto the battlements of an unoccupied, unclaimed building, they immediately claim that building and it becomes part of that unit's side until the building is either destroyed, or an enemy unit occupies it, thereby claiming it.

Historia Terra Regnum

BUILDINGS AND FORCE ORGANISATION CHARTS

When using Force Organisation charts, buildings selected as part of a player's army (instead of as neutral terrain pieces) are classed as a Fortification choice. The only exception to this is if a building has a cost greater than 500 points or has a weapon emplacement where the weapon is Strength D. In this case, these buildings are classed as Lords of War choices.

Claimed Buildings
A claimed building gains the Sentry Defence System special rule, as detailed below:

Sentry Defence System: A building with this special rule can use automated fire against enemy units, even if it is unoccupied. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

Unclaimed Buildings
An unclaimed building follows all the normal rules for buildings and so cannot fire any weapons or be targeted by any player's attacks. Note that in most cases, buildings or fortifications that begin play as unclaimed are also dilapidated (as follows) and so cannot fire any emplaced weapons in any case.

Dilapidated Buildings
Some missions might describe a building as being dilapidated. **A dilapidated building has 2 fewer points of Armour Value on each facing than stated on its datasheet.** Furthermore, unless you and your opponent agree otherwise before the game begins, emplaced weapons on a dilapidated building cannot be fired.

Building Armour Values
All buildings have an Armour Value listed on their terrain datasheet. If only a single Armour Value is listed, then it is used against all attacks, no matter which facing is hit.

Building Size and Hull Points
In the same manner as a Transport vehicle, buildings have a Transport Capacity and a number of Hull points, which relate to a building's size. A building's size will be listed on its terrain datasheet. If a building's datasheet does not list its Transport Capacity or Hull points, consult the following chart to work out the Transport Capacity and Hull points it has:

Historia Terra Regnum

BUILDINGS SIZE CHART

Building Size	Transport Capacity	Hull Points
Small	10 models	3
Medium	20 models	4
Large	30 models	5

Entering and Exiting Buildings
Models can enter or exit a building through a doorway, or other opening that is listed on the building's terrain datasheet as being an Access Point. **Moving into, or out of, a building works the same as embarking or disembarking from a vehicle, including emergency disembarkations** (see page 78). **Jump Infantry and Jet Pack Infantry can embark inside fortifications that are buildings.**

All of the normal rules apply, so only one Infantry unit, plus any Independent Characters that have joined them, may occupy a building at any one time. Models entering a building are removed from the table – either note down where they are or use a suitable counter to represent where they are.

Impassable Buildings
Some buildings are noted as being impassable buildings on their terrain datasheet. **Models may not enter an impassable building, but they may use its battlements if it has any** (see page 105).

Massive Fortification
Massive Fortifications follow all the rules for buildings as defined in this section, but have the Mighty Bulwark special rule and can have an Armour Value of up to 15. The datasheet entry for the fortification will list the actual Armour Values it has.

Mighty Bulwark
When a building with the Mighty Bulwark special rule suffers a penetrating hit, there is a -1 modifier to the roll on the Building Damage table.

Fortification Networks
Some fortifications comprise several different fortifications chosen as a single slot on the Force Organisation chart. When multiple fortifications can be purchased in this manner, the datasheet entry will clearly list the components that can be taken, the points cost for each and any other options and restrictions that apply. The component fortifications use all the normal rules for their type (refer to each building's individual datasheet for details of its special rules) and use all the normal rules for fortifications, with the following exceptions:

When you deploy fortifications on the battlefield, fortifications chosen as part of a Fortification Network can be placed in contact with each other. Furthermore, if one of the fortifications in the network has an instruction saying that '*each section must be placed in contact with at least one other section*', that section satisfies the instruction if it is placed in contact with any section or building from the same Fortification Network.

Multi-part Buildings
You can move a unit in one part of a multi-part building into an adjacent and unoccupied part of the building by declaring you are doing so. This will take up all of the unit's movement, and is still subject to all the rules for Transport Capacity (see page 77). In all other regards, the buildings that make up a multi-part building are treated as separate models.

Repel the Enemy
Buildings are constructed to allow their garrisons easy access to exit and engage enemy siege teams before they can breach their walls. **All buildings, including those that are also fortifications, have the Repel the Enemy special rule.**

REPEL THE ENEMY
Models disembarking from Access Points on a building can charge on the turn they do so, even on a turn the building was destroyed. Models using an escape hatch fortification upgrade (see page 106) may not make use of this special rule.

Firing from Buildings
Most buildings have Fire Points that allow units inside to fire out. Unless stated otherwise, up to two models may shoot through each Fire Point of a building. All the rules for shooting with transported units apply to units embarked in a building.



Attacking Buildings
When determining if a building can be targeted by a shooting attack or psychic power, charged and fought in close combat, or affected by a special rule, **treat the building as a vehicle unless specifically stated otherwise**. When attacking a building, roll To Hit and for armour penetration as if it were a vehicle. In close combat, buildings are hit automatically. For example, melta bombs can only be used to attack vehicles in close combat – they can therefore also be used to attack buildings in close combat. Similarly, a weapon with special rules that specifically affect vehicles, like the Haywire special rule, can also be used to attack buildings. Note that this does not mean that a weapon or special rule which specifies that it can only be used against buildings can also be used against vehicles.

If a building suffers a glancing hit or penetrating hit, that building immediately loses a single Hull point. If it is reduced to Armour Value 0 on one or more facings, or if its Hull points are reduced to 0, it immediately suffers a Total Collapse result.

If a penetrating hit is scored, in addition to any other effects caused by the hit, roll a D6 and consult the Building Damage table below, applying any of the relevant modifiers:

- Add 1 to each roll caused by a weapon with an AP value of 2.
- Add 2 to each roll caused by a weapon with an AP value of 1.
- Deduct 1 from each roll if the building has the Mighty Bulwark special rule.

BUILDING DAMAGE TABLE

Result	Effect
0-1	**Breach!** *Massive cracks appear in the building's walls.* The building's Armour Value is reduced by 1 (on all facings) for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value.
2	**Tremor.** *The building shakes violently, throwing its occupants to their knees.* If the building is occupied, the occupying unit can only make Snap Shots in the following turn. If an occupying unit abandons the building in their next turn, they can only disembark 3", rather than the full 6".
3	**Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of the roof to fall in.* If the building is occupied, the occupying unit suffers an additional D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, they can only fire Snap Shots in the following turn.
4	**Structural Collapse.** *Internal supports are destroyed, causing several levels to collapse under their own weight.* If the building is occupied, the occupying unit suffers an additional 2D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.
5	**Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.* The building's Armour Values are reduced by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.
6	**Total Collapse.** *The roof and several internal floors fall in, crushing those within the garrison and driving the remainder outside.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers D6 Strength 6 AP- hits with the Ignores Cover special rule. If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP - hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units on the battlements and those who have disembarked must then take a Pinning test. The building is left on the table, but can no longer be occupied. The roof of the building is no longer counted as a battlement, and thereafter uses the normal rules for ruins without any exceptions.
7+	**Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately make a 6" move in order to move off the battlements (this movement is not slowed by difficult terrain). Any models that cannot move off of the battlements are removed as casualties. If the building is occupied, the occupying unit suffers 4D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that were on the battlements and those who have disembarked must then take a Pinning test. The building is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size, if possible.

Wound Allocation and Occupying Units
If any wounds are allocated to an occupying unit as a result of hits on the building, these wounds are allocated using Random Allocation (see page 38).

Victory Conditions
Unless agreed otherwise by yourself and your opponent, do not include fortifications for the purposes of awarding Victory points or determining when an opposing side is 'wiped out'.

EMPLACED WEAPONS

Many buildings have built-in weapons, referred to in the rules as emplaced weapons. They can each be fired as followed:

Manual Fire
If a building is occupied, an embarked model can choose to fire one of the emplaced weapons. If the building has more than one emplaced weapon, each can be fired by a different embarked model. An emplaced weapon may not be fired by more than one model each Shooting phase. **A model cannot manually fire an emplaced weapon and fire out of a Fire Point with its own weapons in the same turn. If an occupying unit fires at a target, all emplaced weapons being manually fired must be shot at the same target. Use the firing model's Ballistic Skill and the line of sight of the weapon.** All relevant special rules from the firing model and the weapon are used.

Automated Fire
If a building is claimed, each emplaced weapon that is not being fired manually automatically fires at the nearest enemy unit within range and line of sight of the weapon. Shots from automated fire are resolved at the end of the Shooting phase, just before any Morale checks are taken, and as if being fired by a model with a Ballistic Skill of 2. Automated fire does not prevent an occupying unit from firing its own weapons and can be fired at different targets.

Gun Emplacement Upgrades
If a gun emplacement is taken as an upgrade for a building and placed upon the building's battlements, then it counts as an additional emplaced weapon on the building instead of a gun emplacement.

Battlements
The roof-spaces of many buildings are identified as battlements. Whilst all battlements are built on top of another building, battlements are not themselves treated as buildings. Battlements are treated as the upper levels of a ruin and follow all the rules for ruins as previously noted, with the following exceptions:

- **Battlements are treated as an Access Point for their building**, meaning a unit inside the building can disembark onto the battlements, or vice-versa. Note that impassable buildings that have battlements may still not be entered, although units can use their battlements.
- **Jump units, Jet Pack units, Jetbikes and Skimmers do not need to take Dangerous Terrain tests for starting or ending their move on battlements.**
- **If a template or Blast weapon hits a unit on top of a battlement, that battlement's building also suffers a single hit.**
- **If a unit moves onto the battlements of an unclaimed, non-destroyed building, they immediately claim that building** and it becomes part of that unit's side until the building is either destroyed or an enemy unit claims it.

Gun Emplacements on Battlements
Gun emplacements can be purchased as upgrades for many fortifications, and can either be placed on top of a building's battlements or as freestanding weapons on the battlefield. A gun emplacement placed upon a building's battlements counts as an additional emplaced weapon. A gun emplacement placed elsewhere on the tabletop uses the normal rules for gun emplacements (see page 101).

BUILDINGS, FIRE POINTS AND ARMOUR VALUES

This Imperial Bastion has an Armour Value of 14 (unless it is dilapidated, in which case it would have Armour Value 12). There are several Fire Points in the walls, and it also has battlements. There is one Access Point – the door. The bastion also has several emplaced weapons: a heavy bolter on each facing and an Icarus lascannon gun emplacement on the roof, which counts as an additional emplaced weapon.



A - Access Point *B - Fire Point*
C - Emplaced Weapon *D - Battlements*

FORTIFICATION UPGRADES

Some fortifications can purchase upgrades by paying an additional points cost. The fortifications that can purchase upgrades, and the types of upgrades they can access, are stated in that fortification's datasheet entry.

Buildings

The following upgrades can only be purchased for fortifications that are buildings. **A small building can have a single upgrade, a medium building can have up to two, while a large building can have up to three. A single building can only have one of each upgrade.** The first time a unit (friend or foe) occupies a building with upgrades, the owning player must declare all upgrades the building has. Unless otherwise stated, these upgrades do not apply to a building's battlements.

Multiple Part Buildings and Upgrades

An upgrade purchased for one part of a multiple part building only applies to the part it was purchased for, not the entire of the multiple part building. If you wish to upgrade the entire multiple part building with the same upgrade, you will need to pay the appropriate points cost for each part. Each part of a multiple part building (excluding battlements) can have different upgrades.

Ammo Store.....15 points
Extra crates of ammunition have been stockpiled within this fortification, ready to be distributed to garrisoning troops.

A unit occupying this building re-rolls To Hit rolls of a 1 when firing out of the building's Fire Points. Note this does not apply to a model manually firing an emplaced weapon.

Booby Traps.....20 points
This fortification has been rigged with a surprise for the first unwitting patrol to stumble across it.

The first unit to occupy this building (friend or foe) immediately suffers 2D6 Strength 4 AP 5 hits with the Ignores Cover special rule.

Escape Hatch.....25 points
This fortification maintains a concealed escape route.

When this building is first occupied, the owning player can place an escape hatch marker anywhere within 12" of the building that is not impassable terrain or within another building. The escape hatch marker is an additional Access Point for the building, but models using it cannot use the Repel the Enemy special rule (see page 170).

Magos Machine Spirit.....30 points
The fortification itself is imbued with a machine spirit, granting an improved control over its arsenal.

This building's automated fire is resolved at BS 3.

Searchlights.....5 points
Searchlights are often fitted to fortifications to spot approaching enemies who lurk in the dark.

A building's searchlights follow the same rules as vehicle searchlights, as detailed on page 93.

Void Shield.....25 points
The fortification houses an ancient device that can generate a localised void shield.

Whilst a building has a void shield, any hits scored by shooting attacks against the building, models embarked within it or upon its battlements will instead hit the void shield. A void shield has an Armour Value of 12. A glancing hit or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for the collapsed void shield; a roll of 5+ instantly restores it.

Obstacles
Makeshift barricades can provide a vital outer perimeter.

Obstacle upgrades are small sections (each up to 6" in length) of battlefield debris (see page 101). A fortification can purchase up to six sections of obstacles, in any combination, from the list below. These are placed at the same time as the fortification they are bought alongside and must be placed wholly within 6" of their fortification.

- Tanglewire – 5 points/section
- Barricades – 10 points/section
- Tank Traps – 15 points/section

Battlements and Battlefield
Weapons and wargear litter the battlefields of the 31st Millennium.

Battlement and Battlefield upgrades are single pieces of battlefield debris. A list of the relevant descriptions and rules can be found on page 101. Each fortification can purchase a single Battlement and Battlefield upgrade from the list that follows. These are placed either on the fortification's battlements (if it is a building with battlements) or anywhere on the tabletop that is wholly within 6" of their fortification.

- Ammunition Dump – 20 points
- Comms Relay – 20 points
- Gun Emplacement with Icarus Lascannon – 35 points
- Gun Emplacement with Quad-gun – 50 points



FORTIFICATION DATASHEETS

All fortifications and fortification networks have a datasheet that has all the information needed to use them in your games.

Points Value
This is how many points the fortification costs. Some datasheets, such as the Shrine of the Aquila, do not have a points cost. These datasheets are intended to be used as terrain pieces rather than included within a Force Organisation chart and cannot be selected as part of an army.

Composition
This details what building(s) and/or section(s) of battlefield terrain make up the fortification. If the composition is a Fortification Network, there will be a list stating the fortifications that must be purchased, and which can optionally be purchased, as part of the network.

Terrain Type
This details what part of the terrain rules you'll need to refer to when using the fortification. If the fortification is a building, its Armour Value and the presence of battlements will be listed here.

Access And Fire Points
If the fortification has any Access Points or Fire Points, they will be listed here.

Special Rules
Any special rules that apply to the fortification are detailed here.

Weapons
If your fortification has weapons as part of its basic composition, they will be listed here.

Options
This section details any additional weapons, wargear or upgrades the fortification can purchase.

Weapon Profiles
This section details the profiles for any of the weapons that the fortification can have. Profiles that can only be taken as optional upgrades are denoted by an asterisk.

Scratch-built Terrain
Many players enjoy making their own terrain features from scratch (thus the term 'scratch-built terrain'), and it's also possible to improvise a perfectly usable set of terrain using everyday objects at hand. Players that do so will need to devise their own datasheets for the terrain models they have created. Don't worry, this is very easy if you use the rules and datasheets presented here as examples of how to do so.

For example, if you chose to use both the Basilica Administratum and Sanctum Imperialis models to make a single large ruin mounted on a scenic base, you and your opponent could agree that this piece of scratch-built terrain would use the rules for ruins and have the Benevolent Light special rule (see page 121).



AEGIS DEFENCE LINE

50 POINTS

Composition
- Up to four long and four 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 lines)

Weapons
- None

Options
- May take items from the Obstacles and Battlements and Battlefield lists (see page 107).

Weapon Profiles (* denotes optional upgrade):

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



FORTIFICATIONS

Aegis Defence Lines are barricades built from crenellated armoured sections that link together into a solid-shield wall. Their simple design means that they can be built and deployed at great speed.

Aegis Defence Lines are ideally suited for holding ground in enemy territory or to establish defensive perimeters until such time when larger, more permanent fortifications can be constructed.



BASTION

75 POINTS

FORTIFICATIONS

A Bastion is an imposing edifice built from foot-thick ferrocrete. As they are relatively easy to construct, some battlefields are littered with networks of Bastions. Built to withstand orbital strikes and artillery bombardments, there are few weapons capable of razing them in a single blow. It is with good reason that such fortresses often form the cornerstone of an army's defensive strategy.

Bastions afford their defenders commanding fields of fire. A unit garrisoned within the protective walls can unleash devastating volleys with little fear of reprisal. Heavy bolters jut from a Bastion's every wall, spitting death at any foes who dare approach. Only the most determined assault is likely to shift troops from such a fortification and few who brave an Imperial Bastion's guns ever reach the walls alive.

Composition
- One Imperial Bastion

Terrain Type
- Medium building (Armour Value 14) with battlements

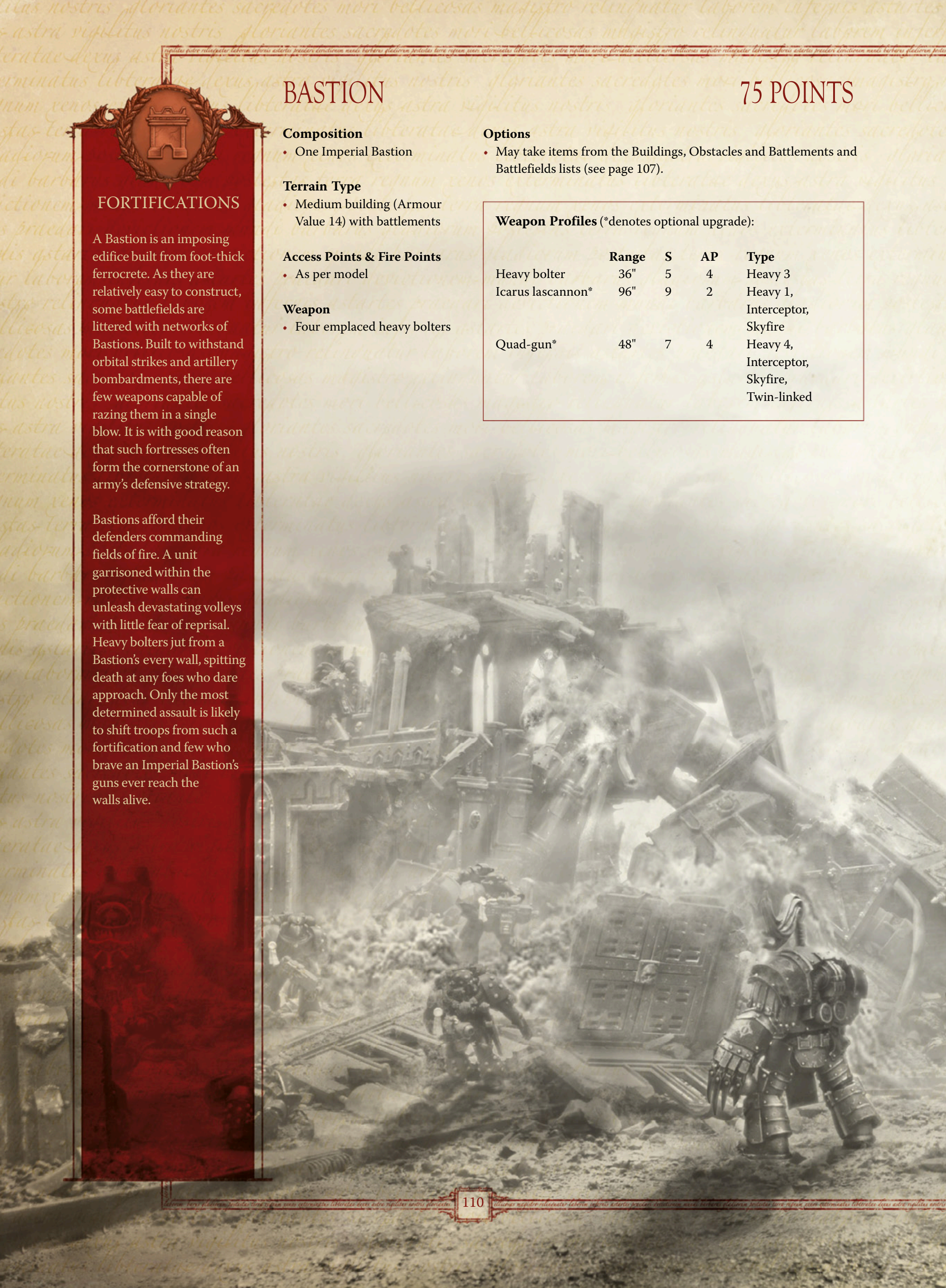
Access Points & Fire Points
- As per model

Weapon
- Four emplaced heavy bolters

Options
- May take items from the Buildings, Obstacles and Battlements and Battlefields lists (see page 107).

Weapon Profiles (*denotes optional upgrade):

	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Icarus lascannon*	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun*	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked



DEFENCE LINE

80 POINTS

Composition
- Up to two Defence Line sections and up to four Defence Line end sections. Each section of Defence Line must be placed in contact with at least one other section.

Terrain Type
- Battlefield debris (defence lines)

Weapons
- None

Special Rules
- Stalwart Defence

Options
- May take items from the Obstacles list (see page 107).

Stalwart Defence
Models have the Stubborn special rule whilst within a Defence Line or Defence Emplacement section.

FORTIFICATIONS

Across the length and breadth of the galaxy, brother battled against brother in a conflict that would see the death of untold billions. The Defence Line was often the very first line of defence in these battles, a proud bulwark which was used to resist the onslaught of a foe.

Many of these defensive lines became so entrenched that the twisted corpses of both friend and foe alike lay scattered around their walls, preventing all but the most determined from approaching the well-defended emplacements.

FORTIFICATIONS

Defence Emplacements are constructed in a similar manner to Defence Lines, but are instead designed to accommodate infantry teams manning heavy weaponry. With a large armoured firing point overlooking a wide angle of approach, no enemy can hope to charge a manned Defence Emplacement without being cut down by a hail of clattering autocannon and heavy bolter fire.

DEFENCE EMPLACEMENT 40 POINTS

Composition
- Up to three Defence Emplacement sections and up to two Defence Line end sections. Each section must be placed in contact with at least one other section.

Terrain Type
- Battlefield debris (defence lines)

Weapons
- None

Special Rules
- Improved Arc of Fire
- Stalwart Defence

Options
- May take items from the Obstacles list (see page 107).

Improved Arc of Fire
Any model within a Defence Emplacement section can re-roll To Hit rolls when resolving Overwatch if using a weapon with the Heavy type.

Stalwart Defence
Models have the Stubborn special rule whilst within a Defence Line or Imperial Defence Emplacement section.



BUNKER

55 POINTS

Composition
- One Bunker

Terrain Type
- Medium building (Armour Value 14) with battlements

Weapons
- None

Special Rules
- Wide Fire Points

Options
- May take items from the Buildings, Obstacles and Battlements and Battlefield lists (see page 107).

Wide Fire Points
Up to four occupying models can fire out of each of this building's Fire Points.

Weapon Profiles (* denotes optional upgrade)

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



FORTIFICATIONS

Bunkers are built to protect troops as they defend strategic battlefield locations. These bulwarks can withstand an impressive amount of firepower, but they typically lack automated weapons systems of their own. As such, they must be garrisoned to provide effective defence, yet a single fire team protected behind a bunker's walls can reap a disproportionately heavy toll on approaching forces.



FIRESTORM REDOUBT — 200 POINTS

FORTIFICATIONS

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

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

Composition
- One Firestorm Redoubt

Terrain Type
- Medium building (Armour Value 14) with battlements

Weapons
- Two emplaced quad Icarus lascannon

Special Rules
- Fully Automated
- Primary Target
- Very Wide Fire Point

Options
- May take items from the Buildings, Obstacles and Battlements and Battlefield lists (see page 107).
- May replace any quad Icarus lascannon with:
  - Battle cannon .....10 points each

Fully Automated
Emplaced weapons on a Firestorm Redoubt can only fire using the automated fire rule – models occupying a Firestorm Redoubt cannot use the manual fire rule to fire any of its emplaced weapons.

Primary Target
Emplaced weapons on a Firestorm Redoubt that have the Skyfire special rule must fire at the nearest enemy Flyer or Flying Monstrous Creature unit within range and line of sight. If no enemy unit of either of these types is within range or line of sight, that emplaced weapon must instead fire at the nearest enemy unit within range and line of sight.

Very Wide Fire Point
Up to six occupying models can fire out of each of this building's fire points.

Weapon Profiles (* denotes optional upgrade)

	Range	Str	AP	Type
Quad Icarus lascannon	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Battle cannon	72"	8	3	Ordnance 1, Large Blast (5")
Icarus lascannon*	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun*	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

VENGEANCE WEAPON BATTERY 75 POINTS

Composition
- One Vengeance Weapon Battery. If an additional Vengeance Weapon Battery is purchased (see opposite), each is deployed as a separate fortification.

Terrain Type
- Impassable Building (Armour Value 14)

Access Points & Fire Points
- None

Weapons
- One emplaced battle cannon

Special Rules
- Sentry Defence System

Options
- May add one additional Vengeance Weapon Battery.....75 points
- May replace any battle cannon with:
  - Quad Icarus lascannon .....Free
- May take items from the Obstacles list (see page 107).

Weapon Profiles (* denotes optional upgrade)

	Range	Str	AP	Type
Quad Icarus lascannon*	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Battle cannon	72"	8	3	Ordnance 1, Large Blast (5")

FORTIFICATIONS

Vengeance Weapon Batteries are heavily armoured automated defence units. Armed with powerful cannon, they unleash deadly salvoes of weapons fire on any enemies that approach them. Each Vengeance Weapon Battery sports a powerful cannon in a rotating turret, which is controlled by a simple automated firing system, that will fire on any enemy unit it registers. The thick plascrete walls of the battery make it invulnerable to all but the most powerful of weapons. Such is their durability, a Vengeance Weapon Battery will often remain operational long after their abandonment on the field of battle.

Typically, Vengeance Weapon Batteries are constructed forward of the main defence line, where their automated fire can serve as advance warning of an attack while driving the enemy into strategically predetermined killing zones.



MACRO CANNON AQUILA STRONGPOINT 535 POINTS

LORDS OF WAR

Macro Cannon Aquila Strongpoints are massive fortifications, often used as bastions in Imperial defensive battle lines. Each consists of a munitions silo, topped by a large turret that houses the huge macro cannon that gives the strongpoint its name. The munitions silo allows the Macro Cannon to fire special quake shells, each of which measures several metres in length and has a powerful charge that allows it to reach hypersonic velocity when it is fired.

Composition
- One main strongpoint and one bunker annex

Terrain Type
- Multiple part building. The main strongpoint is a large building (Armour Value 15) with battlements. The bunker annex is a medium building (Armour Value 15) with battlements.

Access Points & Fire Points
- As per model

Weapons
- The main strongpoint has one emplaced Aquila macro cannon,

Special Rules
Mighty Bulwark (see page 168)

Options
- May add up to four emplaced heavy bolters (these can be allocated to any part of the fortification).....10 points each
- May take items from the Buildings and Obstacles list (see page 107).

Weapon Profiles (* denotes optional upgrade)

	Range	Str	AP	Type
Aquila macro cannon				
- Macro shell	72"	D	1	Primary Weapon 2, Large Blast (5")
- Quake shell	180"	10/7/5	1/4/6	Primary Weapon 1, Apocalyptic Mega-blast, Sonic Boom
Heavy bolter*	36"	5	4	Heavy 3

Sonic Boom
After firing a quake shell, draw a straight line between the Aquila macro cannon and the central hole of the Apocalyptic Mega-blast template. Roll a dice for each Flyer, Flying Monstrous Creature, or Flying Gargantuan Creature model crossed by this line. On a 1, a Flyer will Crash and Burn!, while a Flying Monstrous Creature or Flying Gargantuan Creature will take D3 wounds with no saving throws allowed.



VORTEX MISSILE AQUILA STRONGPOINT 535 POINTS

Composition
- One main strongpoint and one bunker annex

Terrain Type
- Multiple part building. The main strongpoint is a large building (Armour Value 15) with battlements. The bunker annex is a medium building (Armour Value 15) with battlements.

Access Points & Fire Points
- As per model

Weapons
- The main strongpoint has one emplaced vortex missile battery.

Special Rules
- Mighty Bulwark (see page 168)
- Missile Battery
- Containment Failure

Options
- May add up to four emplaced heavy bolters (these can be allocated to any part of the fortification).....10 points each
- May take items from the Buildings and Obstacles list (see page 107).

Missile Battery

The emplaced vortex missile battery may fire a maximum of seven vortex missiles over the course of the battle. No more than one missile may be fired per Shooting phase.

Containment Failure
If the main strongpoint suffers a Total Collapse or Detonation! result, roll a D6 for each remaining vortex missile. On a roll of 1-2, the missile explodes. Place the vortex's blast marker on the centre of the main strongpoint, and then scatter it 2D6".

Weapon Profiles (* denotes optional upgrade)

	Range	Str	AP	Type
Vortex missile battery	Unlimited	D	1	Ordnance 1, Large Blast (5"), Vortex
Heavy bolter*	36"	5	4	Heavy 3

LORDS OF WAR

One of the most devastating and dreaded weapons in the Imperium's vast armoury is the vortex missile. A Vortex Missile Aquila Strongpoint houses several of these fearsomely destructive warheads, complemented by a complex targeting array to guide each vortex missile to its target. When the missile strikes, it causes a vast swirling maelstrom that utterly destroys anything that lies within its reach.



SHRINE OF THE AQUILA

"Here I am and here I shall die."

Attributed to Leman Russ at the Battle of Rising Fell, The Wolf Cull of Yaran

Though it is a battle-torn relic of a more glorious age, the Shrine of the Aquila still bears the signature relief that gives the sacred building its name. Gazing impassively upon the tempest of battle is a stylised eagle, its metallic form cast from the molten remains of space-faring vessels that once defended humanity. Far more than mere statuary, the symbol serves as inspiration for those nearby. Those Loyalist troops who fight under the Aquila's ceaseless vigil find a new determination welling in their hearts, knowing that they are the latest in a line of heroes that stretches across the stars. Conversely, heretics and servants of the fallen Warmaster alike fight all the harder to spill the blood of the faithful in its shadow.

Composition
- 1 Shrine of the Aquila

Terrain Type
- Ruins

Access Points & Fire Points
- None

Weapons
- None

Special Rules
- The Eagle's Gaze

Options
- None

The Eagle's Gaze
If a unit with the Loyalist Allegiance has any of its models within a Shrine of the Aquila, it re-rolls failed Morale checks. Any unit with the Traitor Allegiance that is in a Shrine of the Aquila has the Hatred (Loyalist) special rule.

DESIGNER'S NOTE

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see page 108).



MANUFACTORUM

The Manufactorums that stud the industrial zones of the Imperium are forbidding but functional buildings. They are so rugged in construction that even in the most war-torn district, the shells of these once-thriving factories stand tall. The spirit of industry lingers within them still, and benediction lies close at hand for the Machine God's blessed flock. When hopeful souls seek the grace of the Omnissiah near a Manufactorum's walls, they find its embedded cog-skulls clicking and chattering a stream of sacred code that soothes troubled machine spirits and complements battlefield rituals of reconstruction. Some believe that merely to fight within the bounds of a Manufactorum is to protect one's wargear against malfunction and mischance.

Composition
- 1 Manufactorum

Terrain Type
- Ruins

Access Points & Fire Points
- None

Weapons
- None

Options
- None

Special Rules
- The Omnissiah's Benediction

The Omnissiah's Benediction
Models in a Manufactorum that are firing weapons with the Gets Hot special rule re-roll failed saving throws for wounds inflicted upon themselves as a result of the Gets Hots special rule.

DESIGNER'S NOTE:

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see page 108).

"By these colours and by this sigil are these beasts of steel inducted into our ranks. Though they be neither mortal men nor Legiones Astartes, they harbour within them the animus belicosa—the spirit of war that drives us all. They are honoured to bear our heraldry, and we are honoured that they fight at our side. Until such time as they fall in battle, they are one with the Legion, our brethren and our blood."

Extract from the Rite of Commission



BASILICA ADMINISTRATUM

"It has been witnessed in the song of the solar fires, and its commutation is found in the fractal patterns of spilled blood and spent shell casing alike, writ as immutably as atomatic decay. The program known commonly as 'organic life' has almost reached its final solution, its ultimate course is all but run. So declares the Omnissiah plainly and unequivocally for those with the wisdom to understand."

Sahalida Khjartan
The Heretek Gnostarch
of Antioch Majoris
Proclamations,
Vol CVII/gamma-X

The Basilica Administratum is the cornerstone upon which the military might of the Imperium is built. Though the adepts and autosavants that toil night and day within its alcoves are not heroes in the conventional sense, with a stroke of their quills they can send a battlefleet to new stars or doom a planet to a slow death. Without their ceaseless focus, even the Legiones Astartes would falter and the enemies of the Imperium thrive.

Composition
- 1 Basilica Administratum

Terrain type
- Ruins

Access Points & Fire Points
- None

Weapons
- None

Options
- None

DESIGNER'S NOTE

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see page 108).

SANCTUM IMPERIALIS

Though the Sanctum Imperialis appears as dark and gothic in construction as any of the Imperium's buildings, it is in truth a beacon to those loyal to the doctrines of the Great Crusade. Statues of heroes adorn it in great number, and the eagle of the Emperor Himself guards its walls and portals against foolish superstition.

Composition
- 1 Sanctum Imperialis

Terrain type
- Ruins

Access Points & Fire Points
- None

Weapons
- None

Options
- None

Special Rules
Benevolent Light

Benevolent Light
Models in a Sanctum Imperialis have the Adamantium Will and Night Vision special rules.

DESIGNER'S NOTE

The Shrine of the Aquila, Manufactorum, Basilica Administratum and Sanctum Imperialis models in the Citadel scenery range are designed so that it is easy to put them together in new configurations, or to combine several sets together to make large structures. If you do so, these ruins follow the rules for scratch-built terrain (see page 108).

"Each deed we perform is the setting of one stone upon another towards the raising of this great edifice that is the Imperium. The Traitors would tear down all our work, and bury us in the rubble of our own destruction."

Castellan Felkon,
Legiones Astartes
Imperial Fists

BATTLESCAPE

"As our bodies are armoured with Adamantium, our souls are protected by our loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with His wisdom."

From the *Lexicon Mortalis Legiones Astartes*, Edict of Chaplaincy, Primary Iteration

The Imperium is ravaged by war from end to end. To some it is little more than an impossibly vast cadaver-to-be, a galactic body cratered by the bite of artillery shells and choked by the soot of burning cities. Not one of its million worlds has escaped the vagaries of battle, and it is a common fate for once fertile agri-worlds and prosperous civilised planets to be reduced to barren ruin. The smoking hulls of tanks and the trunks of blasted trees dot these wastelands, arid deserts whose wind-cast dunes are formed as much from human bone as they are from tortured earth. Though a desperate soldier may consider the shelter afforded by such sites to be a great boon, to a saner man, they are symbolic of the morbid fate that Mankind has embraced so fully.

Composition
- 1 Battlescape

Terrain type
- Dangerous terrain (see page 100)

Access Points & Fire Points
- None

Weapons
- None

Options
- None

Special Rules
- Desperate Shelter

Desperate Shelter
Models on the base of a Battlescape model receive a 5+ cover save, regardless of whether or not they are 25% obscured.



CRASHED IMPERIAL LANDER

With every new dawn, the skies of the Imperium are slashed by the contrails of fighter jets and bruised by the blossoming clouds of flak sent to slay its untold billions. When the foe has aerial supremacy, even the lightest craft can deliver sudden death and then disappear before its victims have a chance to retaliate. Because of this, the armies of the 31st Millennium field anti-aircraft guns capable of destroying everything from a transport shuttle carrying precious supplies to armoured gunships modified with ancient and irreplaceable archaeotech systems. The battleground stretching before such air-defences is often littered with the remains of those who thought their speed and altitude made them untouchable, only to be proved fatally wrong.

Composition
- 1 Crashed Imperial Lander. Each piece of the model after the first must be placed within 3" of a piece that has already been set up.

Terrain Type
- Difficult terrain

Access Points & Fire Points
- None

Weapons
- None

Options
- None

Special Rules
- Mysterious Wreckage

Mysterious Wreckage
The first time a unit enters or deploys in base contact with a Crashed Imperial Lander, roll a D6 and consult the following table:

D6	Result
1	**Unstable Fuel Core:** The unit that entered or deployed in base contact with the Crashed Imperial Lander immediately suffers D6 Strength 5 AP- hits with the Ignores Cover special rule. Wounds are Randomly Allocated.
2-4	**Nothing of Note:** The Crashed Imperial Lander has no additional effects this game.
5-6	**Archaeotech Cargo:** Immediately place an objective marker within 3" of any part of the Crashed Imperial Lander. Whichever side controls this objective marker at the end of the game scores 1 additional Victory point. If the mission does not use Victory points (see page 145), treat this result as Nothing of Note instead.

"Already the Imperium is lost, and there can be no victory. There is no just cause left in this war, it has become an incarnation of hate, a beast with its own life and its own hunger, and it will never stop, even though the few survivors be left slaughtering each other with stone knives over the dry bones of the generations before them. Never."

Excerpt from the private diaries of Gideon Lhasha Imperial Governor, Foray-Secundus Executed for Treason in the Solar Purge 017.M31



TWISTED COPSE

"Expose yourself to your deepest fear. After that, fear has no power and the fear of freedom shrinks and vanishes. You will be free."

Suppressed auto-transcript, III[rd] Legion

The realm of the Emperor is a toxic place indeed. If some omniscient power were to perceive the Imperium as a whole, it might reach the conclusion that both Mankind and its enemies are hell-bent on eradicating all life forms beyond their own. Yet somehow nature clings on still. Though most of its mighty jungles and forests have been reduced to scattered tangles of trees and patches of scorched undergrowth by the deathly forces unleashed upon them, few have succumbed entirely. Be they decimated to feed the furnace of battle, discoloured by pollution, or host to parasitic organisms that gnaw them hollow, those copses and groves not yet shattered by the maniac grind of war still stand amongst endless acres of corpse-strewn mud.

Composition
- 1 Citadel Wood

Terrain Type
- Difficult terrain (see page 100).

Access Points & Fire Points
- None

Weapons
- None

Options
- None

Special Rules
- Dense Thicket

Dense Thicket
Models on the base of a Citadel Wood model receive a 5+ cover save, regardless of whether or not they are 25% obscured.

MOONSCAPE

In a galactic empire as vast as the Imperium, the sheer variety of settled planets, colonised moons and tamed asteroid fields is bewildering. Not even the most talented geomystic can hope to learn of them all, for new worlds are settled even more frequently than they are purged by the scouring cataclysm of atomic fire, phosphex or the life-eater virus. One thing alone unites the Emperor's domains – not the iron rule of the Imperium's adepts, nor a willingness to further the destiny of Mankind as the true lords of the galaxy, but instead the scars of unbound violence. Even those worlds not cratered by astral detritus or scorched by celestial phenomena are disfigured by the relentless pounding of the Imperium's guns and the heretical weapons of the traitor, the alien and the witch.

Composition
- 1 Moonscape or Citadel Craters set. Each piece of the model after the first must be placed within 6" of a piece that has already been set up.

Terrain Type
- Battlefield debris (craters)

Access Points & Fire Points
- None

Weapons
- None

Options
- None

Special Rules
- Foxholes

Foxholes
Models in Moonscape Craters receive a 6+ cover save, regardless of whether or not they are 25% obscured. If a unit Goes to Ground, models from the unit gain +2 to their cover save if they are in Moonscape Craters rather than +1.

"Each deed we perform is the setting of one stone upon another towards the raising of this great edifice that is the Imperium. The Traitors would tear down all our work, and bury us in the rubble of our own destruction."

Castellan Felkon,
Legiones Astartes
Imperial Fists





PREPARING FOR BATTLE

PREPARING FOR BATTLE

The great battles of the Horus Heresy were not fought between disorganised mobs of warriors, but between the marshalled strength of the Space Marine Legions, the Imperial Army and other forces loyal either to the Emperor or his treacherous son, Horus. Likewise, the collection of Forge World and Citadel miniatures you use to play games of The Horus Heresy: Age of Darkness will need to be organised into a cohesive force in order to properly represent the engagements of this devastating conflict.

Army Selection

In a game of The Horus Heresy: Age of Darkness, each player will control a single force, usually referred to as an 'army'. The first step in assembling an army is to decide on its Allegiance, of which there are two to choose from: Loyalist or Traitor. This choice is mostly thematic and serves to help place the game within the confines of the Horus Heresy, although some special rules do target models based on their Allegiance and most of the campaigns presented as part of Forge World's Campaign books will have rules that affect armies of specific Allegiances.

Any army must consist entirely of models with the same Allegiance. Most units available to the various Factions of the Age of Darkness do not have an Allegiance stated in their Army List entry, in these cases the Allegiance chosen for the army determines the Allegiance of these units. Some units' Army List entries will specify an Allegiance for that unit, these units may only be used in armies of the appropriate Allegiance. The choice of Allegiance is not determined by a Detachment's Faction (as follows), but instead is a thematic choice. It is perfectly acceptable to have an army of Loyalist Sons of Horus or Traitor Ultramarines; the chaos of the Horus Heresy saw all manner of strange alliances and base betrayals during the destructive years of its reign.

In situations where two players have both selected the same Allegiance, one army is still considered to be fighting for the opposing Allegiance for that game. Incidents of friendly fire, purposefully false intelligence and sabotaged communications were far from uncommon during the Horus Heresy, and tipped the balance of several campaigns. Both players should agree which one of them will represent the opposing force for that game. Similarly, an army representing a force that remains neutral in the grander scheme of Horus' treachery must still select an Allegiance.

Historia Terra Regnum

ARMY LIST ENTRIES

The rules for your Forge World and Citadel miniatures are found either in one of Forge World's Army List books, Campaign books or as a download from the Forge World website. In any case where multiple versions of a unit's rules are available, always use the most recently published version.

Regardless of where this information is found, it is known as an 'Army List entry'. Each Army List entry describes a unit of Forge World or Citadel miniatures, and includes everything you will need to know in order to use that unit in a game of The Horus Heresy: Age of Darkness.

Before beginning the army selection process, both players will need to agree on a points limit. The ideal range for a game of The Horus Heresy: Age of Darkness is around 1,750-3,500 points, with most players finding that forces of between 2,000-2,500 points offer a satisfying game that can be completed in a single evening or afternoon once they are familiar with the rules. Normally, both players will use the same points limit, but this does not need to be the case. Additionally, some missions and specific subsets of The Horus Heresy: Age of Darkness rules (notably the Zone Mortalis rules presented in certain Forge World publications) may specify a points value for games in which they are used.

Allegiance and Factions

In some older Forge World publications, Allegiances (Traitor or Loyalist) are sometimes referred to as Factions (see page 138), a holdover from earlier incarnations of the Horus Heresy rules. Neither Traitor nor Loyalist should be counted as a Faction for the purposes of army construction, the only Factions in use in the Horus Heresy are those listed on the Age of Darkness Allies chart (see page 138).



AGE OF DARKNESS FORCE ORGANISATION

Once they have agreed on a points limit, the players can select their forces. To do so they will select a number of units from a single Age of Darkness Army List, counting the points cost of each unit as stated on its Army List entry until the agreed upon total is reached. The total points value of the army's units should not exceed the agreed upon limit. As detailed in each of the Age of Darkness Army Lists, all of the units available to players are organised into broad categories which will inform you in regards to the role they play in an army – these categories are known as 'Battlefield Roles'. These Battlefield Roles are normally: HQ, Elites, Troops, Fast Attack, Heavy Support, Lords of War and Fortifications. Some Army Lists, Rites of War or other special rules may introduce new categories, assign alternative names to existing categories or switch the categories of certain units, but such exceptions will be clearly explained in the given Army List.



HQ

HQ stands for Headquarters unit. A Headquarters unit might be a determined Solar Auxilia Marshal thrust into the heart of the Horus Heresy or even a mighty Space Marine Praetor at the head of a Legion task force. These models are amongst the most powerful in the game, and as leaders, they have access to more special equipment than anyone else. They are not invincible, but can provide a powerful spearhead for an attacking army and a strong core for a defensive one.



Troops

These represent the most commonly available soldiers in an army. This does not necessarily mean that they are poor fighters – the category includes warriors ranging from the post-human Legionaries of the Space Marine Legions to the humble militia auxiliaries of the Imperialis Militia. Typically, these are the warriors who make up the bulk of an army. Their main tactical role is that of consolidating the gains of the army and defending the objectives that have been taken by more specialised units.



Elites

Elites units are normally powerful but expensive. They are the best soldiers an army has to offer, but there are rarely ever enough of them. In some cases they will be specialists, while at other times they will be more experienced versions of regular soldiers.



Fast Attack

Fast Attack units are generally faster than their comrades, and are masters of manoeuvrability. Often, they are used for reconnaissance and scouting, while at other times they are ferocious assault troops who rely on speed to get their bloody work done.



Heavy Support

Heavy Support units are the big guns of the army and comprise the heaviest items of equipment and the toughest creatures. However, they are also very expensive in terms of points, so an over-reliance on them might leave you badly outnumbered.



Fortifications

Fortifications are battlefield defences, and include everything from barricades to towering fortresses. They are typically buildings and/or battlefield debris that your army has either constructed or captured just before the start of the battle. You'll find a range of fortifications presented in this book, and further Fortification Army List entries feature in other Forge World publications.



Lords of War

Lords of War are among the most destructive weapons deployed during the wars of the Horus Heresy, outmatched only by the awe-inspiring firepower of an orbital bombardment. They include towering battle Titans, Super-heavy vehicles and even the Emperor's own sons – the Primarchs of the Space Marine Legions.



In standard games of The Horus Heresy: Age of Darkness, any of the following options count as a single Lords of War choice unless specifically stated otherwise by either the mission or Force Organisation chart in use:

- **The Primarch:** The Primarch of the Space Marine Legion which forms the army's Primary Detachment.
- **The Engine of Destruction:** A single Super-heavy vehicle of any type with a Hull point value of 9 or greater, chosen either from the specific army list for the Primary Detachment, Titans from the Mechanicum Taghmata army list or the optional list of Super-heavies found on page 131.
- **War Machine Squadron:** 1-2 Super-heavy vehicles from the same Army List entry, each with a Hull points value of 8 or lower, and each chosen from the same Army List as that used to form the Primary Detachment or from the Panoply of War list found opposite. These vehicles must be deployed within a 6" coherency if on the table at the start of the game or, if placed in Reserve, will be rolled for as a single unit and must enter the table within 6" of a single eligible location. However, after their deployment, these war engines are considered to be separate units in the game.
- **The Great Beast:** A single Gargantuan Creature of any type available to the Army List used to form the army's Primary Detachment and with a Wounds value of 9 or greater.
- **Monstrous Horde:** 1-2 Gargantuan Creatures from the same Army List entry, chosen from the Army List used to form the army's Primary Detachment and with a Wounds value of 8 or lower. These creatures must be deployed within a 6" coherency if on the table at the start of the game or, if placed in Reserve, will be rolled for as a single unit and must enter the table within 6" of a single eligible location. However, after their deployment, these creatures are considered to be separate units in the game.
- **Sub-orbital Strike Wing:** 1-3 Flyers with up to 3 Hull points, all from the same Army List entry and chosen either from the same Army List as that used to form the army's Primary Detachment or chosen from the Panoply of War list opposite. This wing arrives from Reserves as a single unit. They must enter play from within 6" of the same eligible point on the table's edge, but are afterwards treated as entirely separate units during the game.
- **Mighty Fortifications:** A single fortification costing 500 points or more, or any fortification armed with one or more Destroyer weapons regardless of its cost. Note that the only way to include a fortification with a Destroyer weapon in an army is by the use of this Lords of War choice. Fortifications from older publications that cost more than 500 points or that mount Destroyer weapons may not be taken as part of a regular Fortifications choice in The Horus Heresy: Age of Darkness games.

LORDS OF WAR AND THE 25% RULE

In the interests of balance in smaller games, Lords of War choices are only permitted in games of at least 2,000 points where a Force Organisation chart allows their selection. Even in larger games, their dominating presence can unbalance a game, and so the value of any individual Lords of War choice present in an army may not exceed 25% of the army's total points cost, unless specified otherwise by the mission being played.

This means that the maximum points value for a single Lords of War choice (for those choices that consist of multiple models, this is the maximum points value of the entire choice) for the more common army sizes in The Horus Heresy: Age of Darkness is as follows:

Total Army Size	Maximum Lords of War Value
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

Panoply of War

The vast milieu of battles during the Horus Heresy and the armies of the Great Crusade were staggeringly diverse, with only the most common or singular examples currently dealt with by Forge World's Age of Darkness publications. In order to represent this diversity, when it comes to Super-heavy vehicles and Flyers, this addendum presents a list of additional models which may be used.

Some of the vehicles listed as follows are now only found in older supplements or other out-of-print sources, and may require some minor tweaks in order to work with this updated rulebook. In all cases, any options which refer to wargear no longer available or to units or Factions not present in the Age of Darkness should be ignored and players should agree before the game on exactly what rules such legacy vehicles will use for the game. If any of the following vehicles also have up to date Age of Darkness entries in one or more Army Lists available from Forge World, one of these entries (chosen by the controlling player) must be used instead of a legacy entry from an out-of-print title.

The list that follows may be used in conjunction with several Lords of War options presented in this section, when selected they are considered to be of the same Faction as the Primary Detachment of your Force Organisation chart (note, that in a Space Marine Legion Detachment, this will not grant them the Legiones Astartes special rule):

- **Baneblade, Banehammer, Stormlord, Shadowsword, Stormsword**
- **Macharius, Crassus and any variants of those vehicles (representing any of the innumerable indigenous heavy tanks produced across the Imperium)**
- **Marauder Bomber, Marauder Destroyer, Thunderbolt Heavy Fighter, Crusade Avenger Strike Fighter**
- **Minotaur**

When used as part of an army whose Primary Detachment is of any Space Marine Legion Faction, a vehicle chosen from this list may be given the following upgrade:

- **Space Marine Crew – +15 points: Any vehicle with this upgrade changes its BS to 4.**
- **Battle Servitor control (Flyers only) – +15 points per model: If taken as an option for a Sub-orbital strike wing, then all Flyers in the wing must be upgraded.**



Other Battlefield Roles
Some Forge World publications may introduce other types of Battlefield Role and will include all of the rules you need to include them as part of your army.

UNIQUE MODELS

Some models are noted as being Unique in their Army List entry. Unique models include named characters and extraordinary units or vehicles of which there is only one known example in the entire galaxy. Because of this, you can only ever include one of each Unique model in an army.

FORCE ORGANISATION CHARTS

The maximum and minimum number of units from each Battlefield Role required for a given army is defined by a Force Organisation chart, of which there are several available for an army fighting in the Age of Darkness. Each army should select a single Force Organisation chart to use as the basis of their force, in most games this will be the Crusade Force Organisation chart – illustrated opposite. Other Force Organisation charts are available for players to use, both in this book and in other Forge World publications, and some Army Lists may present specific variants for use with that list. In all cases, these charts will adhere to the same set of basic principles.

One box on a Force Organisation chart allows you to make one selection from that part of your army list. Dark boxes indicate compulsory selections, which must be included as part of the army, while the lighter boxes indicate optional choices, which are only included as part of the army if the player in question chooses to do so. If constructing an army using the Crusade Force Organisation chart, this would mean that an army would be required to take at least one HQ choice and two Troops choices. These compulsory choices are intended to ensure that the core of each army is illustrative of the force represented by the Army List in use, and that all armies are capable of properly participating in the varied missions available to players in the Age of Darkness.

Sometimes, a single choice in a Force Organisation chart may allow you to select more than one unit, or to vary the Battlefield Role of the unit selected. In all cases, such deviations form the normal procedure will be fully explained in the Army List or publication that presents such a Force Organisation chart.

Detachments
Most Force Organisation charts, including the Crusade chart illustrated opposite, comprise several Detachments. Each Detachment within a Force Organisation chart is a discrete set of units, effectively a sub-Force Organisation chart, that allows players to customise their army further or to include additional forces when playing larger games. All Force Organisation charts in the Age of Darkness rules include a Primary Detachment; this Detachment is compulsory and must be taken as part of the army. The army's Warlord (see page 136) must also be selected from the Primary Detachment of its Force Organisation chart and all compulsory slots must be filled before other optional Detachments may be taken. Any other Detachments listed as part of a Force Organisation chart are considered optional – a player may choose to incorporate them into their army or not, at their own discretion. However, if a player decides to include an optional Detachment then all compulsory slots from that optional Detachment must also be filled. Regardless of its type, either Primary or optional, all models in a single Detachment must be of the same Faction (see page 138) and all models in the army must be of the same Allegiance.

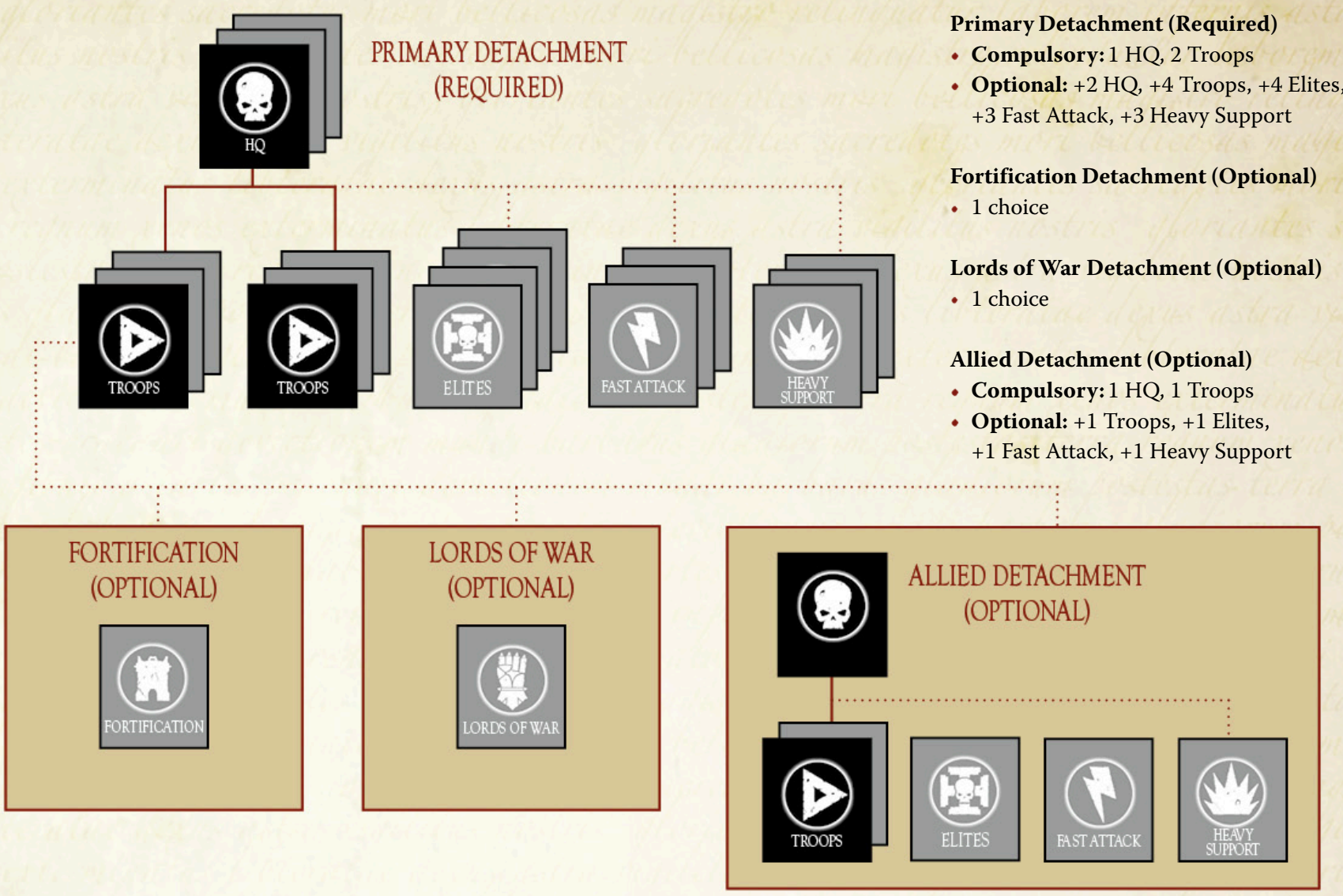
As an example, the Crusade Force Organisation chart consists of four separate Detachments: The Primary Detachment, an optional Fortification Detachment, an optional Lords of War Detachment and an optional Allied Detachment. A player using this Force Organisation chart to build an army would be required to fill all compulsory slots in the Primary Detachment, in this case one HQ slot and two Troops slots, before selecting any other units, and all of the units selected would have to be of the same Faction. Once these compulsory slots are filled, the player is free to select additional optional units for the Primary Detachment as allowed by the agreed points total, or to select one or more optional Detachments from among those listed as part of the Crusade Force Organisation chart. If any optional Detachments are selected then any compulsory slots present in that optional Detachment would have to be filled as well.

Allied Detachments
Allied Detachments are included in several of the Force Organisation charts provided in this book, representing small contingents of allied forces attached to the core of the player's chosen force. Unlike other Detachments, an Allied Detachment must always be of a different Faction than the player's Primary Detachment.

Dedicated Transports
Dedicated Transport vehicles sit outside of the normal Force Organisation structure and do not use up any choices on the Force Organisation chart, as they are attached to the unit whose Army List entry allows them to be selected. Where the distinction becomes important (for example, as part of a mission objective or deployment rules), Dedicated Transport vehicles are considered to be of the same Battlefield Role as the unit that they are attached to. For example, a Rhino chosen as a Dedicated Transport for a Legion Tactical squad (Troops) counts as a unit of Troops, while a Rhino selected as a Dedicated Transport for a Legion Veteran Tactical squad (Elites) would count as a unit of Elites.

BATTLES IN THE AGE OF DARKNESS FORCE ORGANISATION CHARTS

CRUSADE FORCE ORGANISATION CHART



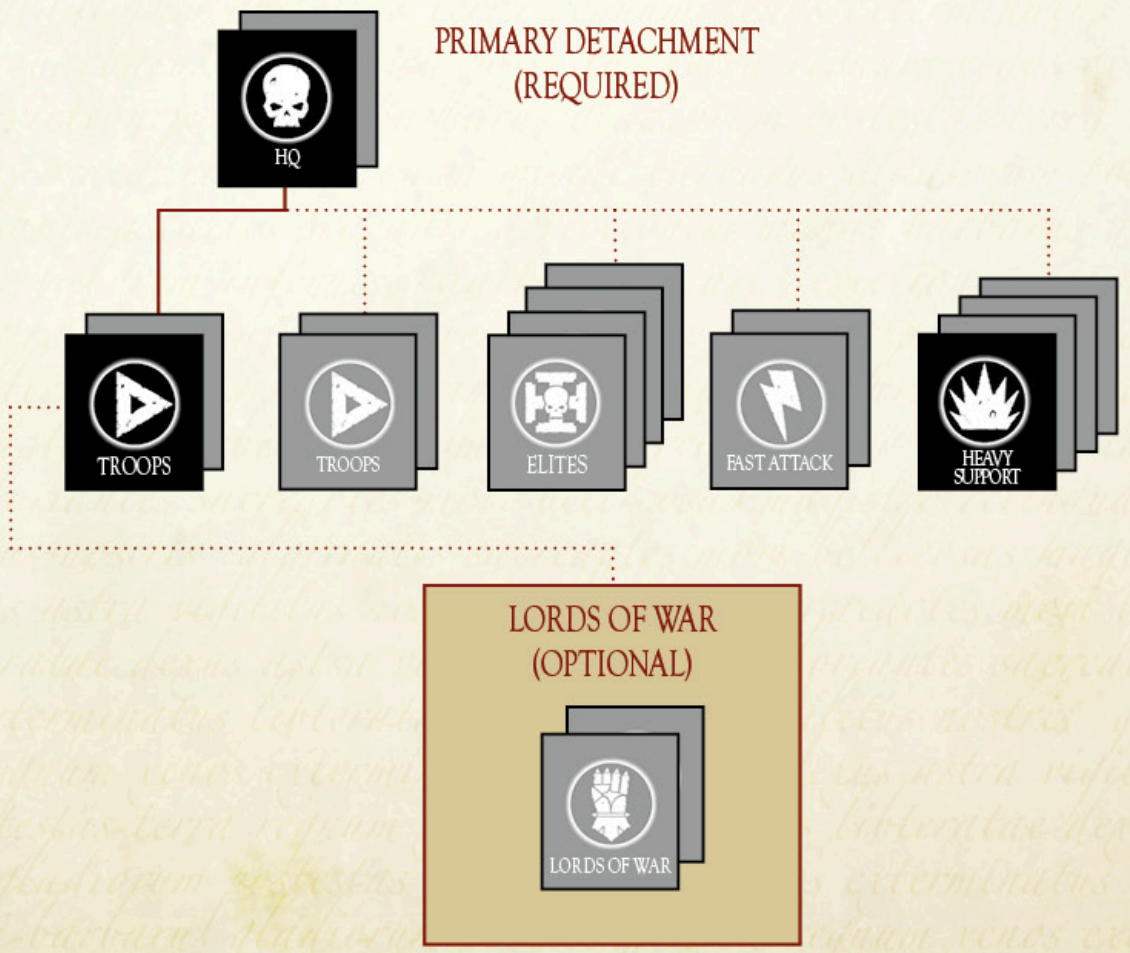
Primary Detachment (Required)
- **Compulsory:** 1 HQ, 2 Troops
- **Optional:** +2 HQ, +4 Troops, +4 Elites, +3 Fast Attack, +3 Heavy Support

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

OPTIONAL ONSLAUGHT FORCE ORGANISATION CHART



Primary Detachment (Required)
- **Compulsory:** 1 HQ, 1 Troops, 1 Heavy Support
- **Optional:** +1 HQ, +3 Troops, +4 Elites, +2 Fast Attack, +3 Heavy Support

Lords of War Detachment (Optional)
- +2 choices

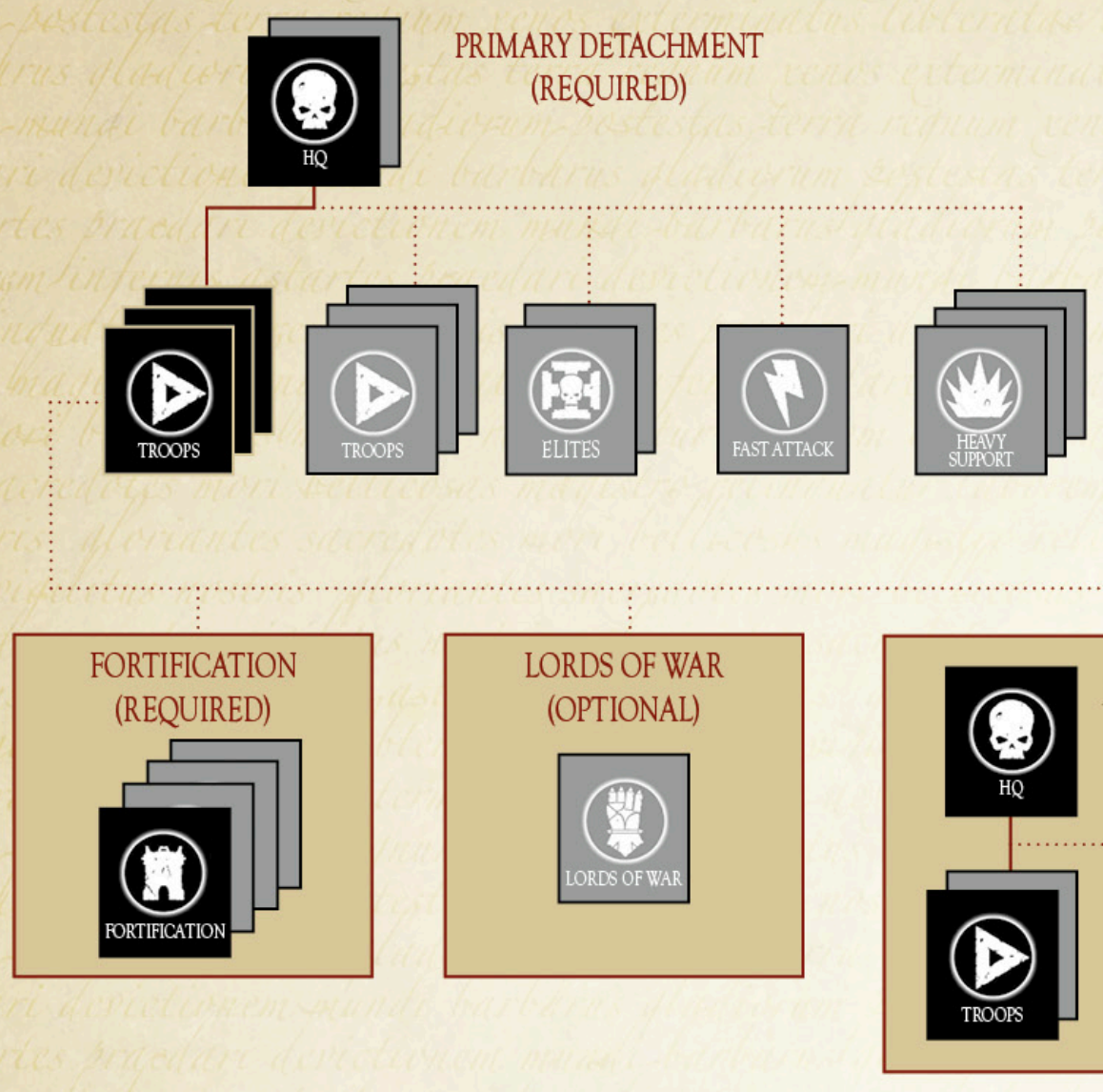
Fortification Detachment (Optional)
- Not available

Allied Detachment (Optional)
- Not available

Onslaught Army Special Rule: Rolling Thunder

Thanks to the thunder of their approach, the attack of an Onslaught army is usually more than easy to detect or predict. As a result, in any mission where the first turn and/or deployment is the result of a dice roll and unless the enemy force is also using the Onslaught Force Organisation chart, this army never has the first turn, unless it can Seize the Initiative.

OPTIONAL CASTELLAN FORCE ORGANISATION CHART



Primary Detachment (Required)
- **Compulsory:** 1 HQ, 3 Troops
- **Optional:** +1 HQ, +3 Troops, +2 Elites, +1 Fast Attack, +3 Heavy Support

Fortification Detachment (Required)
- 1 Compulsory, +3 Optional

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

OPTIONAL LEVIATHAN FORCE ORGANISATION CHART



Primary Detachment (Required)
- **Compulsory:** 1 x Leviathan Lords of War

Lords of War Detachment (Optional)
- +2 choices

Fortification Detachment
- Not available

Allied Detachment (Optional)
- **Compulsory:** 1 HQ, 1 Troops
- **Optional:** +1 Troops, +1 Elites, +1 Fast Attack, +1 Heavy Support

Leviathan Army Special Rule: The Leviathan Lord of War
The centre and destructive heart of this army is its Leviathan. This must be a Lords of War of either the Engine of Destruction or Great Beast type. Unlike usual Lords of War, this may represent any percentage of your army value (and indeed constitute your entire force in a single model if you are so inclined, brave enough and your opponent agrees!). In contrary to the usual rules, this Leviathan is both your force's Warlord effectively (and uses its own special Warlord trait listed here) and is also a scoring unit.

Leviathan Warlord Trait – Legendary Destroyer: The Leviathan may fire Overwatch with any of its weapons that do not possess either the Primary Weapon or Blast types, and may fire Overwatch at different targets (but no single weapon may fire Overwatch more than once per turn). The Leviathan has the Monster Hunter and Tank Hunters special rules (if it does not already do so) and, in addition, when making Fear tests in order to charge it, units must roll an additional D6 and discard the lowest of their results.



HOUSE VORNHERR CERASTUS KNIGHT-CASTIGATOR ‘NEPENTHES’

Nepenthes is the armour of Knight-Scion Ulas Karn, a kinsman of Duke Sorvak Bhaevenwulf and a senior member of the lord’s elite Lifewatch phalanx. As such, *Nepenthes* was rarely more than a dozen strides from *Surcease of Sorrow,* and the remains of both were recovered in the aftermath of the Battle of Ithraca.

THE WARLORD

When choosing your army, you must nominate one model to be your Warlord. Unless specified otherwise – this must be a character model. If you do not have any character models in your army, then select any other model in your army to be the Warlord. The model you choose as your Warlord must be from the Primary Detachment of the Force Organisation chart in use, unless another rule specifically states otherwise.

Warlord Traits

Your Warlord is a potent force upon the battlefield. Not only are they a mighty hero, with all the skills and renown you might expect from the leader of a great army, but over the course of a long career they will also have picked up one or more specialised abilities, which we refer to as 'Traits.'

If your Warlord is a character model, then they have one Warlord Trait. Note that if you have had to pick a non-character model as your Warlord, then they do not receive a Warlord Trait, but count as a Warlord for all other rules purposes.

To determine which trait your Warlord has, you need to choose which Warlord Traits table to roll on. You must roll on this table immediately before you deploy the first unit in your army (see page 137). Sometimes, other publications present alternative Warlord Traits tables that you can choose to roll on instead.

Warlord Traits and Unique Units

Many Unique Independent Characters are listed as having a specific Warlord Trait in their Army List entry. If such a unit is your Warlord, do not roll on a Warlord Trait table – instead, that unit automatically has the listed Warlord Trait. Note that the unit will only gain that Warlord Trait if it is your Warlord. If another model is selected as your Warlord, then the unique unit will not have any Warlord Trait, even if there is a trait listed in its entry.

Death of the Warlord

If your Warlord is removed as a casualty during your game, any abilities or special rules granted by their Warlord Trait are immediately lost. If the Warlord Trait in question conferred a special rule that allows an unusual method of deployment from Reserves (such as conferring the Outflank ability on certain units), that special rule is immediately lost and the affected units must instead deploy from Reserves in the normal fashion.



COMMAND TRAITS

Command Traits affect an area immediately surrounding your Warlord, representing the orders they issue to the units around them during the thick of battle.

D6	Result
1	**Inspiring Presence** Friendly units within 12" of the Warlord can use the Warlord's Leadership rather than their own.
2	**Intimidating Presence** Enemy units within 12" of the Warlord must use their lowest Leadership value, not the highest.
3	**The Dust of a Thousand Worlds** Your Warlord, and all friendly units within 12", have the Move Through Cover special rule.
4	**Master of the Vanguard** Your Warlord, and all friendly units within 12", add 1" to the distance that they can move when they Run or Charge.
5	**Target Priority** In the Shooting phase, your Warlord and all friendly units within 12" of the Warlord re-roll To Hit rolls of 1.
6	**Coordinated Assault** In the Assault phase, your Warlord and all friendly units within 12" of the Warlord re-roll To Hit rolls of 1.

PERSONAL TRAITS

Personal Traits represent specific combat skills that your Warlord possesses. The Warlord can influence those fighting alongside them as they lead by example.

D6	Result
1	**Master of Defence** Your Warlord has the Counter-attack special rule.
2	**Master of Offence** Your Warlord has the Furious Charge special rule.
3	**Master of Manoeuvre** Your Warlord has the Outflank special rule.
4	**Legendary Fighter** Your army gains 1 Victory point for each enemy character slain by your Warlord in a challenge.
5	**Tenacity** Your Warlord has the Feel No Pain special rule.
6	**Immovable Object** Your Warlord has the Fearless and It Will Not Die special rules.

Historia Terra Regnum

STRATEGIC TRAITS

Strategic Traits are skills that affect your entire army, representing tricks or gambits your Warlord sets in motion long before the battle begins.

D6	Result
1	**Conqueror of Cities** Your units have the Move Through Cover special rule if moving through Ruins, and the Stealth (Ruins) special rule.
2	**Night Attacker** If you choose to use the Night Fighting rules in your game, there is no need to roll – it is night on the first turn, and all models in your army have the Night Vision special rule.
3	**Master of Ambush** Your Warlord and three non-vehicle units of your choice have the Infiltrate special rule.
4	**Strategic Genius** You add +1 to any Seize the Initiative roll. In addition, whilst your Warlord is alive, you can re-roll any Reserve rolls (failed or successful).
5	**Divide to Conquer** Whilst your Warlord is alive, your opponent has a -1 modifier to their Reserve rolls.
6	**Princeps of Deceit** At the start of your opponent's first turn, pick three units in the enemy army. Each of these units must take a Pinning test (see page 169).

ALLIES IN THE AGE OF DARKNESS

During the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. Any Force Organisation chart which includes more than just a Primary Detachment may be composed of units of two or more of the Factions that make up the various armies fighting in the Horus Heresy, as long as each individual Detachment is entirely comprised of models of a single Faction. When your army incorporates units from more than one Faction, this section tells you how those models will interact with each other.

Factions in the Age of Darkness

The wars of the Horus Heresy were fought between a number of factions, most of which were present to some degree among both the Loyalist and Traitor armies. Each of the eighteen Space Marine Legions forms a single Faction, each differentiated by the version of the Legiones Astartes special rule that units of that Faction possess, with the other Factions being the Mechanicum and the Imperial Army. In all cases, units of these Factions may be from either the Traitor or Loyalist Allegiance. There also exists an Agents of the Emperor and Agents of the Warmaster Faction, models of these Factions are always either Loyalist (Agents of the Emperor) or Traitor (Agents of the Warmaster) and may not be selected in an army of the opposing Allegiance.

Factions and Army Lists

While the various Space Marine Factions are obviously represented by any army that is composed of the appropriate version of the Legiones Astartes special rule and the Legiones Astartes Army List, the other Factions are represented by several Army Lists. The Mechanicum Faction represents all armies using the Taghmata Omnissiah Army List or any variation of it as well as the Questoris Knight Army List. The Imperial Army Faction represents all armies using the Solar Auxilia or Imperialis Militia and Warp Cults Army Lists or any variation of them. In some cases, as more Army Lists are released in future Forge World publications, it may be initially unclear which Faction a certain army should operate under. In such cases, the players should agree on a Faction for that Detachment before the game begins.

	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	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	

The Age of Darkness Allies chart shows the relationship between these various Factions, which in turn dictates how units of those Factions behave in battle when included as part of the same army.

AGE OF DARKNESS LEVELS OF ALLIANCE

To represent the long history of grudges, sworn compacts and battle-tested oaths that exist between the various Factions of the early Imperium, the Age of Darkness Allies chart is used. When an army features two or more Factions amongst its Detachments then the controlling player should check the chart to establish the level of alliance that exists between them, and how that will affect the various units of those Factions in play. Each of the various levels of alliance is described here, as well as the rules associated with them. Some entries may refer to 'allied' units, in these cases all units not part of the same Faction as the Primary Detachment are considered 'allied' units.

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 benefit from nuncio-vox carried by Sworn Brothers 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 Sworn Brother allied units.

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 the 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 a long-standing feud or inherent antipathy. They are treated exactly like Fellow Warriors except that the allied units are never counted as scoring units (see page 146).

By the Emperor's (or the Warmaster's) Command
The two forces 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. The two forces are dealt with as Distrusted Allies but, in addition, at the start of each 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 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 show which units have been so affected.

Agents of the Emperor (or Warmaster)
Some units are described as Agents of the Emperor (notably the Talons of the Emperor – the Legio Custodes and the Silent Sisterhood), or Agents of the Warmaster. These are always treated as Sworn Brothers to either all Loyalist or all Traitor forces respectively.



BATTLES IN THE AGE OF DARKNESS

This section will guide you through the process of selecting, preparing for and playing an Age of Darkness mission – a specific format of game intended to replicate the savage battles of the Horus Heresy. These missions are intended for games with two players, using armies of between 1,750 and 3,500 points in size and using one of the Age of Darkness Force Organisation charts presented earlier in this book. These missions are the standard format for games of The Horus Heresy: Age of Darkness, and are perfect for use as one-off games as well as part of a longer campaign. Other Forge World publications will present both additional missions (following this same format), as well as variant styles of play that incorporate additional rules. Players may also choose to modify these missions to accommodate more players, larger armies or other conditions of their choice, but if any modifications are made, they should be agreed by all players involved before beginning play.

AGE OF DARKNESS MISSION FORMAT

All Horus Heresy: Age of Darkness missions follow a standard format and are divided into the following sections. If a given mission does not offer any advice in one or more of these sections, simply use the standard rules presented in this rulebook:

The Armies: Any restrictions on the selection of the armies involved, be they limits on total points values, Factions allowed or other restrictions will be described here.

Setting up the Game: Any restrictions or requirements regarding the arrangement of the playing surface or the scenery to be used in the game will be described here.

Deployment: Any variations in the manner in which armies are placed on the table, or in the deployment maps to be used, will be described here.

First Turn: This section describes how to select which of the players will take the first turn of the game.

Game Length: The number of turns of which the game will be composed is described here.

Victory Conditions: The manner in which the game is won is described here. If any of the standard Primary or Secondary Objectives are used, they will be listed here.

Mission Special Rules: Any special rules to be used in the mission will be listed here, those that are unique to that mission will also be fully detailed.

THE AGE OF DARKNESS MISSIONS

To begin with, an Age of Darkness mission will need to be selected for the game. Players can either select a mission from the list of those available that is agreeable to all involved or roll randomly on the table presented here to select a mission to play. In the case of some campaigns or variant forms of play, the list of available missions may be different, or set missions may be specified by the campaign. In these cases the publication in which the campaign or game variant is found will explain how to select a mission. Players may also elect to play missions from older Warhammer 40,000 publications, though some of these missions may not conform to the same format as those presented here and will likely need minor adjustments – as with all such decisions, all of the players involved should agree to any adjustments made before the game begins.

AGE OF DARKNESS MISSION TABLE

D6	Mission
1	Blood Feud
2	Onslaught
3	Shatter Strike
4	Dominion
5	Tide of Carnage
6	War of Lies

THE BATTLEFIELD

For most games of The Horus Heresy: Age of Darkness, the battlefield will take the form of a flat, stable surface of any size or shape acceptable to the players; although a rectangular area measuring 6' x 4' is considered the standard size.

Forge World Realm of Battle Boards

Forge World manufactures a range of Realm of Battle boards specifically designed to reflect the battered and broken terrain of the shattered Imperial cities that played host to many of the most cataclysmic battles of the Horus Heresy. These board sections are each 2' x 2' squares, and six can be joined together to form the perfect battlefield for games of The Horus Heresy: Age of Darkness.

Note that some Forge World Realm of Battle board sections contain large structures or fortifications, if these are not purchased as Fortifications by one of the players (as per the rules provided in the various Forge World Army List books) then these structures should be treated as Ruins (see page 100).

The battlefield is considered to be 'open ground' for all rules purposes (see page 100). A unit cannot voluntarily move or be placed beyond the edge of the established playing area, unless that unit or the mission being played has a special rule that specifically allows the unit to leave the battlefield.

Placing Terrain
After you have determined what mission you are playing and arranged a space in which to play, 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 for the clear passage of Infantry models.

Depending on which mission you are fighting, it 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 that you can use to further theme your battlefield.

The Horus 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, etc) and some providing cover mainly to infantry (such as craters, woods, jungle, swamps, debris fields, hills and wreckage, etc), 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.

Fortifications
Some pieces of scenery, referred to as Fortifications, are sometimes present as part of a player's army and as 'neutral' pieces of terrain controlled by neither player. If a Fortification is taken as part of an army – its cost in points is paid by the controlling player, then it is set up with the rest of the army using the same rules as other models (as set by the rules found in this section and in the mission in use). Any Fortifications set up as 'neutral' pieces of terrain are part of neither player's army.

DETERMINE DEPLOYMENT MAP

After the terrain has been set up, you must determine each player's deployment zone. This will define the area in which a player may set up their army, before the first turn of the game. The use of a deployment map stops armies from starting too close to each other, stops the granting of advantages to either of the players and allows for a certain amount of manoeuvring before the chaos of battle sets in. Each of the deployment maps presented here as part of The Horus Heresy: Age of Darkness missions divides the table into two distinct deployment zones, one for each player. At the start of the game, each player will deploy their entire army, save where the mission or a unit's special rules dictate otherwise. Units that cannot fit into a player's deployment zone are placed into Reserve, unless the mission's special rules or deployment instructions state otherwise.

Some missions may specify which deployment zone to use, or provide a custom deployment map. For those missions that do not, or where players wish to utilise a different deployment map, one of the following can be used. In order to determine which map to use, when the mission does not dictate one, players can select one 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 remaining deployment zone.

Player's Table Edge
In addition to defining a deployment zone for each player, a table edge will need to be assigned to each player. When models Fall Back, they will head towards a player's table edge and it is also where Reserve units will enter play. Most deployment maps will specify a table edge for each player. If the mission being used does not, then the players can either agree between them which table edges they will use or randomly select one for each player. When selecting table edges, it is generally most effective to have each player's table edge on opposite sides of the battlefield.

AGE OF DARKNESS 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 that forms the rear of their 'arrowhead'.

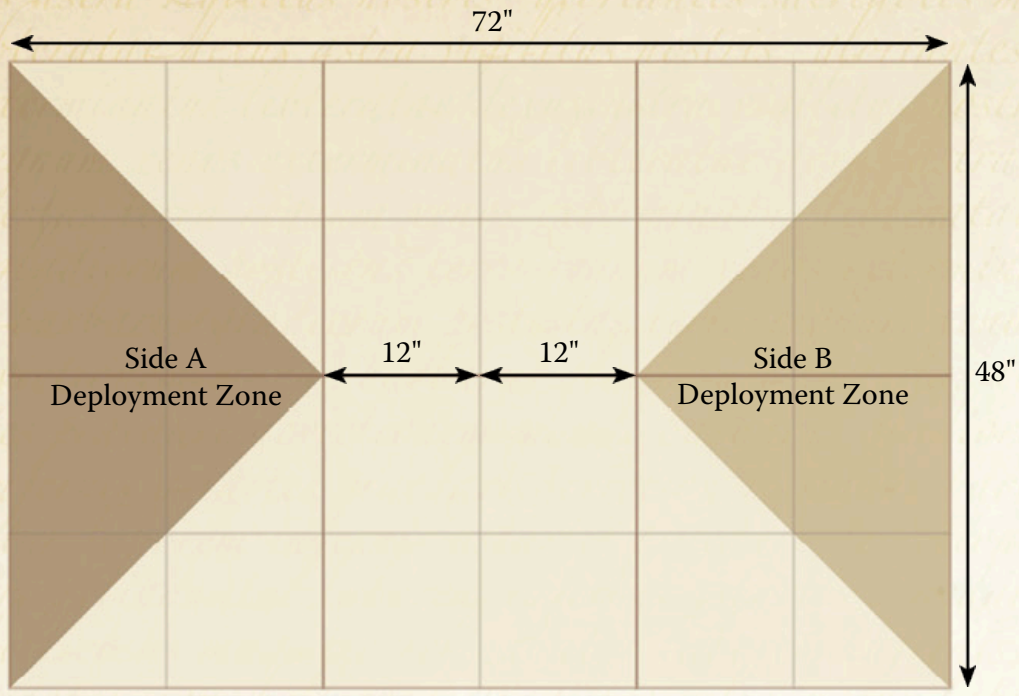
2. Dawn of War
If players are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

For Dawn of War battles, a player's table edge is the long table edge touching their own deployment zone.

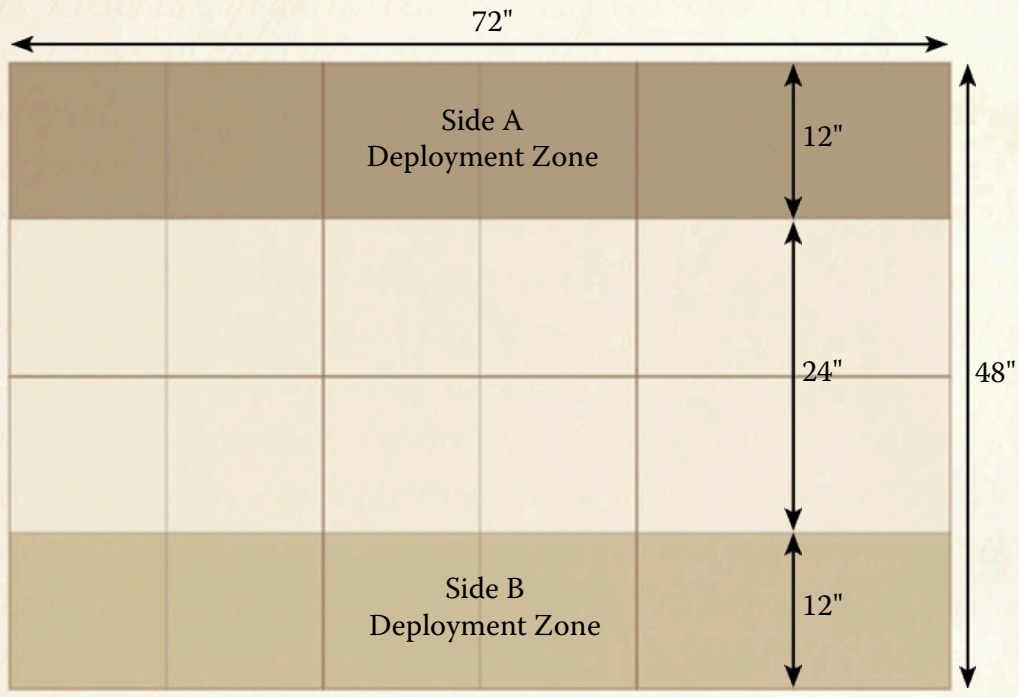
3. Search and Destroy
The Search and Destroy deployment map divides the table into four equal quarters. Each quarter constitutes a deployment zone. Units may not be deployed into the circular 18" diameter area at the centre of the table.

A player's table edges are any that form part of their deployment area.

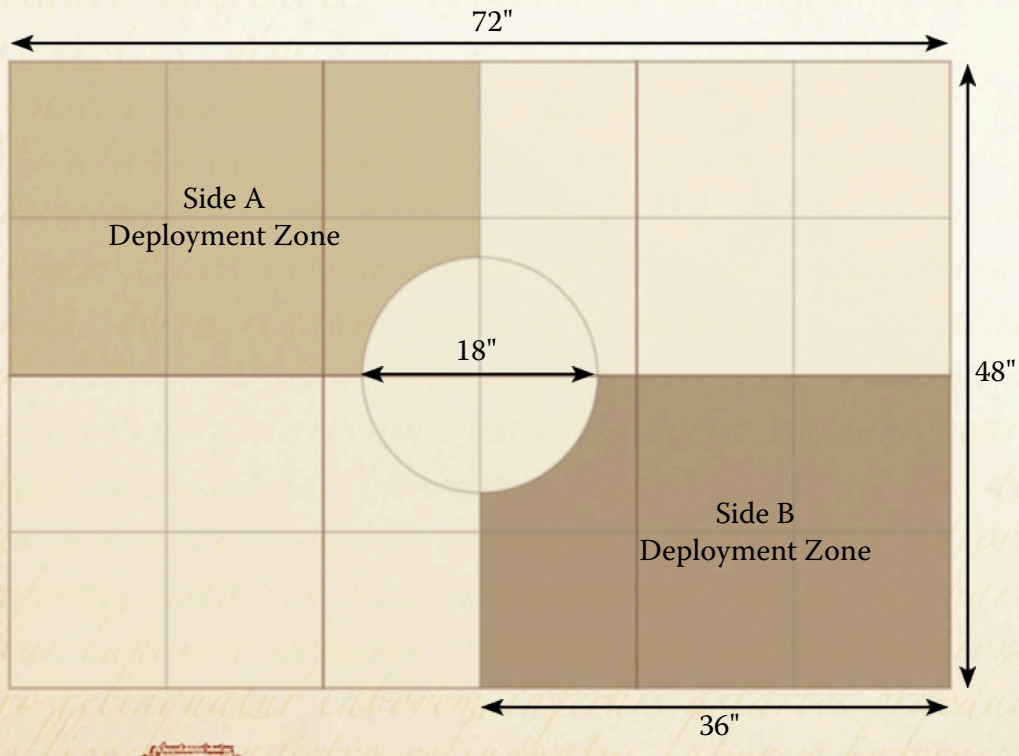
CLASH OF THE LINE



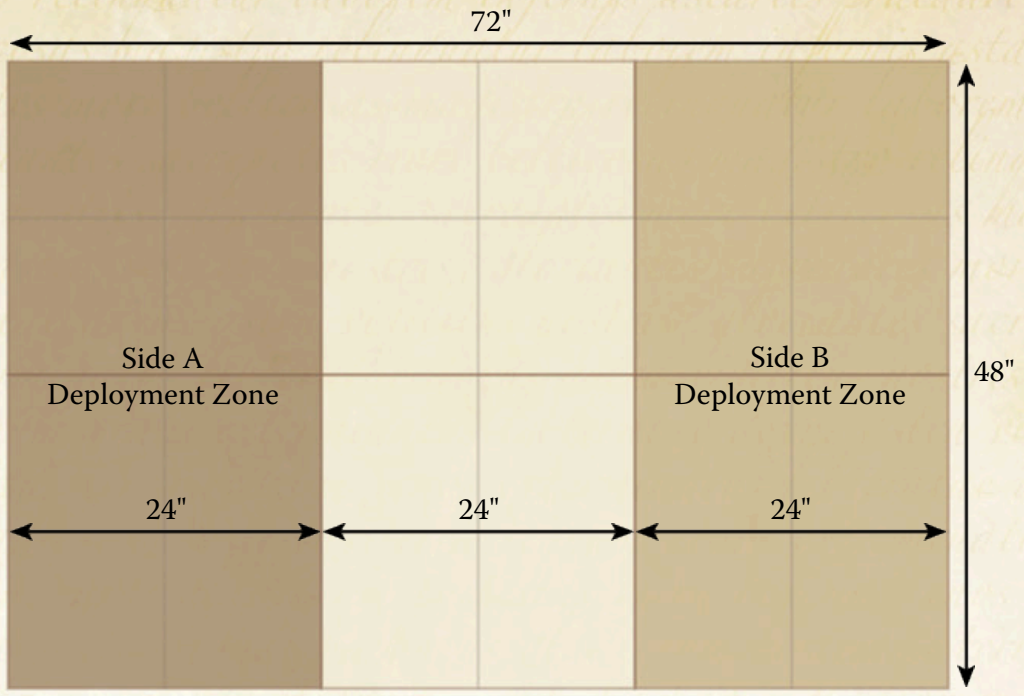
DAWN OF WAR



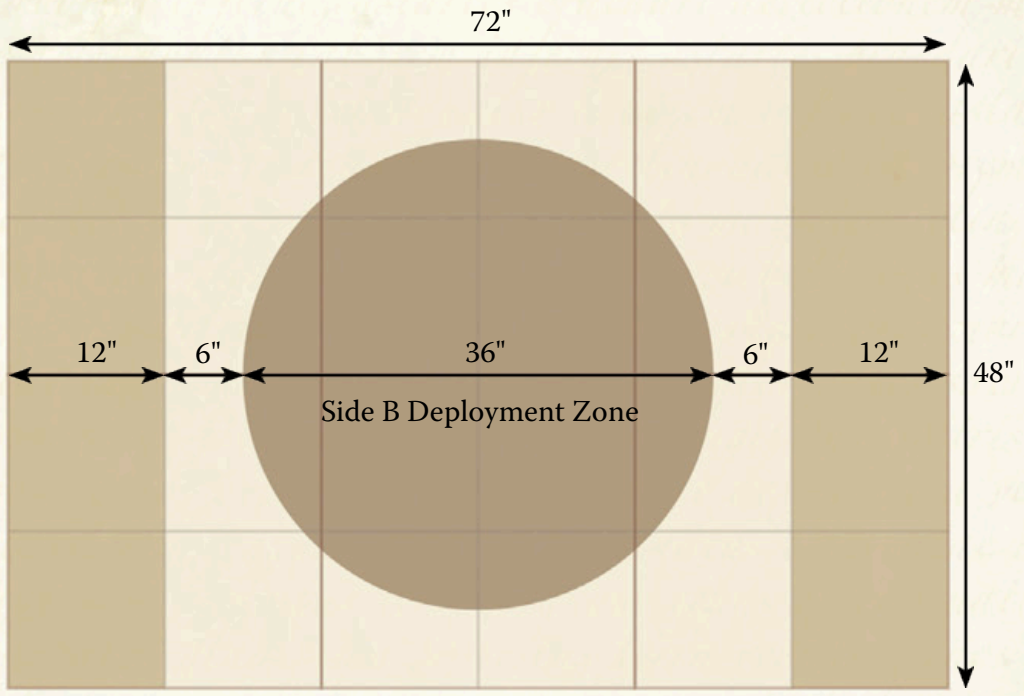
SEARCH AND DESTROY



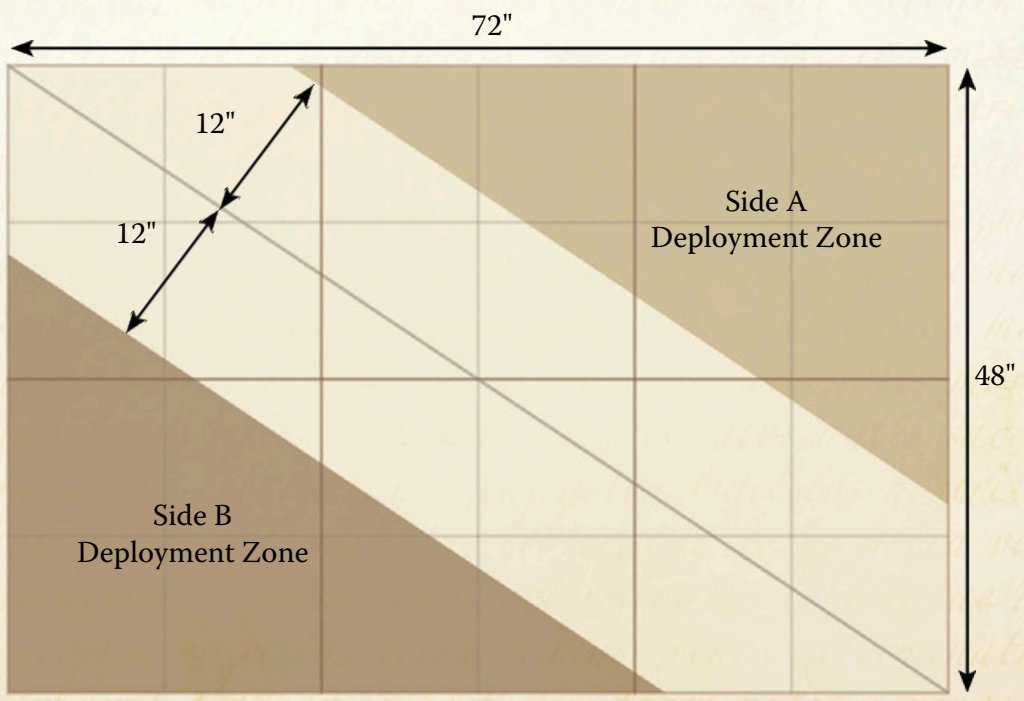
HAMMER AND ANVIL



AMBUSH!



VANGUARD STRIKE



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).

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.

DEPLOYMENT

The last step of pre-game preparation is to deploy the two armies onto the battlefield. If you are using a Horus Heresy: Age of Darkness mission, it will tell you how to deploy the armies taking part in the battle. For missions of the player's own devising or where no other method of deployment is provided, a standard deployment procedure is given below. You should feel free to devise other methods for your own game if you prefer. For example, some players like to place a screen across the centre of the table so that their armies can deploy in secret; others draw a map showing where they plan to deploy their units, and so on.

Whichever method you use, models must either deploy within their deployment zone, or be held back in Reserve (see page 147). Models can be deployed 'inside' buildings, fortifications, or Transport vehicles in their deployment zone, subject to their Transport Capacity. Units may not be deployed in impassable terrain. Note that models must be deployed fully within their deployment zone.

Standard Deployment Method

The following sequence is used in most Horus Heresy: Age of Darkness missions where another method is not provided:

1. The players roll off. The winner of the roll-off decides who will deploy first and who will deploy second.
2. The side deploying first must set up all the units in their army.
3. Then the other side sets up all the units in their army.
4. The player who deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative (see opposite).

Historia Terra Regnum

NOT ENOUGH ROOM

It's not uncommon for some of the models in a player's army to not fit within the bounds of their deployment zone. When this happens, any units that can't fit into the deployment zone must be held back as Reserves (see page 147). It may also be useful to reduce the amount of scenery in a deployment zone, or shuffle it around slightly in order to give models the space they need to deploy.

THE FIRST TURN

Once both armies have been set up on the battlefield, the players must determine which of them will take the first turn. If using a Horus Heresy: Age of Darkness mission, then this information will be included with it, otherwise the players must decide the starting player for themselves.

In most games it will be the player who deployed their army first who takes the first turn, however some missions may specify otherwise. If for any reason there is no obvious way to decide which player will take the first turn, the players should either agree on which of them will do so or roll off, with the winner choosing to go first or second.

Most Horus Heresy: Age of Darkness missions also make use of the following rule, allowing the player designated to take the second turn a chance to seize the initiative and add a sense of unpredictability to the Turn sequence. Unless a mission specifies otherwise, or both players agree not to, the Seize the Initiative rule should be used.

Seize the Initiative: If the player who is due to go second wishes to Seize the Initiative, that player can roll a D6 before beginning the first game turn. On a roll of 6, they successfully Seize the Initiative and go first instead.

GAME LENGTH

For most games, the length of the game will be measured as a number of game turns. When using a Horus Heresy: Age of Darkness mission, it will indicate the total number of game turns that should be played. If, for whatever reason, a maximum number of turns is not indicated, the players will need to decide on a length for the game. If using a turn limit, then five or six turns should be considered a standard game length – remember that the larger the game is, the more time you'll need. Alternatively, you can play to a time limit, in which case an hour or two is long enough for a small game with a few dozen models, and two or three hours is long enough for a larger game with a hundred or so models.

Some Horus Heresy: Age of Darkness missions use the following rule for Variable Game Length to determine how long a battle lasts:

Variable Game Length: At the end of game turn 5, one of the players must roll a D6. On a 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.



VICTORY CONDITIONS

Although fighting until one player concedes or their army is destroyed is a perfectly viable method of determining who has won a battle, more commonly 'Victory points' (as follows) are used to decide the winner. Alternatively, the players might wish to say that one side or the other must achieve a specific objective; if they have achieved this when the game ends, they win the battle, and if not then the other side wins. Victory conditions like this are most appropriate when you are refighting a battle based on the background for the Horus Heresy, where each side will have certain very specific goals.

Victory Points

Most of The Horus Heresy: Age of Darkness missions which Forge World publishes use Victory points. Such games are referred to as 'Victory Point games'. Victory points are acquired by securing Primary and Secondary Objectives, and the winner is the army with the most Victory points at the end of the game. If the winner has twice the number of Victory points as their opponent, it can be considered a crushing victory! If both armies have the same number of Victory points, the game is a tactical draw.

Sudden Death Victory

Generally, a Victory Point game will not finish before the agreed turn limit. However, it is possible to achieve a 'sudden death victory' in a Victory Point game in the following circumstances:

- If one player concedes the battle, the game ends and a crushing victory goes to their opponent.
- If, at the end of any game turn, one player has no models left on the battlefield, their opponent automatically wins. Units occupying a building or embarked on a vehicle still count as being on the battlefield, but units that are in Reserve (including Ongoing Reserve) do not.

Primary Objectives

Primary Objectives define an army's main goal on the battlefield. This goal usually involves achieving the objectives in question – by controlling one or more vital sites or simply destroying parts of the enemy's force. Unless otherwise stated, both sides share a mission's Primary Objectives. If you are playing a published The Horus Heresy: Age of Darkness mission, it will tell you how to determine your game's Primary Objectives.

Secondary Objectives

Secondary Objectives are less important than Primary Objectives, but can still mean the difference between victory and defeat. Most Victory Point games will have several Secondary Objectives, as specified by the mission, some of the most common are detailed below:

Slay the Warlord

If the enemy army has a Warlord, and at the end of the game their Warlord has been removed as a casualty, you score 1 Victory point.

First Blood

The first unit, of any kind, to be completely destroyed during the game is worth 1 Victory point to the opposing player at the end of the game.

If two or more units from opposing forces are destroyed simultaneously (for example, at the same Initiative step in an Assault phase) then both players get 1 Victory point (in addition to any Victory points from the mission).

Last Man Standing

The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

Attrition

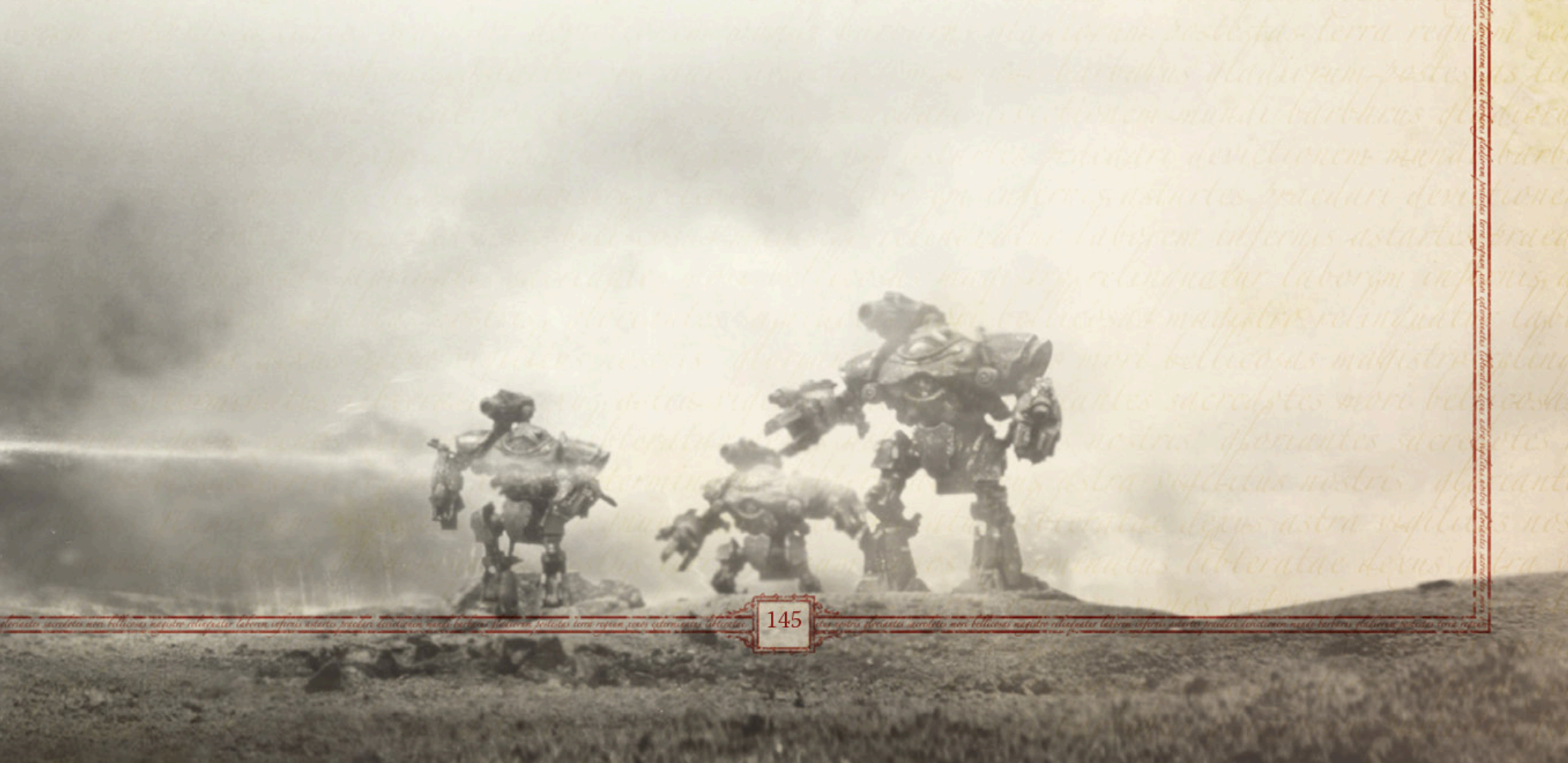
The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

Linebreaker

If, at the end of the game, a player has at least one model from one or more scoring units completely within 12" of the enemy's table edge, they score 1 Victory point.

The Price of Failure

If one army has a Lord of War and at the end of the game the Lord of War has been removed as a casualty, the opposing player scores a number of Victory points. In the case of an Engine of Destruction, Mighty Fortification, Great Beast or Primarch, this objective is worth 1 Victory point, and in the case of War Machine Squadrons, Monstrous Hordes and Sub-orbital Wings, it is worth 1 Victory point per vehicle/creature taken as part of that choice.



Terrain & Victory Conditions
Do not include any scenery models that were not purchased as part of an army when awarding Victory points or determining if a player has any units 'on the battlefield'.

Conjured Units & Victory Conditions
Certain psychic powers or special rules will allow you to 'conjure' a model or unit and make it appear on the battlefield. Conjured units count as part of the army of the player that has conjured them as far as victory conditions and the rules for Victory points are concerned. If a model is conjured several times (ie, it is re-used after being removed as a casualty), then it counts as a different unit for Victory point purposes each time it is used.

Objective Markers
Some The Horus Heresy: Age of Darkness missions require the use of Objective markers. An Objective marker is usually a point on the battlefield of particular importance to one or both of the armies. These points are designated by using specially modelled markers, coins or counters around 1"-2" in diameter.

Placing Objective Markers
Missions that use Objective markers will contain details of how many need to be placed and any special instructions for how to place them on the battlefield. Unless instructed otherwise in the mission, take it in turns to set up Objective markers according to the following rules:

- Roll off to see who places the first marker.
- No Objective marker can be placed within 6" of any battlefield edge or within 12" of another Objective marker.
- No Objective marker can be placed on impassable terrain.
- No Objective marker may be placed inside a building, though it can be placed upon it – should a building with an objective upon it be removed, place the Objective marker on the ground below the point it occupied.

These restrictions aside, you can place Objective markers anywhere on the battlefield. If there are a lot of Objective markers, or a lot of terrain, you may sometimes find that the last few are impossible to place using the above rules. When this occurs, simply nudge the other Objective markers by the smallest distance necessary to allow the last ones to be placed.

Controlling Objective Markers
An Objective marker is considered under a player's control if there is at least one model from one of that player's scoring units (see below), and no models from enemy scoring or denial units, within 3" of it. As different Objective markers vary in shape and size, it is important to agree at the beginning of the game exactly from where this distance will be measured. Any unit that is in a building or fortification is considered to be within 3" of any Objective markers that are on or within 3" of the building or fortification.

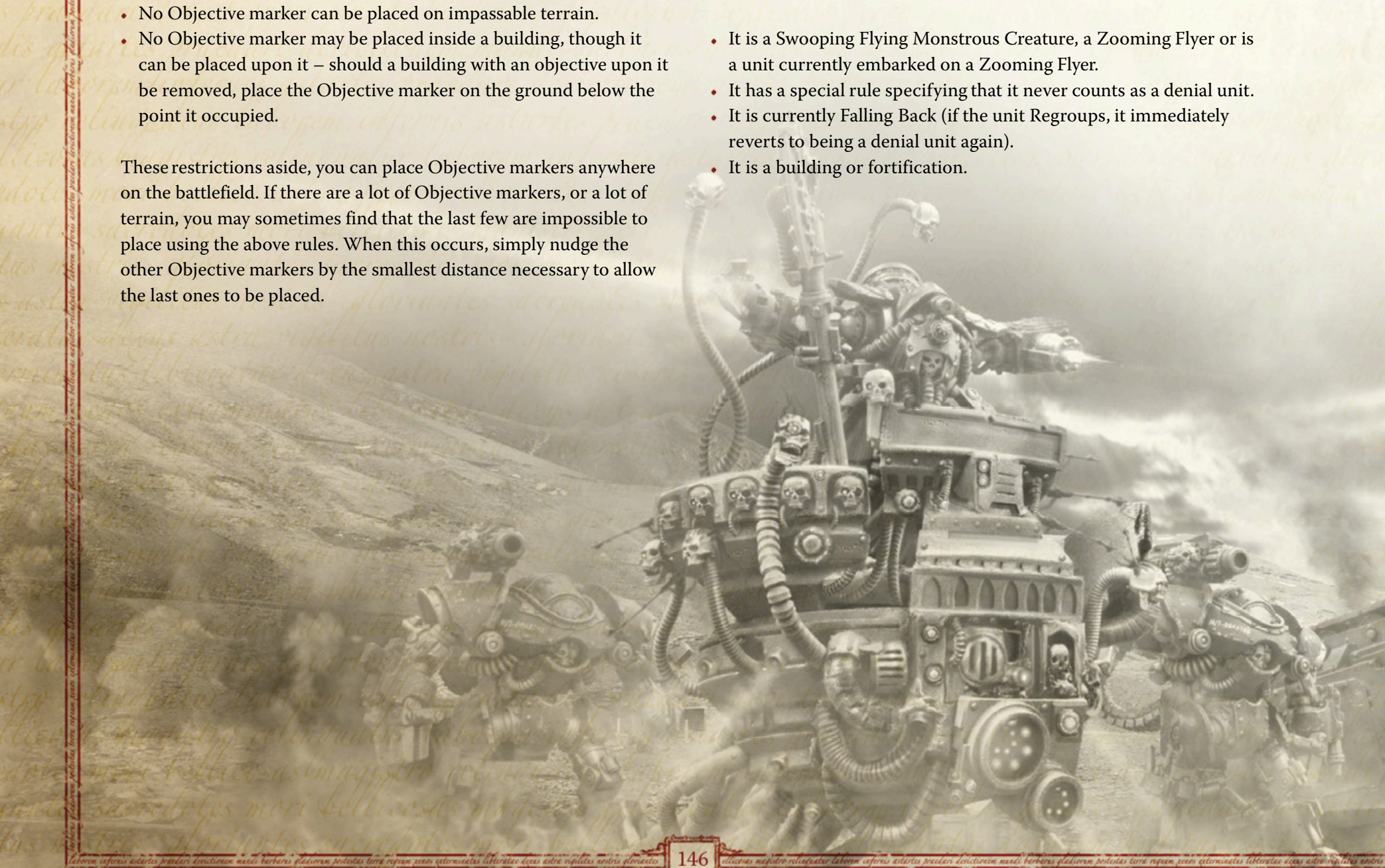
A unit can only control one Objective marker at a time. If a unit moves into a position where it could control two Objective markers, the controlling player must make it clear to their opponent which objective the unit is controlling.

Scoring Units
Any unit taken as a Troops choice (not including attached Dedicated Transports) and other units whose Army List entries specifically note it, can be a scoring unit, unless:

- It is a Swooping Flying Monstrous Creature, a Zooming Flyer or is a unit currently embarked on a Zooming Flyer.
- It has a special rule specifying that it never counts as a scoring unit.
- It is currently Falling Back (if the unit Regroups, it immediately reverts to being a scoring unit again).
- It is a building or fortification.

Denial Units
Any other unit in the game, including Dedicated Transports, are considered Denial units, unless:

- It is a Swooping Flying Monstrous Creature, a Zooming Flyer or is a unit currently embarked on a Zooming Flyer.
- It has a special rule specifying that it never counts as a denial unit.
- It is currently Falling Back (if the unit Regroups, it immediately reverts to being a denial unit again).
- It is a building or fortification.



MISSION SPECIAL RULES

Special rules can be added to a game to cover unique situations, tactics or abilities that you feel need to be represented in your battle. For example, if you were fighting a battle set on a frozen ice world, you might include special rules for snow drifts or the occasional blizzard sweeping across the table. It is for you and your opponent to decide if any special rules apply in your games. One of the strengths of The Horus Heresy: Age of Darkness is that it is both easy and fun to devise your own special rules. They are especially useful when fighting a battle based on a story from the Horus Heresy background, or which has a strong theme for another reason. Just take care not to get carried away – a couple of mission special rules can add much to a game, but having too many special rules will only bog the game down.

Some of The Horus Heresy: Age of Darkness missions available use unique special rules which confer extra abilities, restrictions or effects onto your games. The Horus Heresy: Age of Darkness missions included in this book make use of the more common mission special rules presented here; many other missions will use these alongside their own special rules and these will be detailed as a part of that mission.

Night Fighting

If a mission has the Night Fighting special rule, either player can declare that they wish to fight the battle at night. If either player does so, roll a D6 before deployment: on a 4+, the Night Fighting special rule is in effect during game turn 1.

While the Night Fighting mission special rule is in effect, all units have the Stealth special rule.

Reserves

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal an army's true strength from the foe.

Preparing Reserves

When deploying their armies, players can choose not to deploy some of their units, keeping them as Reserves to arrive later. In addition, if it is impossible to deploy a unit for any reason, it must be placed in Reserve. The only exceptions to this are units that cannot move after they have been deployed. Such units are removed as casualties if it is impossible to deploy them during the Deployment step of Preparing for Battle (see page 144).

Combined Reserve Units

During deployment, when deciding which units are kept as Reserves, the controlling player must specify if any of the Independent Characters in Reserve are joining a unit, in which case they must arrive together. Similarly, the controlling player must specify if any units in Reserve are embarked upon any Transport vehicles in Reserve, in which case they will arrive together. In either case, when making a Reserve roll (as follows) for a combined unit, roll a single dice for the unit and/or its Independent Character/Transport vehicle.

Arriving from Reserve

At the start of the controlling player's second turn, roll a D6 for each unit in that player's army that is being held in Reserve – these are known as 'Reserve rolls'. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in Reserve and is rolled for again next turn.

At the start of the controlling player's turn, roll for any units remaining in Reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in Reserve and automatically arrives at the start of the controlling player's fourth turn.

Some special rules can modify the roll required for a unit to arrive from Reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in Reserve.

When Reserves arrive, pick one of the controlling player's arriving units and deploy it, moving it onto the table as described below. Then pick another arriving unit and deploy it, and so on until all arriving units are on the table. The player can then proceed to move their other units as normal. Note that the controlling player must first roll for all Reserves, and then move any arriving Reserves, before any other units can move.

Moving on from Reserve

When a Reserves unit arrives, it must move onto the table from the controlling player's table edge (see page 141). Measure the model's move from the edge of the table, as if they had been positioned just off the board in the previous turn. A unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from Reserve.

If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised whilst moving onto the board, place the model as far onto the table as you can. If this leaves the model in a position where it may fall off the table, then mark the position the model is meant to be occupying in some manner, and then position it more safely – we don't want any models to get damaged during a game!

Ongoing Reserves

If a unit goes into Reserve part of the way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves.



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 Horus Heresy: 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.
- 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.

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 additional Victory points for each unit of the type they have chosen as defined in the table below, 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 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.

The Price of Failure (If Lords of War units are used).

MISSION SPECIAL RULES

- Reserves
- Night Fighting

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 Horus Heresy: 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.
- After both sides have deployed, including Infiltrators and after Scout redeployments have been made, each player places a single Onslaught 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.

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 Onslaught Objectives: If a player has control of the Onslaught 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.

The Price of Failure (If Lords of War units are used).

MISSION SPECIAL RULES

- Reserves
- Night Fighting
- 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 Horus Heresy: 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.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative.

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.

The Price of Failure (If Lords of War units are used)

MISSION SPECIAL RULES

- Reserves
- Night Fighting



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 Horus Heresy: 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.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative

GAME LENGTH

After five turns, roll a D6. On 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 Objective marker 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.

The Price of Failure (If Lords of War units are used).

**Note that the rewards for these Secondary Objectives are higher than normal.*

MISSION SPECIAL RULES

- Reserves
- Night Fighting

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 Nalislarr

THE ARMIES

Choose the armies using The Horus Heresy: 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.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative.

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.

The Price of Failure (If Lords of War units are used).

MISSION SPECIAL RULES

- Reserves
- Night Fighting
- 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 Horus Heresy: 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.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative.

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 destroys the enemy Warlord, they gain an extra Victory point.

The Price of Failure (If Lords of War units are used).

MISSION SPECIAL RULES

- Reserves



APPENDICES

SPECIAL RULES

A COMPENDIUM OF SPECIAL RULES

Some of the special rules you'll encounter in this section have already been mentioned earlier in this book, others you've yet to encounter at all. We've presented them all in a single section to make things easier when trying to track down the effect of a particular special rule.

Special rules are so important that many of the other rules in this book (particularly those for weapons and for troop types) are tied into the special rules given here. If you're new to the game, you can ignore this section until you've mastered the basic rules – you can always refer back to this section as and when you need to.

Unless specifically stated, a model cannot gain the benefit of a special rule more than once. However, the effects of multiple different special rules are cumulative.

Whenever a creature or weapon has an ability that breaks or bends one of the main game rules, it is represented by a '*special rule*'. A special rule might improve a model's chances of causing damage by granting it poisoned weapons or a boost to its Strength. Conversely, a special rule may improve a model's survivability by granting it resistance to pain, or the ability to regrow damaged flesh. Special rules allow snipers to target the weak spots of their foes, scouts to range ahead of the army and anti-aircraft guns to blast flyers out of the skies.

WHAT SPECIAL RULES DO I HAVE?

If a given model or unit has any special rules, they will be listed on its Army List entry. It is also possible for a model or unit to acquire further special rules during the course of the game due to the weapon it is using, the result of psychic powers, scenario special rules or being hunkered down in a particular type of terrain. Where this is the case, the rule that governs the psychic power, scenario or terrain type in question will make this clear.

Most of the more commonly used special rules in The Horus Heresy: Age of Darkness are listed here, but this is by no means an exhaustive list. Many troops and weapons have their own unique special rules, which are detailed in their Army List entry.

For ease of use, we've presented the special rules in alphabetical order. There's also an index at the back of the book to help you locate any particular special rule you're after.



Acute Senses
These warriors have superhuman senses. They are able to track a foe through all manner of terrain – such skills are invaluable when setting up an ambush on the enemy.

If a unit contains at least one model with this special rule, and that unit arrives on a random table edge (due to Outflank or other special rules), then you can re-roll to see which table edge they will arrive from.

Adamantium Will
So strong of mind is this warrior that foul sorcery has little grasp upon them.

A unit which contains at least one model with this special rule receives a +1 bonus to Deny the Witch tests (see page 29).

Agile (Flyers only)
Some aircraft are so manoeuvrable that only the luckiest or most skilled gunners can bring them down.

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



Armourbane
This weapon has been crafted with one aim in mind – to pierce the hides of armoured vehicles.

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls an additional D6 for armour penetration in close combat.

If a model makes a shooting attack with a weapon that has this special rule, it rolls an additional D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

Assault Vehicle
This vehicle is specifically designed to disgorge troops into the thick of the action.

Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so (even in a turn that the vehicle was destroyed, or in the following turn) unless the vehicle arrived from Reserve that turn.

Automated Artillery
Whether through simple machine intelligence, linked cogitator arrays or the use of unsanctioned psychic powers, this artillery does not require crew to rain destruction on the enemy.

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 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 a 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 special 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.

BLAST

Blast weapons fire shells, missiles or packets of energy that explode on impact.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the 3" Blast marker with its hole entirely over the base of the target model (see diagram), or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the Blast marker so that the base or hull of any friendly model is even partially under it.

The large area affected by the blast means it is going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended. Roll for the Blast marker to scatter (see opposite) and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. This represents the chance of ricochets, the missile blasting through cover and other random events. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the Blast marker has been determined, take a good look at it from above – each unit suffers one hit for each of their models that is fully or partially beneath the Blast marker, even if those models are not within the firer's line of sight.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Remember that any wounds inflicted by weapons with the Blast special rule must be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, scatter each shot, one at a time, as described above and determine how many hits are scored with each individual blast marker. After the last shot, add up the total number of hits scored and roll all of the To Wound rolls as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the Scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Large Blast
Large Blast weapons use the 5" Blast marker, but otherwise obey all the rules for Blast weapons.

Massive Blast
Massive Blast weapons use the 7" Blast marker, but otherwise obey all the rules for Blast weapons.

Apocalyptic Blast
Apocalyptic Blast weapons use the 10" Blast marker, but otherwise obey all the rules for Blast weapons.

Apocalyptic Mega-blast (5"/7"/10")
Apocalyptic Mega-blast weapons use the Apocalyptic Blast marker. They obey the rules for Blast weapons, with the following exceptions:

- Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the Apocalyptic Blast marker is divided into three zones, as shown in the diagram opposite, one for each Strength and AP value.
- The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone. Always use the best Strength and AP if a model straddles two or more zones. If a unit has models in several zones, work out the hits inflicted for each zone separately. Note that there will be a different Wound pool for each zone.

For example, an Aquila macro-cannon firing a quake shell has the Apocalyptic Mega-blast special rule, a Strength of 10/7/5 and an AP value of 1/4/6. The Strength and AP values for the three zones are therefore:

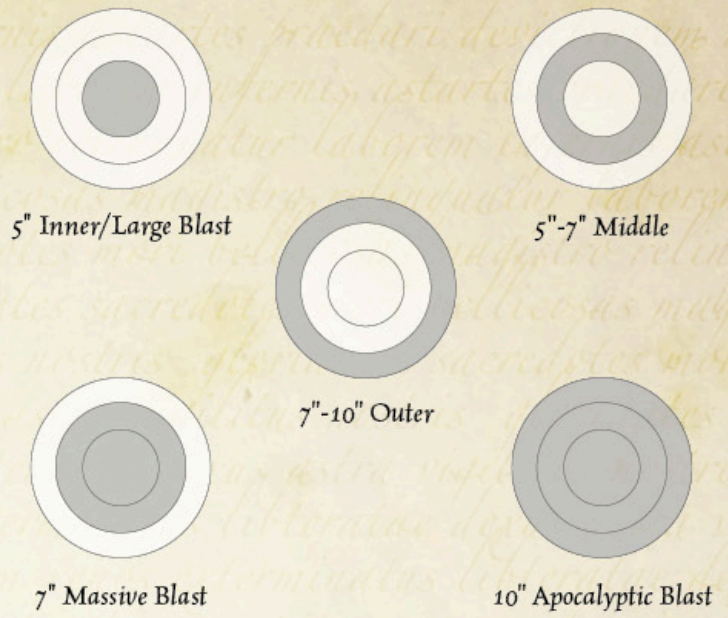
Zone	Str	AP
Inner	10	1
Middle	7	4
Outer	5	6

A unit with three models in the inner zone and five models in the middle zone would suffer three Strength 10 AP 1 hits, and five Strength 7 AP 4 hits.

- To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining wound allocation, always assume the shot is coming from the centre of the Apocalyptic Blast marker, instead of from the firing model.
- Hits from Apocalyptic Mega-blast weapons made against vehicles are always resolved against their Side armour.



Blasts & Scatter
An Ultramarines Legion Tactical Space Marine (BS 4) fires a frag missile and rolls an arrow on the Scatter dice. The 2D6 result is a 7, so the blast is moved 3" (7 minus 4) in the direction indicated by the arrow. Two Death Guard are fully or partially under the final position of the Blast marker and, therefore, the Death Guard Legion Tactical Squad suffers two hits from the frag missile.



Apocalyptic Blast Marker
The 10" Apocalyptic Blast marker has bold rings marked on it (at 5" and 7"). The 5" ring is used for Large Blast attacks. The 7" ring is used for Massive Blast attacks. Both rings are used for Apocalyptic Mega-blast attacks: the area enclosed by the 5" ring is the inner zone, the area between the 5" and 7" rings is the middle zone and the area between the 7" ring and the edge of the marker is the outer zone.

Blind
This attack looses a brilliant flare of light, searing the sight of the victim and forcing them to fight blind for a few moments.

Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current phase. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill 1 and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Any model that does not have an Initiative characteristic (for example, non-Walker vehicles, buildings, etc) is unaffected by this special rule.

BARRAGE

Barrage weapons lob shells high into the air, landing them in the midst of the foe.

All Barrage weapons use Blast markers and consequently use the rules for Blast weapons, as indicated by their profile, with the following exceptions:

- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to, as long as the target is beyond their minimum range (if applicable). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the Scatter dice, the Blast marker always scatters a full 2D6". If a Barrage weapon has line of sight to its target it can fire directly, even if the target is within its minimum range.
- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining wound allocation, always assume the shot is coming from the centre of the Blast marker, instead of from the firing model. Hits against vehicles are always resolved against their Side armour.

Multiple Barrages

If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the Blast marker over the target, then roll for scatter as described earlier.
- Once the first marker is placed, roll a Scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed (see diagram).
- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).
- Once all of the markers are in place, add up the number of hits and roll To Wound for these hits. To determine wound allocation and cover saves, always assume the shot is coming from the centre of the first Blast marker that was placed in the Multiple Barrage.

Apocalyptic Barrage

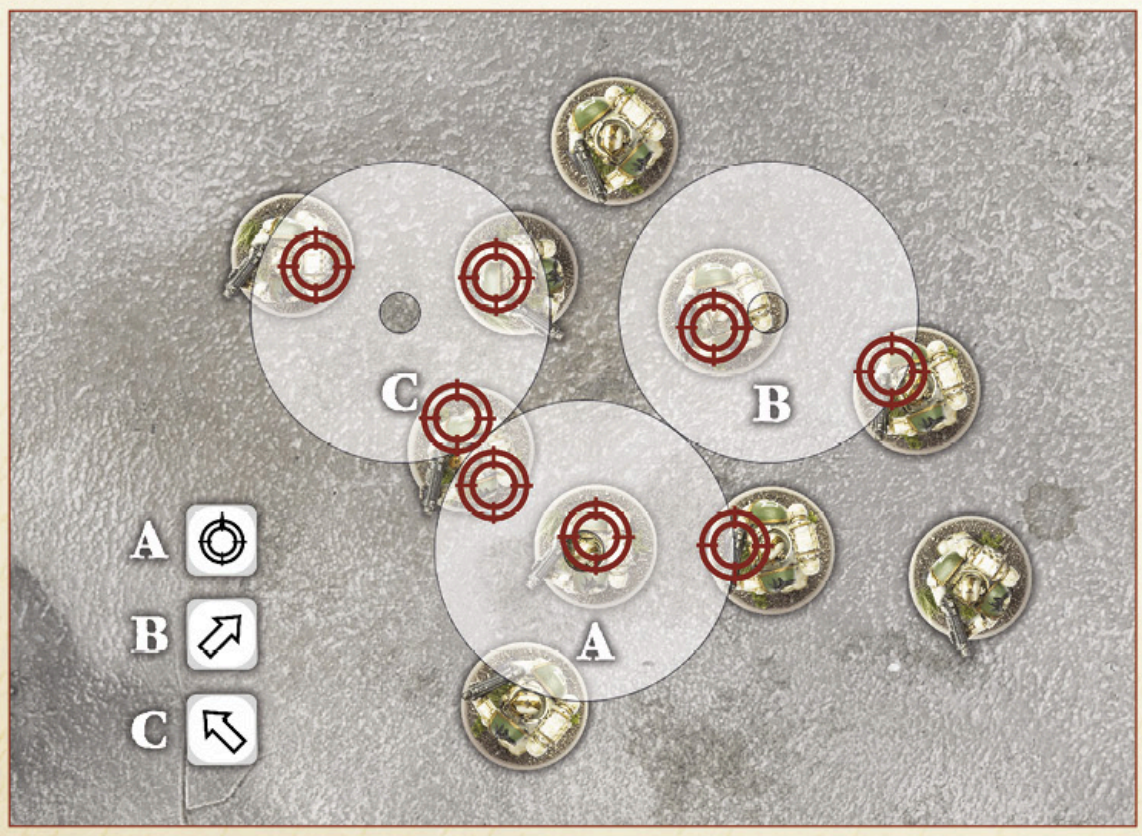
An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the clover-shaped Apocalyptic Barrage marker. Before the marker is placed, the attacker is allowed to rotate the marker about its centre to maximise the number of models that could potentially be hit. Place the marker and roll for scatter in the same way you would for a Blast. If the marker scatters, be careful to maintain the same orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Each dice roll corresponds to a 'strike' on one of the circles on the Apocalyptic Barrage marker. For example, each roll of a 2 indicates a strike on circle number 2. Resolve the strikes as for a Multiple Barrage, as if each were a Barrage attack that had landed on that circle and hit all the models underneath it. To determine wound allocation and cover saves, always assume the shot is coming from the centre of the entire Apocalyptic Barrage marker.

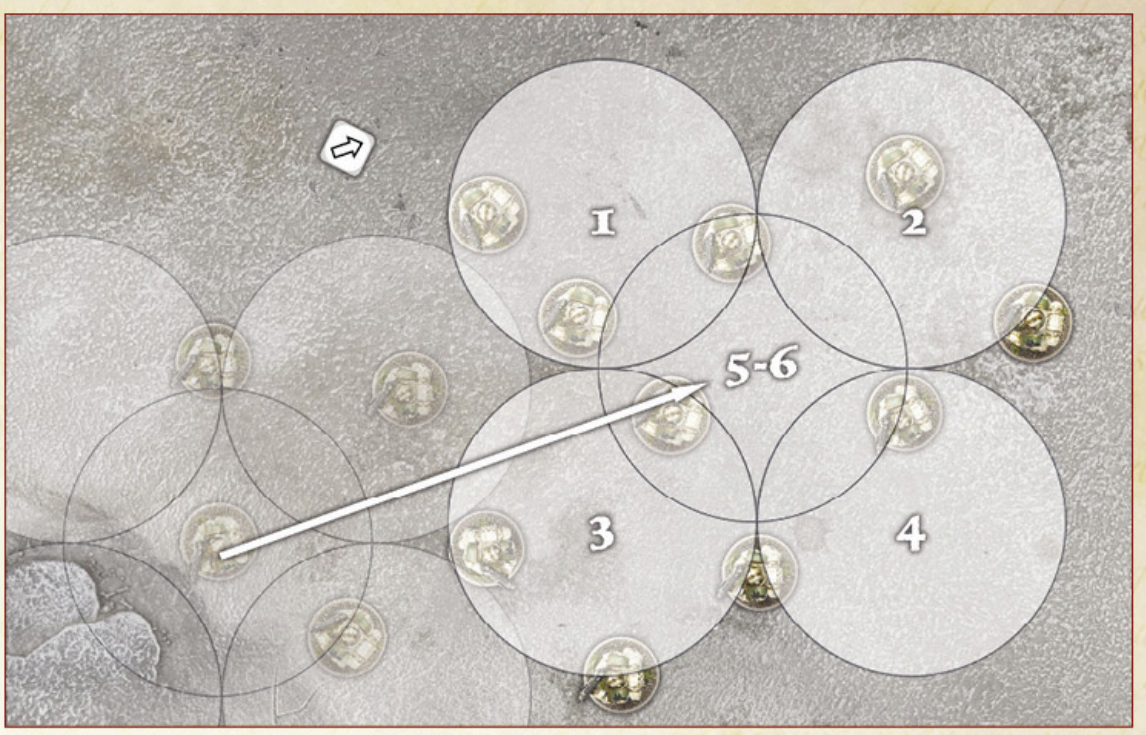
Barrages and Scatter

The original marker (A) scores a Hit! and does not scatter, while arrows are rolled for the second (B), and third (C) markers, which are placed accordingly. The number of hits scored is worked out separately for each marker, and in this case, the volley scores a total of nine hits on the unit.

If, for example, a Hit! had been rolled for the third marker instead, the player could have placed it anywhere in contact with or over markers A and B.



Apocalyptic Barrage Marker
In this example, a Heavy 4 weapon with the Apocalyptic Barrage special rule is fired. The centre of the Apocalyptic Barrage marker is placed over the target model and rotated by the firing player until they are happy with its position. The Barrage marker then scatters 8" to the right – the player is careful to maintain the template's orientation as they move it. Once the final position is determined, four dice are rolled to determine where the strikes land, and the results are 2, 3, 3 and 6. The circles 2 and 5-6 are hit once each, and the circle 3 is hit twice. This results in a total of 12 hits. Wounds are allocated from the centre of the Apocalyptic Barrage marker (the centre of circle 5-6).



Brotherhood of Psykers/Sorcerers
Some highly-trained Psykers act in groups, focussing on a single goal. Few can resist such mighty minds working in concert.

A unit containing at least one model with this special rule is a Psyker unit – if no Mastery Level is shown, then that unit has a Mastery Level of 1. Rules for generating and manifesting psychic powers can be found on page 28. The unit follows all the normal rules for Psykers, with the following clarifications:

- When manifesting a psychic power, this unit measures range and line of sight from, and uses the characteristics profile (if required) of, any one model in the unit that has the Brotherhood of Psykers/Sorcerers special rule (controlling player's choice).
- If this unit suffers Perils of the Warp, or is hit by an attack that specifically targets Psykers, the hits are Randomly Allocated amongst models with the Brotherhood of Psykers/Sorcerers special rule. If a model with this special rule gains or loses a psychic power, all other models with this special rule in their unit also gain or lose that power.

Bulky
This creature is so massive it takes up an inordinate amount of space in any vehicle or building it enters.

Bulky models count as two models for the purposes of Transport Capacity.

Very Bulky
Very Bulky models instead count as three models.

Extremely Bulky
Extremely Bulky models instead count as five models.

Chosen Warriors
Trusted lieutenants or paragons of martial virtue, these warriors let no challenge go unanswered in the heat of battle.

A model with this special rule may issue and accept challenges as if it had the Character type. Note that this does not allow a model with this special rule to use any other special rules associated with the Character type.

Co-axial Weapon
Many vehicles mount secondary weapons to aid in sighting their main armament.

A weapon with the Co-axial special rule will specify another weapon mounted on the same vehicle. When a target is declared for this weapon, the Co-axial weapon must fire at it first if it is within range. If the Co-axial weapon hits the target, then the other weapon may re-roll its To Hit roll if it misses.

Concussive
Some weapons are designed to leave any foe that manages to survive their strike disoriented and easy to slay.

A model that suffers one or more unsaved wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Counter-attack
Troops with this skill believe attack to be the best form of defence. If assaulted, they spring forward themselves and ferociously counter-attack the charging enemy.

If a unit contains at least one model with this special rule, and that unit is charged, every model with the Counter-attack special rule in the unit gets +1 attack until the end of the phase.

If, when charged, the unit was already locked in combat, the Counter-attack special rule has no effect.

Crawling Fire
Phosphex, sometimes known as the 'crawling fire,' seeks out and extinguishes life with a terrifying hunger.

After the Blast marker for a weapon with this special 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.

DEEP STRIKE

Some units make their way to battle via tunnelling, teleportation, flying, or some other extraordinary means which allows them to appear in the thick of the fighting.

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in Reserve (see page 147). When placing the unit in Reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike Reserve). Some units must arrive by Deep Strike. They always begin the game in Reserve and always arrive by Deep Strike.

Arriving by Deep Strike
Roll for the arrival of all Deep Striking units as specified in the rules for Reserves (see page 147) and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.
- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model and begin to form a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain.

In the Movement phase during which they arrive, Deep Striking units may not move any further, other than to disembark from a Deep Striking Transport vehicle if they are in one.

Units Deep Striking into ruins are placed on the ground floor. Deep Striking units count non-ruined buildings (except for their battlements) as impassable terrain.

In that turn's Shooting phase, these units can fire (or Run, Turbo-boost or move Flat Out) as normal, and count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Combat Speed (even Immobilised vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (see page 71).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike and Transports
Units do not confer the Deep Strike special rule onto a Transport vehicle they are embarked inside. A Transport vehicle with Deep Strike may Deep Strike regardless of whether its passengers have Deep Strike or not.

Flyers and Deep Strike
As well as arriving via the usual Reserves method, some Flyers also have the ability to deploy via Deep Strike, representing a vertical 'dive' onto the battlefield. If the Flyer in question has the Hover mode special rule, the controlling player must declare before the Deep Strike is attempted whether the Flyer is Zooming or being treated as a Fast Skimmer. If using Hover Mode, the rules for Deep Strike apply as standard. If using a Zooming Deep Strike, Flyers deployed via Deep Strike count as making a Zoom move and having moved at Cruising Speed (18") on the turn they arrive, but are not moved any further in the turn in which they are deployed. They cannot evade, go Flat Out, drop bombs or deploy transported units in the turn in which they arrive. On subsequent turns, the Flyer is free to operate as normal. This is a risky proposition for an aircraft and a test of the pilot's skill, and so the usual rules for Deep Strike Mishaps apply even though the Flyer is notionally at a higher altitude than is normally the case for models subject to the Deep Strike Mishaps rules.

Deep Strike Mishaps
Deep Striking onto a crowded battlefield can be dangerous, as one may miss the intended objective or even materialise inside solid rock. If any of the models in a Deep Striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

DEEP STRIKE MISHAP TABLE

D6	Effect
1	**Terrible Accident!** *Teleporting units are lost in the Warp, deep striking jump units are shot down, or some other suitably dramatic event occurs.* The entire unit is destroyed!
2-3	**Misplaced.** *The coordinates were inaccurate or the enemy has jammed your instruments.* Your opponent may deploy the unit anywhere on the table (excluding impassable terrain, but including difficult terrain, which of course counts as dangerous terrain for Deep Striking units) in a valid Deep Strike formation, but without rolling for scatter. Units embarked on a misplaced Transport can disembark during their Movement phase as normal.
4-6	**Delayed.** *Because of mechanical failure or enemy action, the reinforcements are delayed.* The unit is placed in Ongoing Reserves (see page 147).

Crusader
Bolstered by their ultimate faith in their goal, the crusader is tireless, sweeping from one foe to the next in a battle that never ends.

A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advance totals (roll each time).**Cumbersome**
Whether due to its inherent weight, shape or because it was never meant for use in combat, this weapon proves difficult to wield even for the most accomplished of warriors.

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.

Daemon
The creatures of the Warp are many and foul, with infinite variety, but there are some characteristics that they all share.

Models with the Daemon special rule have a 5+ invulnerable save, and also have the Fear special rule.

Deadly Cargo
Some payloads pose as much danger to the vehicle carrying them as they do to the enemy.

If a vehicle with this special rule takes Hull point damage but is not destroyed, roll a D6. On a 6, the vehicle suffers an Explodes! result on the Vehicle Damage chart.

Deflagrate
The ancient volkite weaponry employed by the armies of Terra in the earliest years of the Great Crusade fired arcing blasts of energy rather than solid projectiles.

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.

Duellist's Edge
Some weapons have such a fine balance that they leap and spin in their wielder's hands like living things, eager to spill the blood of the foe.

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

Eternal Warrior
Some heroes refuse to be laid low, even by what would be mortal wounds to lesser warriors.

If a model with this special rule suffers an unsaved wound from an attack that inflicts Instant Death, it only reduces its Wounds by 1, instead of automatically reducing its Wounds to 0.

Exoshock
Each blast from this weapon that pierces its target's armour sets off a chain reaction of secondary explosions.

If this weapon successfully scores a penetrating hit on a target, roll a D6. On a 4+, a second automatic penetrating hit is inflicted on the same target against which cover saves may not be taken.

Fear
Some beings are so monstrous or alien that they can force their foes to recoil in horror.

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that causes Fear must take a Leadership test (called a Fear test) before any blows are struck. If it is passed, all is well and there is no effect. If it is failed, the unit succumbs to fear – all models in the unit have their WS reduced to 1 for the rest of that Fight sub-phase. Note: A model that causes Fear is not itself immune to Fear, and will still need to take a Fear test if in base contact with enemy models that cause Fear.

DESTROYER WEAPONS

Also known as Titan-killers, destroyer weapons deliver horrifying amounts of damage.

If a weapon has a D instead of a Strength value in its profile, it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. Most Destroyer weapons have AP 1 or AP 2, so armour saves are not typically allowed. cover saves and invulnerable saves can be taken against hits from a Destroyer weapon as normal, unless a Devastating Hit or Deathblow result is rolled.

For the purposes of determining if a Destroyer hit has the Instant Death special rule, assume it has Strength 10. Multiple wounds/Hull points inflicted by a Destroyer hit do not carry over to other models in the unit (any excess are lost).

DESTROYER WEAPON ATTACK TABLE

D6	VEHICLE OR BUILDING	NON-VEHICLE
1	**Lucky Escape:** The model is unharmed.	**Lucky Escape:** The model is unharmed.
2-5	**Solid Hit:** The model suffers a penetrating hit that causes it to lose D3 Hull Points instead of 1.	**Seriously Wounded:** The model suffers a hit that wounds automatically and causes it to lose D3 Wounds instead of 1.
6	**Devastating Hit:** The model suffers a penetrating hit that causes it to lose D6+6 Hull points instead of 1. No saves of any kind are allowed against this hit.	**Deathblow:** The model suffers a hit that wounds automatically and causes D6+6 wounds instead of 1. No saves of any kind are allowed against this hit.

Fearless
Fearless troops never give up and seldom make full use of cover – even if it would be wiser to do so.

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear, Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule (see page 54). If a unit has Gone to Ground and then gains the Fearless special rule, all the effects of Go to Ground are immediately cancelled.

Feel No Pain
Whether through force of will, bionic augmentation or foul sorcery, this warrior can still fight despite fearsome wounds.

When a model with this special rule suffers an unsaved wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw and so can be used against attacks that state that '*no saves of any kind are allowed*', for example, those inflicted by Perils of the Warp).

Feel No Pain rolls may not be taken against Destroyer attacks (see page 163) or against unsaved wounds that have the Instant Death special rule.

Roll a D6 each time an unsaved wound is suffered. On a 4 or less, you must take the wound as normal. On a 5+, the unsaved wound is discounted – treat it as having been saved.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the wound. A model's Feel No Pain roll can never be improved beyond 2+.

Fleet
Preternaturally agile, these warriors can cover ground more quickly than their plodding foes.

A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a Charge Range roll, for example).

Fleshbane
Many are the weapons and creatures whose merest caress is fatal.

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat.

Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+.

In either case, this special rule has no effect against vehicles or buildings.

Force
Force weapons are charged by the psychic might of the wielder, turning them from mere physical tools to mystical weapons of incredible potency.

Any Psyker that has one or more weapons with this special rule knows the Force psychic power in addition to any other powers they know.

Force **Warp Charge 1**
The psyker channels their powers through the psi-circuitry of their force weapon, transforming it from a mere physical weapon into one that can rend reality.

Force is a **blessing** psychic power that targets the Psyker and their unit. All of the targets' weapons that have the Force special rule gain the Instant Death special rule until the start of your next Psychic phase.

Furious Charge
Some warriors use the impetus of the charge to fuel their own fury.

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of the Assault phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (see page 56).

Gets Hot
Some weapons are fuelled by unstable power sources and risk overheating with each shot – often to the detriment of their wielder.

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a wound (armour saves or invulnerable saves can be taken) – this wound cannot be allocated to any other model in the unit. A character cannot make a Look Out, Sir attempt to avoid a wound caused by the Gets Hot special rule. A vehicle instead rolls a D6 for each roll of a 1 to hit. On a roll of a 1, 2 or 3, it suffers a glancing hit.

Gets Hot and Weapons that do not Roll To Hit
Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; that shot is not fired and the firing model immediately suffers a single wound (armour saves or invulnerable saves can be taken) – this wound cannot be allocated to any other model in the unit. A character cannot make a Look Out, Sir attempt to avoid a wound caused by the Gets Hot special rule. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Re-rolls
If a model has the ability to re-roll its rolls To Hit (including because of BS 6+ or the Twin-linked special rule), a wound is only suffered if the To Hit re-roll is a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Graviton Pulse
Some weapons crush their targets, cracking bones and rupturing organs.

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 a '6' always counts as a failure). After a 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.

Hammer of Wrath
Many warriors hurl themselves headlong into combat, seeking to crush or trample the foe.

If a model with this special rule ends its charge move in base or hull contact with an enemy model, it makes one additional attack that hits automatically and is resolved at the model's unmodified Strength with AP-. This attack does not benefit from any of the model's special rules (such as Furious Charge, Rending, etc.). This attack is resolved during the Fight sub-phase at Initiative step 10, but does not grant the model an additional Pile In move. If a model with this special rule charges a Walker, the hit is resolved against the Front armour facing unless the Walker is immobilised, in which case it is resolved against the Armour Value of the facing the charging model is touching.

If a model with this special rule charges a building or vehicle, the hit is resolved against the Armour Value of the facing the charging model is touching. If a model with this special rule charges a building or vehicle that is a Transport or a Chariot, the hit is resolved against the building or vehicle, not the occupants or the rider.

Hatred
In the far future, hatred is a powerful ally.

This rule is often presented as Hatred (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then the unit has Hatred against everyone. This can refer to a Faction, or a specific unit. For example, Hatred (Mechanicum) means any model of the Mechanicum Faction, whilst Hatred (Thallax) means only Thallax. A model striking a Hated foe in close combat re-rolls all failed To Hit rolls during the first round of each close combat.

Haywire
Haywire weapons send out powerful electromagnetic pulses.

When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling for armour penetration normally:

D6	Result
1	No effect
2-5	Glancing hit
6	Penetrating hit

Heat Seeker
Evasive manoeuvres are no defence against weapons such as this, for they follow their targets like bloodhounds.

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

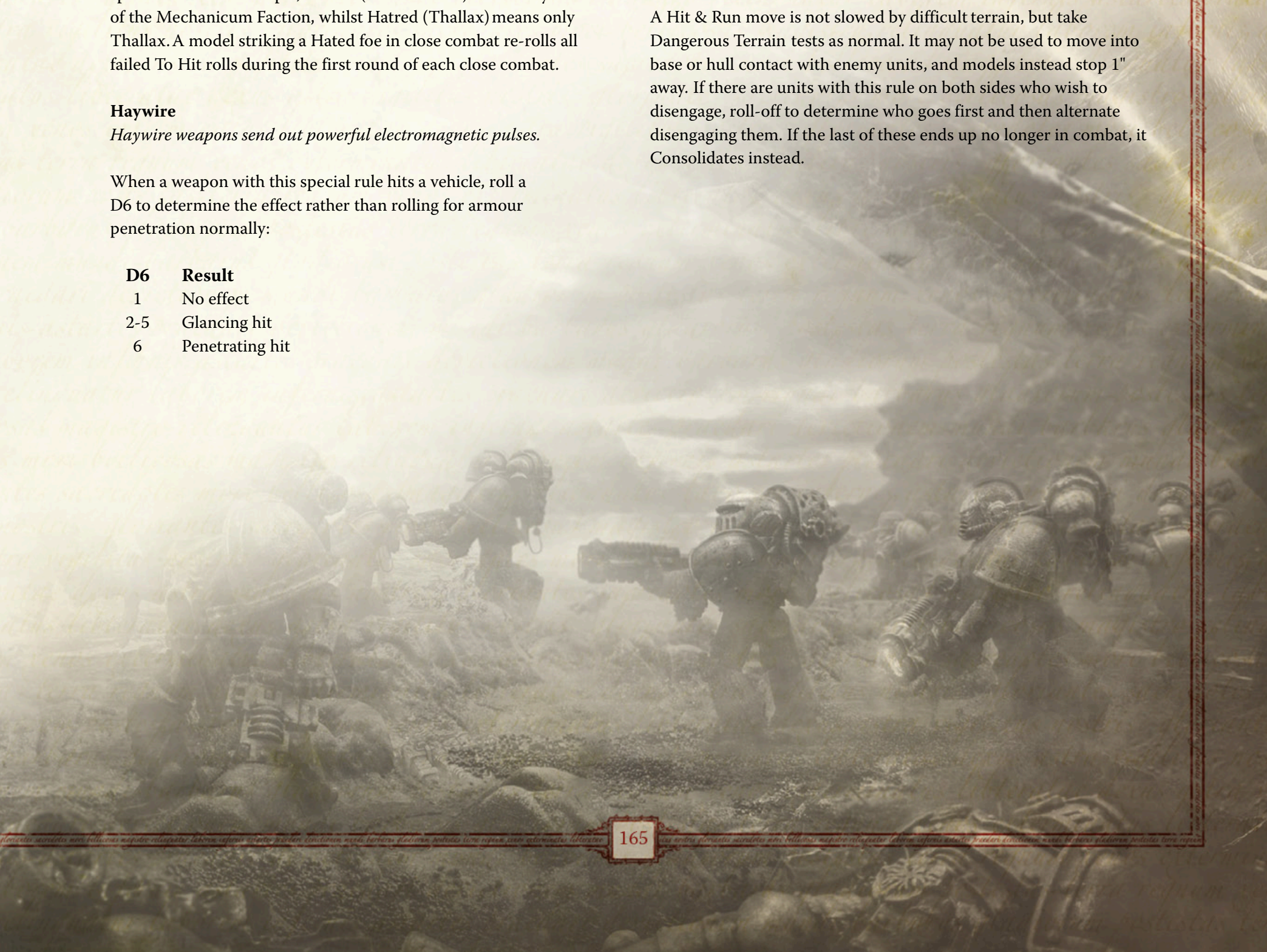
Hit & Run
Some troops employ a flexible battle stance, engaging the foe at close quarters one moment, before peeling off to strike with renewed vigour the next.

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight.

If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are locked in combat with, the unit breaks away from combat and must immediately move a number of inches in the chosen direction equal to the 3D6 result, ignoring the models they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but take Dangerous Terrain tests as normal. It may not be used to move into base or hull contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.



INDEPENDENT CHARACTER

Mighty heroes go where they are needed, being at the forefront of the most vital charges and leading their troops to victory.

Independent Characters can join other units. They cannot, however, join units that contain vehicles or Monstrous Creatures. They can join other Independent Characters though to form a powerful multi-character unit.

Joining and Leaving a Unit
An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in Reserve, by you informing your opponent which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that they are within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to, or cannot, join a unit, it must, where possible, remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it.

They cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either they or the unit are in Reserves, locked in combat, Falling Back or have Gone to Ground. They cannot join a unit that is in Reserves, locked in combat or Falling Back. If an Independent Character joins a unit, and all other models in that unit are killed, they again become a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, they count as part of the unit for all rules purposes, though they still follow the rules for characters.

Look Out, Sir
Independent Characters pass Look Out, Sir rolls on a 2+ (see page 94).

Heroic Morale
A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules
When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Infiltrate
An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment, and vice versa.

Independent Characters and Ongoing Effects
Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both the character and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

For example: A Space Marine Legion Praetor and his unit of Legion Terminators are set ablaze by a weapon with the Soul Blaze special rule. If the Praetor leaves the unit, both the Praetor and the Legion Terminators will still be ablaze and the ongoing effects of the Soul Blaze rule must be resolved separately.

Conversely, if an Independent Character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after they themselves have been the target of an ongoing effect), benefits and penalties from that effect are not shared.

For example: A Legion Tactical Squad is suffering the effects of the Blind special rule. If a Legion Centurion joins the unit, he does not suffer the results of the Blind special rule as he was not there when it happened.



INFILTRATE

Many armies employ reconnaissance troops who sit concealed for days, just waiting for the right moment in which to strike.

You may choose to deploy units that contain at least one model with this special rule last, after all other units (friend and foe) have been deployed. If both players have such units and choose to do so, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Units that Infiltrate in this way can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building (see page 102), as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

If a unit with Infiltrate deploys inside a Dedicated Transport, the same rules apply when setting up their Transport.

A unit that deploys using these rules cannot charge in their first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves (see page 147).

Outflank
During deployment, players can declare that any unit which contains at least one model with this special rule is attempting to Outflank the enemy.

When this unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6. On a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge. On a 3-4, they come on from the right. On a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves.

If a unit with Infiltrate deploys inside a Dedicated Transport, they may Outflank along with their Transport.

Infiltrate and Scout
If a unit has both the Infiltrate and Scout special rule, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

Ignores Cover
This weapon fires ammunition that cheats an enemy of their shelter.

Cover saves cannot be taken against wounds, glancing hits or penetrating hits caused by weapons with the Ignores Cover special rule.

Instant Death
Some blows can slay an enemy outright, no matter how hardy they may be.

If a model suffers an unsaved wound from an attack with this special rule, it is reduced to 0 Wounds and is removed as a casualty.

Interceptor
This weapon has been calibrated to target incoming drop troops, teleporting assault squads and other unlooked-for enemies.

At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from Reserve within its range and line of sight.

If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one.

It Will Not Die
In the dark corners of the galaxy, there are creatures that heal at a terrifying speed.

At the end of each of your turns, roll a D6 for each of your models with this special rule that has less than its starting number of Wounds or Hull points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull point, lost earlier in the game.

Jink
Some units favour speed and agility rather than heavy armour to keep them alive on the battlefield, dodging and weaving unscathed through hails of incoming fire.

When a unit with any models with the Jink special rule is selected as a target for a shooting attack, you may declare that it will Jink. The decision must be made before any To Hit rolls have been made. If the unit Jinks, all models in the unit with this special rule gain a 4+ cover save until the start of their next Movement phase, but they can only fire Snap Shots until the end of their next turn.

Lance
The terror of tank commanders, a lance weapon fires a concentrated beam of energy that can bore through any armour, regardless of thickness.

Weapons with the Lance special rule count vehicle Armour Values that are higher than 12 as 12.

Legiones Astartes
The Space Marines of the Emperor's Legions are genetically engineered, psycho-indoctrinated warriors with superhuman abilities, and minds and souls tempered for war. Each of the Legions has its own idiosyncrasies and character – the product of their gene-seed and the unique warrior cultures fostered by their masters.

Any unit with this special rule may always attempt to regroup normally, regardless of casualties. In addition to these benefits, units will also have a number of additional special rules and abilities specific to their 'named' Legion, all of which will be defined in the Legiones Astartes Army List and other future Forge World publications. A Space Marine unit may only have one such 'named' rule, e.g, Legiones Astartes (Sons of Horus). Space Marine units from a different Legion may only be included in an army using an Allied Detachment (see page 138) and in conjunction with the Allies in the Age of Darkness chart found on page 138.

Unlisted Legions: If an army represents a Legion which does not yet have its own unique Legiones Astartes rule, the controlling player may instead add either the Stubborn or Furious Charge special rule to the standard provisions of this rule in the interim.

Lingering Death
Many of the terrible weapons unleashed during the Horus Heresy tainted the very worlds they were used to conquer, poisoning the soil and burning the sky, leaving only calamity in their wake.

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.

Master-crafted
Some weapons are lovingly maintained artefacts, crafted with skills now lost. Though the exact form of master-crafting varies, it is always considered to be the pinnacle of the weaponsmith's art.

Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon.

Melta
Melta weapons are short-ranged heat rays whose wrath intensifies as they get closer to the foe. They are much prized by troops attempting to destroy enemy tanks or fortifications, for only specially formulated armour can withstand a melta weapon's incandescent fury.

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's armour when they are at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal.

If a weapon has both the Melta and Blast (see page 158) special rules, measure the distance to the centre of the Blast marker after it has scattered. If this is half the weapon's range or less, all hits caused by the Blast marker roll an addition D6 when rolling to penetrate a vehicle's armour. If the centre of the Blast marker is more than half the weapon's maximum range away after scatter, roll to penetrate as normal.

See the Vehicles rules (see page 70) for more details on armour penetration.

Mighty Bulwark
Some fortifications are so large and strongly built that they can withstand lengthy sieges and super-heavy weaponry.

When a building with this special rule suffers a penetrating hit, there is a -1 modifier to the roll on the Building Damage table.

Missile Lock
Sophisticated fire-and-forget missile tracking systems allow this unit to fire its missiles with increased accuracy, enabling it to wreak destruction even at a great distance.

A model with this special rule re-rolls failed To Hit rolls when shooting any weapon that has the One Use special rule.

If a model with this special rule is shooting a weapon that has both the One Use and Blast special rules, that shot will instead scatter D6" rather than 2D6".

Monster Hunter
The Great Crusade allowed many of the Emperor's warriors to hone the skill needed to topple mighty monsters and towering automatons.

A unit that contains at least one model with this special rule re-rolls all failed To Wound rolls against Monstrous Creatures.

Move Through Cover
Some warriors are skilled at moving over broken and tangled terrain.

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain and is not slowed by charging through difficult terrain. In most circumstances, this will mean that, when moving, the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests.

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

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.

Night Vision
Some warriors can see almost as clearly in the darkness as they can in daylight.

A unit that contains at least one model with this special rule ignores the effects of Night Fighting (see page 147).

One Use/One Shot
Certain items can only be used once, so a general must choose wisely when to do so.

A weapon or ability with this special rule can only be used once during the course of a battle.

Outflank
The best way to surprise an enemy is to strike from an unexpected quarter.

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserves, the controlling player rolls a D6. On a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge. On a 3-4, they come on from the right. On a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such a unit deploys inside a Dedicated Transport, they may Outflank along with their Transport.

Pinning
Coming under fire without knowing where the shots are coming from, or having ordnance rain down from the skies, can shake the resolve of even the bravest warriors, making them dive flat and cling to whatever cover presents itself.

If a non-vehicle unit suffers one or more unsaved wounds from a weapon with the Pinning special rule, it must take a Leadership test once the firing unit has finished its shooting attacks for that phase. This is called a Pinning test.

If the unit fails the test, it is Pinned and must immediately Go to Ground (see page 41). As the unit has already taken its saves, Going to Ground does not protect it against the fire of the Pinning weapon that caused the test.

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already Gone to Ground, no further Pinning tests are taken.

If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Poisoned
There are many virulent and lethal poisons in the Age of Darkness. It is simplicity itself to adapt such toxins for battlefield use. It does not matter whether they coat blades or bullets, or are secreted by alien monstrosities – all are lethal.

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the Poisoned weapon) is higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+).

Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

Power of the Machine Spirit
The interface between this vehicle's advanced machine spirit and its fire control mechanisms allows the crew to target foes with incredible accuracy.

In a turn in which the vehicle neither moves Flat Out nor uses smoke launchers, the vehicle can fire one more weapon at its full Ballistic Skill than normally permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. Note that this special rule is granted by certain items of wargear with the same or similar name and may sometimes appear in an Army List entry's Wargear section.

Precision Shots
Many of the galaxy's marksmen are able to single out enemy leaders or soldiers with particularly powerful weapons and snipe them with unerring accuracy.

If a model with this special rule, or attacking with a weapon with this special rule, rolls a 6 To Hit with a shooting attack, that shot is a 'Precision Shot'.

Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for wound allocation. A character that has a Precision Shot wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

Precision Strikes
The galaxy is replete with swordsmen and blade-masters who can pick out an enemy from a crowd and land a blow on them even amidst the swirling chaos of hand-to-hand combat.

If a model with this special rule, or attacking with a weapon with this special rule, rolls a 6 To Hit with a melee attack, that hit is a 'Precision Strike'.

Wounds from Precision Strikes are allocated against an engaged model (or models) of your choice in the unit you are attacking, rather than following the normal rules for wound allocation. If a Precision Strike wound is allocated to a character, they can still make their Look Out, Sir roll.

Preferred Enemy
Many of the galaxy's warriors train hard to overcome a particular foe, allowing them to predict the enemy's battle-stances and thus land a blow or shot with greater ease.

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies both to shooting and close combat attacks.

Primarch
Genetically engineered creations whose powers and abilities shame even those of the enhanced warriors they lead, the Primarchs, although few in number, bestride the battlefields of the Great Crusade and the dark age of the Horus Heresy like demi-gods, and no mortal force can stand before them.

Any model with the Primarch special rule is automatically the army's Warlord and does not roll randomly for Warlord Traits (these will have been included in their own unique abilities). Unless a mission's rules specifically state otherwise, no army may ever include more than a single Primarch.

Primarch also incorporates the effects of a number of other special rules. These are the following:

- Independent Character
- Eternal Warrior
- Fear
- Adamantium Will
- Fleet
- Fearless
- It Will Not Die
- Master of the Legion (see the Legiones Astartes Army List)
- Precision Strikes
- Precision Shots

Psychic Pilot
Some craft have psychic gunners, drivers or other crew who can use their mental abilities in support of their allies.

A vehicle with this special rule is a Psyker. This rule is typically presented with a Mastery Level, shown in brackets – if no Mastery Level is shown then that vehicle has a Mastery Level of 1. Rules for generating and manifesting psychic powers can be found on pages 27-28. The unit follows all the normal rules for generating and manifesting psychic powers, with the following clarification: the vehicle is considered to have a Leadership characteristic of 10, should this be needed in order to resolve any psychic power or Perils of the Warp.

Psyker
Psykers are battlefield mystics who harness the power of the Warp.

A model with this special rule is a Psyker. This special rule is typically presented with a Mastery Level, shown in brackets – if no Mastery Level is shown then that model has a Mastery Level of 1. Rules for generating and manifesting psychic powers can be found on page 28.

Rad-phage
One of the terrors of Old Night, rad-phage weaponry was created to corrupt and poison, to reduce a powerful foe to an impotent and pitiable wreck.

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.

Rage
Bloodlust is a powerful weapon on the battlefield, spurring a warrior to hack their foes apart in a flurry of mindless carnage.

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (see page 56).

Rampage
For some warriors, being outnumbered is not a cause for despair, but a call to set about their foes with a berserk counter-attack.

At the start of any Fight sub-phase, models with the Rampage special rule gain +D3 attacks if the combat they are in contains more enemy models than friendly models – count all models locked in the combat, not just those models that are engaged. Roll once to determine the number of bonus Attacks all Rampaging models involved in that combat receive that phase. A model that has made a disordered charge that turn receives no benefit from Rampage (see page 56).

Relentless
Relentless warriors are strong of arm – nothing can slow their implacable advance.

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Rending
Some weapons can inflict critical strikes against which no armour can protect against.

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that their close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a wound, regardless of its Toughness. These wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each Armour Penetration roll of 6 allows a further D3 to be rolled, with the result added to the total. These hits are not resolved at AP 2, but are instead resolved using the model/weapon's AP value.

Repel the Enemy
Fortresses are constructed to allow their garrisons easy access to exit and engage enemy siege teams before they can breach their armoured walls.

Models disembarking from Access Points on a building can charge on the turn they do so, even on a turn the building was destroyed. Models using an escape hatch (see page 106) may not make use of this special rule.

Sentry Defence System
Many fortifications possess an automated defence system, or even a limited form of machine sentience, to operate their weaponry in the absence of a garrison.

A building with this special rule can use automated fire against enemy units, even if it is unoccupied. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

Shell Shock
Some weapons produce such a weight of fire that any target pummelled by their attack is left dazed and stunned.

Pinning tests taken due to an attack or weapon with this special rule are made with a -1 Ld penalty.

Shock Pulse
Some weapons emit such a storm of radiation and electrical impulses that they can temporarily incapacitate even the most well-armoured fighting vehicles.

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

Shred
Some weapons and warriors strike in a flurry of blows, tearing flesh asunder in a series of brutal strikes.

If a model has the Shred rule, or is attacking with a Melee weapon that has the Shred rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred rule, it re-rolls its failed To Wound rolls.

SCOUT

Scouts are always in the vanguard of the army. Unnoticed by the enemy, they range ahead of the main force.

After both sides have deployed (including Infiltrators), but before the first player begins their first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts can move outside the owning player's deployment zone, but must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first game turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units.

If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it. Having Scout also confers the Outflank special rule to units of Scouts that are kept as Reserves (see page 147).

Outflank
During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. When this unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6. On a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge. On a 3-4, they come on from the right. On a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves.

If a unit with Scouts is deployed inside a Dedicated Transport, they may Outflank along with their Transport.

Infiltrate and Scout
If a unit has both the Infiltrate and Scout special rule, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

Shrouded
The source of the darkness around these warriors matters not – only a lucky shot has any chance of piercing the shroud that hides them from view.

A unit that contains at least one model with this rule counts its cover save as 2 points better than normal. Note: This means a model with the Shrouded special rule always has a cover save of at least 5+, even if it is in the open. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Skilled Rider
The greatest bikers know how to get the best out of their mechanical steeds.

A unit with at least one model with this special rule automatically passes Dangerous Terrain tests, and receives +1 to its Jink cover saves (other cover saves are unaffected).

Skyfire
Skyfire weapons excel at shooting down enemy aircraft and skimmers.

A model which has this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers, but it can only fire Snap Shots against other targets.

Slow and Purposeful
Many warriors are steady but sure, slow to advance but no less deadly for it.

A unit that contains at least one model with this special rule cannot Run, Turbo-boost, move Flat Out, perform Sweeping Advances or fire Overwatch. However, they can shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash
For the most fearsome of creatures, a single blow is sufficient to breach a tank's armour or crush a living creature to bloody pulp.

All of the close combat attacks, except Hammer of Wrath attacks, of a model with this special rule are resolved at AP 2 (unless it is attacking with an AP 1 weapon). Additionally, when it makes its close combat attacks, it can choose instead to make a single Smash Attack. If it does so, roll To Hit as normal, but resolve the Attack at double the model's Strength (to a maximum of 10). Furthermore, a model making a Smash Attack can re-roll its Armour Penetration rolls, but must abide by the second result.

Sniper
Sniper weapons are precision instruments, used to pick out a target's weak points.

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, and rolls a 6 To Hit, that shot is a 'Precision Shot'. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for wound allocation. A character that has a Precision Shot wound allocated to it can still make a Look Out, Sir roll. Note that Snap Shots can never be Precision Shots.

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness. In addition, any To Wound roll of a 6 is resolved at AP 2.

Against vehicles, shooting attacks from weapons and models with the Sniper special rule count as Strength 4.

Soul Blaze
Some psychically-imbued weapons set the very soul ablaze, consuming the unfortunate victim in clouds of ethereal fire.

If a unit suffers one or more unsaved wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4 AP 5 hits with the Ignores Cover special rule. These wounds are Randomly Allocated. A unit cannot have more than one Soul Blaze counter on it at a time.

Specialist Weapon
The mightiest weapons only reach their full potential when wielded in pairs, as they require an entirely different battle stance from that of more commonplace weapons.

A model fighting with this weapon does not receive +1 attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon rule.

Split Fire
The most disciplined squads can divide their fire, taking care to place their shots where they can do the most harm.

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of their unit. Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target, which cannot be a unit forced to disembark as a result of the Split Firing unit's initial shooting attack.

Squadron Command Tank
Many tank commanders outfit their vehicles with specialised augurs and cogitators to aid in the task of guiding their comrades into battle.

A Squadron Command Tank is outfitted with enhanced command and control systems, such as mimetic datalinks and predictive cogitators, which allows a veteran commander to better lead their squadron, co-ordinate their squadron's weapons fire with deadly accuracy and otherwise wreak havoc upon the enemy.

Unless the Squadron Command Tank has been destroyed, all Tanks in the squadron gain the following benefits while they remain in coherency:

- Ignore the effects of Crew Shaken results on a roll of a 4+.
- When the entire squadron fires at a single target within 24", the squadron gains the Tank Hunters and Monster Hunter special rules.

Sunder
Some weapons strike with enough force to make a mockery of anything except the most reinforced of armoured shells.

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

Super-heavy Command Tank
A Super-heavy command tank is capable of taking charge of nearby infantry formations and by sheer virtue of its size and power, provides resolve and impetus to any allied force.

If a vehicle has been upgraded to a Super-heavy Command Tank, all friendly Infantry units within 24" may re-roll failed Morale Checks.

Stealth
Some warriors are masters of disguise and concealment, able to fade into the ruin of a battlefield until they are ready to strike.

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Woods) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Strafing Run
This vehicle is designed as a ground attack craft, the spread and convergence distance of its weapons keyed to maximise carnage on the foes below.

When shooting Assault, Heavy, Rapid Fire or Salvo weapons at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Flyer or Skimmer type, this vehicle has +1 Ballistic Skill.

Strikedown
A sufficiently powerful blow can knock even the mightiest warrior off their feet.

Any non-vehicle model that suffers one or more unsaved wounds or passes one or more saving throws against an attack with the Strikedown special rule moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Stubborn
Many warriors live and die according to the principle of 'death before dishonour'. Seldom do such warriors take a backward step in the face of danger.

When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Supersonic
Supersonic vehicles are supremely fast, even by the normal standards of aircraft, making them exceptionally mobile in battle.

A Supersonic vehicle that moves Flat Out must move at least 18" and can move up to 36".

Support Squad
Though numerous, some formations are intended for specialised tasks on the battlefield and are rarely used for the more routine tasks of military life.

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

Swarms
These creatures are so multitudinous that they cannot be picked out individually and must be fought as a group.

If, when allocating wounds to a unit with the Swarms special rule, two or more models could be chosen as the closest enemy, the closest enemy is always the model with the least number of wounds. If a model with the Swarm special rule suffers an unsaved wound from a Blast (any size) or Template weapon, each unsaved wound is multiplied to two unsaved wounds unless that wound has the Instant Death special rule. However, a unit entirely composed of models with the Swarm special rule is not slowed by difficult terrain, but must take a Dangerous Terrain test, where applicable, as normal.

Tank Hunters
These veterans of armoured warfare are able to identify the weak points of enemy vehicles and target their fire appropriately.

A unit that contains at least one model with this special rule re-rolls failed Armour Penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit, but the second result must be kept.

TEMPLATE WEAPONS

Template weapons shoot clouds of fire, gas or other lethal substances, rather than shells or bullets. They're excellent for killing enemy troops in cover, as the payload simply flows over intervening obstacles to assail the foe behind.

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover, Wall of Death and No Escape special rules. Wounds inflicted by Template weapons are allocated following the normal rules. Template weapons cannot fire Snap Shots.

Multiple Templates
If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Once the number of hits from all templates has been determined, roll To Wound as normal.

Wall of Death
Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapon fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

No Escape
If a Template weapon hits a building's Fire Point or an Open-topped vehicle and there is a unit embarked inside that building or vehicle, then in addition to any other effects that unit suffers D6 hits, resolved at the Strength and AP of the weapon. These hits are Randomly Allocated (see page 38).

Hellstorm Weapons
Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the Hellstorm template (see page 19), but otherwise obey the rules for other Template weapons.

Torrent
This weapon fires massive gouts of flame, gas or lethal fluids across the battlefield.

A weapon with this special rule is treated like any other Template weapon, but when firing it in the Shooting phase, place the template so that the narrow end is within 12" of the weapon and the wide end is no closer to the weapon than the narrow end. Some versions of this special rule may specify a distance as part of the rule (Torrent (18") for example), in these cases the template must be placed so that the narrow end is within the specified distance rather than the standard 12".



The template is positioned so that it scores the maximum number of possible hits (in this case, three).



Models can be hit multiple times from different template shots. In the example given above, nine hits are caused as two Ultramarines are hit twice.

Twin-linked
These weapons are grafted to the same targeting system for greater accuracy.

Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them. If a shooting weapon has the Twin-linked special rule, or is described in a model's wargear entry as Twin-linked, it re-rolls all failed To Hit rolls.

Twin-linked Blast Weapons
If the Scatter dice does not roll a hit, you can choose to re-roll the dice with a Twin-linked Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the Scatter dice.

Twin-linked Template Weapons
Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound rolls and Armour Penetration rolls.

Two-handed
This weapon is particularly heavy and requires both hands to wield.

A model attacking with this weapon never receives +1 Attack for fighting with two Melee weapons (see page 51).

Unwieldy
This weapon is very large, and more than a little clumsy, making swift blows all but impossible to achieve.

A model attacking with this weapon Piles In and fights at Initiative step 1, unless it is a Monstrous Creature or a Walker.

Vector Dancer
Some aircraft are created with an eye towards manoeuvrability. They sacrifice speed in order to bring their guns to bear more effectively.

A model with this special rule can make an additional pivot on the spot of up to 90° at the end of its move. A model that uses this extra pivot cannot move Flat Out in the following Shooting phase.

Vector Strike
These winged terrors hurtle out of the storm-wracked skies, tearing their unsuspecting prey to pieces in a single, devastating swoop.

When Swooping or Zooming, this model may savage its prey. At the end of the Movement phase, nominate one enemy unit not locked in combat that the model has moved over that turn. That unit takes 1 hit (if the unit is an enemy Flyer in Zoom mode, or an enemy Swooping Flying Monstrous Creature, it instead takes D3 hits). Unless stated otherwise, Vector Strike hits are resolved at the model's unmodified Strength and AP 2, using Random Allocation. These hits have the Ignores Cover special rule and they do not benefit from any of the model's special rules, such as Furious Charge, Poisoned, Rending, etc. Against vehicles, these hits are resolved against the target's Side armour.

A model that made a Vector Strike in its Movement phase counts as having already fired one weapon in its following Shooting phase. However, any additional weapons it fires that turn can choose a different target to that of the Vector Strike.

Vortex
Vortex weapons are some of the most destructive weapons in the galaxy. When activated, they rip a hole in the fabric of reality that destroys anything it touches. A vortex field is unstable, and will flicker into and out of existence across the battlefield, but it will annihilate anything unfortunate enough to be caught by it.

A weapon with this special rule is a Destroyer weapon (see page 163) and uses a Blast marker of some type (e.g., Blast, Large Blast, Massive Blast, etc). Place the appropriate marker, roll for scatter and apply damage (see page 159). For determining wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). If a double is rolled, the marker is removed from play instead. Any unit under the marker's new location is hit. Apply damage as described above.

Wrecker
Designed to breach the fastnesses of the enemy, weapons of this type can unbar any gate and break down any wall.

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.

Zealot
Zealots fight on regardless of their casualties or the terrors of war; they are driven forwards by their conviction.

A unit containing one or more models with the Zealot special rule automatically passes Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons Are Useless rule (see page 54). If a unit gains the Zealot special rule when it has Gone to Ground, all the effects of Go to Ground are immediately cancelled.

In addition, units containing one or more models with the Zealot special rule re-roll all failed To Hit rolls during the first round of each close combat – they do not get to re-roll failed To Hit rolls in subsequent rounds.

RANGED WEAPONS OF THE AGE OF DARKNESS

The galaxy is home to countless weapons, their variety and effects as impossible to enumerate as the races that carry them. Thus, oblivion can come from explosive shells, laser blasts, jets of super-heated flame, psionic beams or any other of a myriad of different ways. This section covers some of the most common (or notorious) weapons of The Horus Heresy: Age of Darkness, and serves as both a reference and as an example for some of the tools of death you will encounter.

Auto-weapons

These robust weapons are automated, self-loading firearms that fire bursts of high velocity, caseless shot. Auto-weapons come in a variety of forms, from the common autopistol to heavy support weapons such as the autocannon.

	Range	S	AP	Type
Autopistol	12"	3	-	Pistol
Autogun	24"	3	-	Rapid Fire
Rotor cannon	30"	3	6	Salvo 3/4
Heavy stubber	36"	4	6	Heavy 3
Autocannon	48"	7	4	Heavy 2
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked
Kheres assault cannon	24"	6	4	Heavy 6, Rending
Quad-gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

Field Artillery Weapons

Comprising heavy guns of different calibres, and missile launch systems for bombardment and heavy assaults against fortified positions, these weapons are amongst the heaviest armaments brought to bear on the foe.

	Range	S	AP	Type
Battlecannon	72"	8	3	Ordnance 1, Large Blast (5")
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Quad launcher (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
(Shatter)	36"	8	4	Heavy 4, Sunder
(Incendiary)	12"-60"	4	5	Heavy 4, Barrage, Blast (3"), Ignores Cover
(Splinter)	12"-36"	2	4	Heavy 4, Barrage, Blast (3"), Rending
(Phosphex canister)	12"-36"	4	3	Heavy 4, Barrage, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Whirlwind launcher (Vengeance warhead)	12"-48"	5	4	Ordnance 1, Barrage, Large Blast (5")
(Castellan warhead)	12"-48"	4	5	Ordnance 1, Barrage, Large Blast (5"), Ignores Cover
(Hyperios warhead)	48"	8	3	Heavy 1, Skyfire, Heat Seeker, Interceptor



Boltguns

The boltgun, or bolter, fires small missiles known as 'bolts'. Each self-propelled bolt explodes with devastating effect once it has penetrated its target. There are many variations of boltguns, from the short-barrelled bolt pistol to the Vulcan mega-bolter often mounted on Titans and other super-heavy vehicles.

	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Combi-bolter	24"	4	5	Rapid fire, Twin-linked
Heavy bolter	36"	5	4	Heavy 3
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Mauler bolt cannon	24"	6	3	Heavy 3, Pinning
Avenger bolt cannon	36"	6	3	Heavy 7

Combi-weapons

Combi-weapons are boltguns that have been specially modified by skilled artisans. Each has been expertly converted to house another weapon with only a limited charge, allowing the bearer a single destructive shot.

A model armed with a combi-weapon can choose to fire either the main boltgun, or the secondary weapon. You cannot fire both in the same turn. Each combi-weapon has only one secondary weapon. The main and secondary weapons of a combi-weapon fire at the same time as all other similarly named weapons in that unit. For example, the 'boltgun' part of a combi-weapon fires at the same time as all other boltguns in the unit.

Main Weapon

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

Secondary Weapons

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1, One Use
Meltagun	12"	8	1	Assault 1, Melta, One Use
Plasma gun	24"	7	2	Rapid Fire, Gets Hot, One Use
Grenade launcher				
(Frag)	24"	3	6	Assault 1, Blast (3")
(Krak)	24"	6	4	Assault 1
Volkite charger	15"	5	5	Assault 2, Deflagrate

Flamer Weapons

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignite on contact with air. They are primarily used to scour the enemy from defended positions, as walls are of no defence against blasts of superheated vapour.

	Range	S	AP	Type
Hand flamer	Template	3	6	Pistol
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Flamestorm cannon	Template	6	3	Assault 1

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.

	Range	S	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 imploder	18"	*	2	Salvo 2/4, Concussive, Graviton Pulse*

*See Graviton Pulse on page 164.

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 radiation. 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.

	Range	S	AP	Type
Rad/Irad-cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage
Irradiation engine	Template	4	3	Heavy 1, Fleshbane, Rad-phage, Torrent



Las Weapons
Las weapons fire packets of explosive laser energy – the larger the gun, the more powerful the shot. Regardless of size, las weapons are incredibly reliable; it is for this reason that the Mars-tellurian pattern MkII-III lascarbine is used as the benchmark for arms in the Imperium of the 31st Millennium.

	Range	S	AP	Type
Laspistol	12"	3	-	Pistol
Blast pistol	6"	5	-	Pistol, Twin-linked, Gets Hot
Lasgun	24"	3	-	Rapid Fire
Laslock	18"	4	6	Assault 1
Mitralock	8"	4	6	Assault 1, Shred
Multi-laser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire

Melta Weapons
Melta weapons are lethal anti-armour guns, most effective at very short range. When fired, the super-heating of the air produces a distinctive and sinister hiss. Solid rock is reduced to molten slag, and living creatures are vaporised in an instant.

	Range	S	AP	Type
Inferno pistol	6"	8	1	Pistol, Melta
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Melta cannon	24"	8	1	Heavy 1, Blast (3"), Melta
Magna-melta	18"	8	1	Heavy 1, Melta, Large Blast (5")
Cyclonic melta lance	18"	9	1	Heavy 3, Melta

Missile Launchers
Missile launchers can fire a variety of different missiles, making them incredibly versatile weapons.

All missile launchers come with frag and krak missiles as standard, and some have the option to upgrade to include flakk missiles or other more exotic warheads (see the individual unit's Army List entry for details on which munitions are available). Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

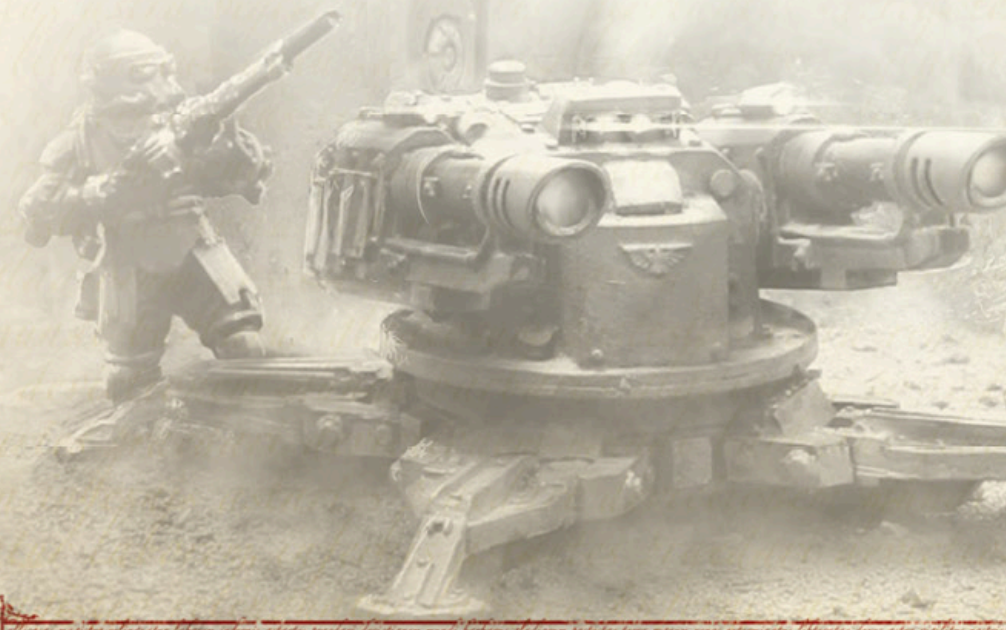
	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 1, Blast
Flakk missile	48"	7	4	Heavy 1, Skyfire
Krak missile	48"	8	3	Heavy 1
Rad missile	48"	4	3	Heavy 1, Blast (3"), Fleshbane, Rad-phage

Plasma Weapons
Plasma weapons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate enormous temperatures when fired and are thus prone to overheating. During the brief height of the Great Crusade and the birth of the Imperium, such technology was far better understood and there existed in general use a number of designs all but unknown in later ages.

	Range	S	AP	Type
Plasma pistol	12"	7	2	Pistol, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma cannon	36"	7	2	Heavy 1, Blast (3"), Gets Hot
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Phased plasma-fusil	24"	6	3	Salvo 2/3
Executioner plasma destroyer	36"	7	2	Heavy 3, Blast (3")

Volkite Weapons
'Volkite' is an archaic 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 Great Crusade swiftly overwhelmed supply of them.

	Range	S	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 culverin	45"	7	5	Heavy 4, Deflagrate



Photon Thruster Weapons

The arcane secrets of these deadly but unstable 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 that are able to pierce the densest matter, slashing and slicing armoured men and machinery apart like razors, and 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 the firer being consumed by raging black flames until only dust remains.

	Range	S	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

Phosphex Weapons

Phosphex is a rare corrosive, toxic and incendiary compound utterly inimical to life, deployed both in the form of large canister bombs and heavy shells or missiles. It expands on contact with air into a seething, liquid mist which burns with an eerie white-green flame which is attracted to movement. This gelid flame ignites metal and eats relentlessly into living tissues, and cannot be extinguished short of exposure to vacuum. As effective as this horrific weapon is, its use is not widespread as it has a tainting effect beyond even rad weapons on the areas in which it is employed, and so it remains within the arsenals of the Space Marine Legions as a weapon of dire resort.

	Range	S	AP	Type
Phosphex bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Phosphex shell	36"	5	2	Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death
Phosphex discharger	6"-18"	5	2	Heavy 3, Barrage, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death

Conversion Beam Weapons

These esoteric energy weapons fire a beam that induces a subatomic implosion in their target, with the beam itself gathering power over distance up to a terminal point of beam instability. Conversion beamers are both difficult to construct and highly complex to use, needing skilled calibration to operate as well as dedicated reaction core systems to power. As a result, specialised operators such as Techmarines and Mechanicum Destructors primarily use them for siege warfare or starship breaching assaults.

A shot from a conversion beamer has a number of different profiles, the use of which depends upon how far the chosen target is from the firer up to the weapon's maximum range. When firing the weapon measure the distance to the target, place the weapon's blast template and scatter as normal for a Blast weapon. Once the final location of the template has been determined, measure to the centre of the blast marker and consult the weapon's chart to determine the effect.

	Range	S	AP	Type
Conversion beamer	Up to 18"	6	-	Heavy 1, Blast (3")
	18"-42"	8	4	Heavy 1, Blast (3")
	42"-72"	10	1	Heavy 1, Blast (3")

Stub Guns and Shotguns

This catch-all category covers various low-tech solutions to ranged warfare on high-tech battlefields. Encompassing such weapons as shotguns, stub guns and heavy stubbers (sometimes called sluggers), the common bond between all of these weapons is that they are, without exception, cumbersome, noisy and fairly primitive firearms. Often employed by gangers, law enforcement officers and even civilians across the Imperium, these weapons make a formidable din when fired, and are easy to maintain.

	Range	S	AP	Type
Stub gun	12"	3	-	Pistol
Shotgun	12"	3	-	Assault 2
Space Marine shotgun	12"	4	-	Assault 2
Heavy stubber	36"	4	-	Heavy 3

Sniper Rifle

Sniper rifles have powerful telescopic sights, enabling the firer to target distant foes and enemy weak points with unerring accuracy. Some commanders see the sniper rifle as a dishonourable weapon, but they are in the minority. Most understand that pragmatism, and dead enemies, win more battles than honour ever will.

	Range	S	AP	Type
Sniper rifle	36"	X	6	Heavy 1, Sniper



MELEE WEAPONS OF THE AGE OF DARKNESS

Warriors across the galaxy employ a wide variety of close-quarter weapons. Blood-flecked chainswords and crude knives take their places alongside powered weapons of all kinds: swords, axes, hammers and many more. All such weapons are designed to bring quick death to the foe, for every moment's delay sees defeat a step closer.

Chain Weapons

Chain weapons are high-powered chainsaw-type weapons fitted with hilt, pommel and guard to make them less unwieldy. They are common across the Imperium, with a horrifying reputation for the damage they can inflict on unarmoured flesh.

	Range	S	AP	Type
Chainsword	-	User	-	Melee
Chainaxe	-	+1	4	Melee
Heavy chainsword	-	+2	5	Melee, Two-handed
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy

Dreadnought Close Combat Weapons

The various marks of Dreadnought employed by the Space Marine Legions require their own devastating class of melee weapon, most often personified by great ceramite-plated fists sheathed in deadly power fields. Such weapons are more than capable of obliterating infantry and tearing the heart from armoured vehicles.

	Range	S	AP	Type
Dreadnought close combat weapon	-	x2	2	Melee
Dreadnought chainfist	-	x2	2	Melee, Armourbane
Siege wrecker	-	10	2	Melee, Concussive, Wrecker, Specialist Weapon

Force Weapons

Force weapons are potent psychic weapons used exclusively by trained psykers. By instilling a portion of their mental might into the weapon, a psyker can strike their foe with an incredible storm of power that ravages and overloads their enemy's nervous system, leaving them a mindless shell.

Types of Force Weapon

Force weapons come in all shapes and sizes, but for the purposes of our game, we have three simple categories: force axes, force staves and force swords.

If a model's wargear says it has a force weapon that has no further special rules, look at the model to tell which type of force weapon it has: if it is a sword or dagger, it is a force sword; if it is an axe or halberd, it is a force axe; if it is a blunt weapon like a staff or mace, it is a force stave.

	Range	S	AP	Type
Force sword	-	User	3	Melee, Force
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force



Power Weapons
A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease. Power weapons can be found in the hands of warriors across the Imperium and in such variety of form and function that no catalogue of all their variations is known to exist. For those who specialise in the brutal cut and thrust of the melee, there is no finer tool.

Standard Power Weapons
Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of standard power weapons: power axes, power mauls, power swords and power lances.

Wherever an Army List profile lists a model as being either equipped with a 'power weapon' or has the option to take one, then either a power sword, power axe or power maul may be freely chosen as long as they are clearly depicted on the model.

	Range	S	AP	Type
Power sword	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
Power maul	-	+2	4	Melee, Concussive
Power lance	-	+1/User*	3/4*	Melee

**Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.*

Unusual Power Weapons
As well as the more commonly-seen forms, there are also a number of less common weapons that use the same power field technology to inflict damage upon a foe. Most of these weapons are specifically designed to meet the challenge of a particular target or type of enemy.

	Range	S	AP	Type
Lightning claw	-	User	3	Melee, Shred, Specialist Weapon
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

Servo Weapons
These weapons are complex arrays of industrial claw arms and manipulators, often directly spliced into the wielder's nervous system. As well as making for powerful tools, they can also be wielded in battle as clumsy but savagely powerful weapons. Many among the Mechanicum and the Legiones Astartes Techmarines carry these devices as badges of office as much as weapons.

A model equipped with a servo arm may make a single additional attack per turn, using the profile shown below, in addition to their regular attacks. In addition, a model with the Battlesmith special rule that is also equipped with a servo arm may add +1 to any Repair roll results.

A model equipped with a machinator array may make two extra attacks, using the profile shown below, in addition to their regular attacks. In addition, a model with the Battlesmith special rule that is also equipped with a machinator array may add +2 to any Repair roll results and any model equipped with a machinator array adds +1 to their Toughness characteristic. A machinator array also incorporates a flamer and inferno pistol – 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.

	Range	S	AP	Type
Servo arm	-	8	2	Melee, Unwieldy
Machinator array	-	+1	2	Melee, Unwieldy, Shred, Armourbane

Exotic Weapons
Many strange and deadly tools of carnage were to be found in the hands of the warriors of the Emperor in the last years of the Great Crusade, some the product of master artificers on Earth, Luna or Mars, and others trophies of extinct xenos breeds and fallen empires. Such weapons were most often found in the possession of commanders and war leaders among the Legiones Astartes, and many carved a bloody legend for themselves in the annals of the Horus Heresy.

	Range	S	AP	Type
Paragon blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon
Charnabal sabre	-	User	-	Melee, Rending, Duellist's Edge

GRENADES OF THE AGE OF DARKNESS

Grenades are small hand-held canisters packed with explosive charges and, sometimes, a more exotic payload, such as stumm gas. Grenades can be used to drive troops out of cover, set up smokescreens or even cripple tanks.

Some grenades can be used to make shooting attacks or attacks in the Fight sub-phase, albeit to different effect. Only one grenade (of any type) can be thrown by a unit per Shooting phase.

During the Fight sub-phase, grenades whose rules allow their use as weapons in the Assault phase and include a weapons profile for that phase (such as krak grenades, haywire grenades or melta bombs) may be used to make a single attack by any or all models equipped with those grenades, though only a single type of grenade may be employed by a given squad in any Fight sub-phase. Grenades with no weapons profile, such as rad grenades or defensive grenades, cannot make multiple attacks per phase and apply their effects once to the target unit regardless of how many models in the attacking unit are equipped with them.

Vehicles, Gun Emplacements and Monstrous Creatures
Some grenades can be used against vehicles, gun emplacements (see page 101) and/or Monstrous Creatures (including Flying Monstrous Creatures in Gliding mode), but have to be clamped in place to maximise effect. All buildings are attacked in close combat as if they were vehicles and therefore any grenade that can be used to attack a vehicle in close combat can also be used against a building.

A model can use such a grenade as a Melee weapon, but can only ever make one attack, regardless of the number of Attacks on its profile or any bonuses. Different grenades have different profiles when used in this manner, as follows.

Unusual Grenades
Some grenades do not have a profile. Any effects that they have will be covered in their special rules. Unless specifically stated otherwise, these grenades cannot be thrown or used as a Melee weapon.

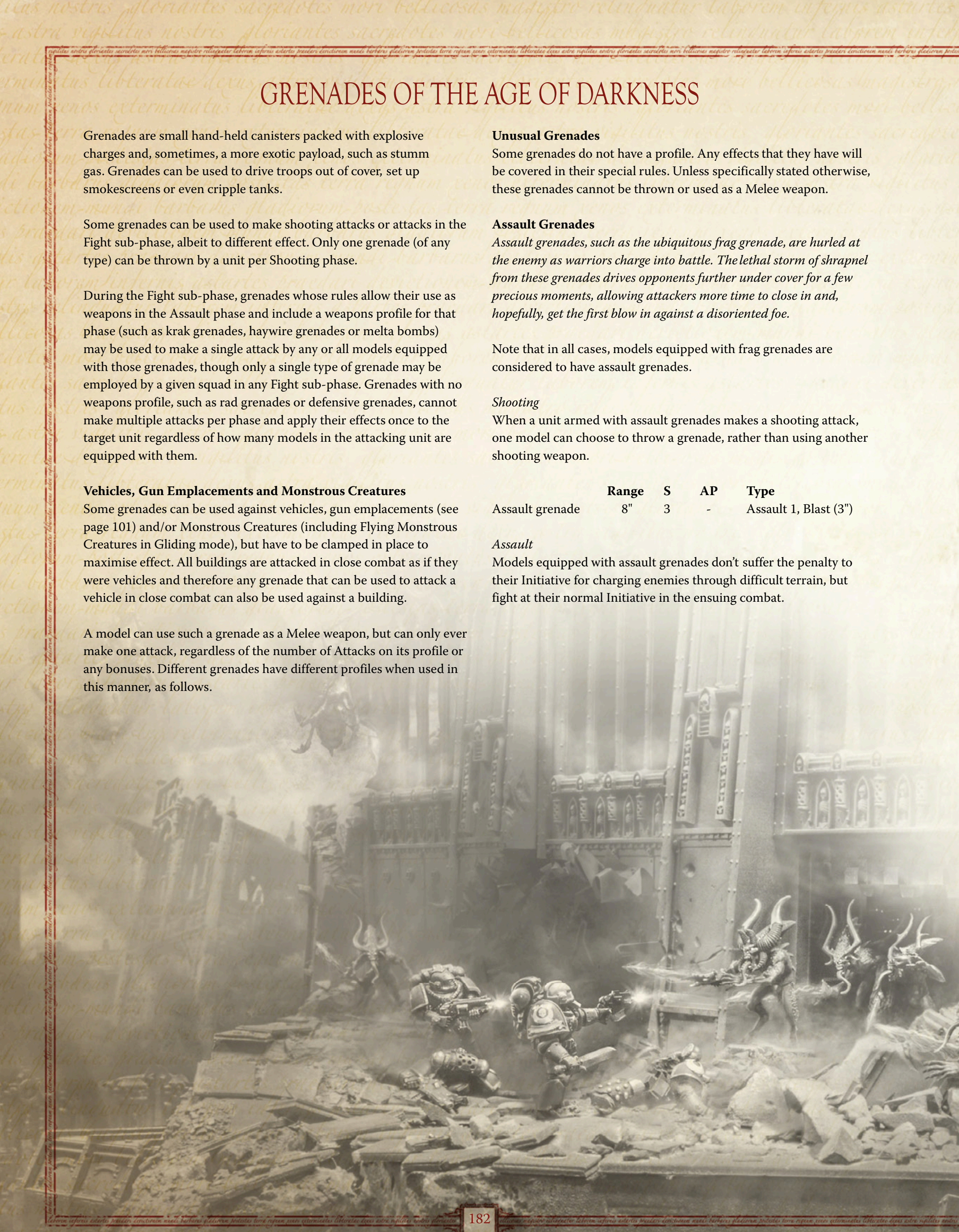
Assault Grenades
Assault grenades, such as the ubiquitous frag grenade, are hurled at the enemy as warriors charge into battle. The lethal storm of shrapnel from these grenades drives opponents further under cover for a few precious moments, allowing attackers more time to close in and, hopefully, get the first blow in against a disoriented foe.

Note that in all cases, models equipped with frag grenades are considered to have assault grenades.

Shooting
When a unit armed with assault grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Assault grenade	8"	3	-	Assault 1, Blast (3")

Assault
Models equipped with assault grenades don't suffer the penalty to their Initiative for charging enemies through difficult terrain, but fight at their normal Initiative in the ensuing combat.



Defensive Grenades
Defensive grenades have dual uses. When being charged, their wielder will throw them to disorient an enemy attack; if being shot at, they can be used to create clouds of concealing gas or smoke.

Shooting
When a unit armed with defensive grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Defensive grenade	8"	1	-	Assault 1, Blast (3"), Blind

Assault
Models charging a unit that includes any models equipped with defensive grenades do not gain bonus Attacks from charging (see page 51). However, if the charged unit was already locked in combat from a previous turn, or has Gone to Ground, these grenades have no effect and the attackers gain bonus Attacks as normal.

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. 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.

Haywire Grenades
Haywire grenades release electromagnetic pulses which damage vehicles.

Shooting
When a unit armed with haywire grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Haywire grenade	8"	2	-	Assault 1, Haywire

Assault
Unless used in assaults against vehicles, haywire grenades have no effect. When used in assaults against vehicles, haywire grenades have the following profile:

	Range	S	AP	Type
Haywire grenade	-	2	-	Haywire

Krak Grenades
Krak grenades are implosive charges designed to crack vehicle armour.

Shooting
When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

	Range	S	AP	Type
Krak grenade	8"	6	4	Assault 1

Assault
Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, krak grenades have no effect. When they are used in assaults against vehicles, gun emplacements or Monstrous Creatures, krak grenades have the following profile:

	Range	S	AP	Type
Krak grenade	-	6	4	-

Melta Bombs
Melta bombs are fusion charges designed to burn through an armoured hull in a matter of seconds.

Shooting
Melta bombs are cumbersome devices. They cannot be used to make a shooting attack.

Assault
Unless used in assaults against vehicles, gun emplacements or Monstrous Creatures, melta bombs have no effect. When used in assaults against vehicles, buildings, gun emplacements or Monstrous Creatures, melta bombs have the following profile:

	Range	S	AP	Type
Melta bomb	-	8	1	Armourbane, Unwieldy

Rad Grenades
These grenades detonate with a short, intense burst of radiation and shower the immediate area with highly contaminated fallout.

Shooting
Rad grenades are delicate but extremely dangerous devices. They cannot be used to make a shooting attack.

Assault
During a turn in which a unit equipped with rad grenades launches an assault, or is themselves assaulted, the enemy unit(s) suffers a -1 penalty to their Toughness until the end of the Assault phase. Note: This does affect the victims' Instant Death thresholds.

BIOMANCY

Biomancers specialise in manipulating biological energy and processes with the power of their minds. They are masters of the flesh, learning to shape and influence the physical forms of themselves, their allies or their enemies, according to their will.

PRIMARIS POWER

Smite **Warp Charge 1**

Lethal bolts of bio-lightning leap from the psyker's fingertips, tearing their foes apart.

Smite is a **witchfire** power with the following profile:

	Range	S	AP	Type
Smite	18"	4	2	Assault 4

1. Iron Arm **Warp Charge 1**

By transmuting their flesh into living metal, the biomancer can wade through enemy fire unscathed and pulp skulls with their bare fists.

Iron Arm is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker has +3 to their Strength and Toughness and they gain the Smash special rule.

2. Enfeeble **Warp Charge 1**

As the psyker channels their powers, tendrils of Warp energy lash over their victims, every caress sapping strength and vitality from their bodies.

Enfeeble is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit suffers a -1 penalty to both Strength and Toughness, and treats all terrain (even open ground) as difficult terrain.

3. Life Leech **Warp Charge 1**

With a twist of their gnarled hands, the wrathful psyker rips the life force from their enemy, hoarding the stolen essence and using it to restore the injured flesh of their allies.

Life Leech is a **witchfire** power with the following profile:

	Range	S	AP	Type
Life Leech	18"	6	2	Assault 2

If *Life Leech* causes at least one unsaved wound, the Psyker, or one friendly model within 6" of the Psyker, immediately regains a wound lost earlier in the battle (up to their starting number of Wounds).

4. Warp Speed **Warp Charge 1**

The powers of the Immaterium flow into the psyker, heightening their speed to supernatural levels. They are a blur amongst their enemies, felling the unrighteous with blows too swift to see.

Warp Speed is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker has +3 to their Initiative and Attacks and gains the Fleet special rule.

5. Endurance **Warp Charge 2**

Reaching into the essence of their allies, the biomancer knits together bones, heals flesh and banishes fatigue so that they carry on the fight.

Endurance is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, all models in the target unit gain the Eternal Warrior, Feel No Pain (4+) and Relentless special rules.

6. Haemorrhage **Warp Charge 2**

Focussing their mutant mind, the psyker reaches forth and sets a fire within their victim's flesh. Within moments, the unfortunate foe's blood begins to boil in their veins, tearing them asunder as it bursts from every pore.

Haemorrhage is a **focussed witchfire** power with a range of 18". The target must pass two separate Toughness tests or suffer a wound with no armour saves or cover saves allowed for each test that was failed. If the target is removed as a casualty, randomly select another model (friend or foe) within 2" of them. That model must pass a single Toughness test or suffer a wound with no armour saves or cover saves allowed. If that model is removed as a casualty, continue the process of selecting another model and taking a single Toughness test until either a model survives or there are no more suitable targets within range.

DIVINATION

Diviners seek to discern the hidden past of the galaxy and know the course of events yet to come. These abilities allow them to look into the twisting strands of the Immaterium in search of the answers they seek, and sometimes even influence the outcome of fate itself.

PRIMARIS POWER

Prescience **Warp Charge 2**

The psyker can effortlessly predict the paths of bullets and swords. By focussing their Warp-sight even more closely, they can guide their allies' aim, bringing a swift and merciless death to their foes.

Prescience is a **blessing** that targets a single friendly unit within 12". Whilst the power is in effect, the target unit can re-roll all failed To Hit rolls.

1. Foreboding **Warp Charge 1**

Thanks to their Warp-gifted insights, the psyker and their allies are aware that their foes are about to charge, even before the foes themselves have realised it.

Foreboding is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker and their unit have the Counter-attack special rule and fire Overwatch using their full Ballistic Skill, rather than Ballistic Skill 1. Note that this does not allow weapons that could not normally fire Overwatch to do so.

2. Forewarning **Warp Charge 1**

The psyker's prophetic powers allow them to walk through a hail of fire unscathed, dodging incoming bullets with an eerie calm.

Forewarning is a **blessing** that targets a single friendly unit within 12". Whilst the power is in effect, the target unit has a 4+ invulnerable save.

3. Perfect Timing **Warp Charge 1**

As soon as their consciousness pierces the veil of the Warp, a rush of images floods the diviner's mind, foretelling the actions of their enemies down to the merest microsecond. Armed with this information, the diviner's allies can predict exactly when their foes will peer out from behind cover and expose themselves to a lethal head shot.

Perfect Timing is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker and their unit's weapons have the Ignores Cover special rule.

4. Precognition **Warp Charge 1**

Having already witnessed the one true path to victory, the diviner strides across the battlefield like an avenging god of war. Whilst the premonitions run true, they are all but undefeatable, proof against bullet and bolt, blade and bombardment. However, should their self-wrought prophecies fade, or turn false, they will be doomed to ignominious defeat.

Precognition is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker re-rolls all failed To Hit and To Wound rolls. In addition, while the power is in effect, the Psyker re-rolls failed saving throws.

5. Misfortune **Warp Charge 2**

With a click of their fingers, the diviner twists fate so that their followers' blows punch through the weakest points in their opponents' armour.

Misfortune is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, all attacks that hit the target unit have the Rending special rule.

6. Scrier's Gaze **Warp Charge 2**

The diviner can see the battlefield clearly in their mind's eye, with the vantage point of a hunting hawk and the precision of a laser. The to and fro of armies and war machines is but the scurrying of ants beneath their omniscient gaze. Thus can the diviner direct the deployment of specialist forces exactly when and where they are most needed, directing them to vital objectives that, once secured, will ensure victory.

Scrier's Gaze is a **blessing** that targets the Psyker. Whilst the power is in effect, you can re-roll the dice when rolling for both Reserves and Outflank.

PYROMANCY

A pyromancer is a master of fire and flame, a psyker who is able to create searing infernos out of thin air. Pyromancy is one of the most spectacular and destructive forms of psychic ability, and those who face a pyromancer in combat are often reduced to nought but a pile of charred bones.

PRIMARIS POWER

Flame Breath **Warp Charge 1**

A torrent of psychic flames pour forth from the psyker's eyes and mouth, engulfing the target.

Flame Breath is a **witchfire** power with the following profile:

	Range	S	AP	Type
Flame Breath	Template	5	4	Assault 1, Soul Blaze

1. Fiery Form **Warp Charge 1**

Bullets and shells pass straight through the pyromancer as they transform into an incandescent being of living Warpfire, striking out at their foes and setting their very souls ablaze.

Fiery Form is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker gains a 4+ invulnerable save and their close combat attacks have the Soul Blaze special rule. In addition, whilst the power is in effect, the Psyker re-rolls failed To Wound rolls inflicted by any further Pyromancy powers they manifest.

2. Fire Shield **Warp Charge 1**

With a sweep of their arms, the psyker throws up a towering wall of flame to protect their allies.

Fire Shield is a **blessing** that targets a single friendly unit within 24". Whilst the power is in effect, the target unit has a 4+ cover save and all enemy units treat all terrain within 6" of the target as dangerous terrain (even open ground).

3. Spontaneous Combustion **Warp Charge 1**

Focussing their anger, the pyromancer can melt or incinerate their foe in a heartbeat. Yet when their rage boils over, the unfortunate victim's body explodes in a blast of ash and roaring flame. Who can say how many will fall victim to their wrath before it is sated?

Spontaneous Combustion is a **focussed witchfire** power with a range of 18". The target model suffers a Strength 6 AP 3 hit with the Soul Blaze special rule. If the model is slain by this hit in the Psychic phase, centre the Small Blast (3") marker over the target before removing them as a casualty. All other models under the marker suffer a Strength 5 AP 4 hit with the Ignores Cover and Soul Blaze special rules.

4. Sunburst **Warp Charge 1**

The psyker sings a wild song whose notes were old when the universe was young. As they do so, an incandescent aura appears about them, growing ever brighter and hotter with every refrain. Only when the song is ended does the aura explode, discharging its pent-up fury in a sudden, supernoval flash.

Sunburst is a **nova** power with the following profile:

	Range	S	AP	Type
Sunburst	9"	4	5	Assault 2D6, Ignores Cover, Soul Blaze

5. Inferno **Warp Charge 2**

With an impatient gesture, the psyker sets the air itself aflame, creating a whirling pillar of fire to sweep through the ranks of their enemies.

Inferno is a **witchfire** power with the following profile:

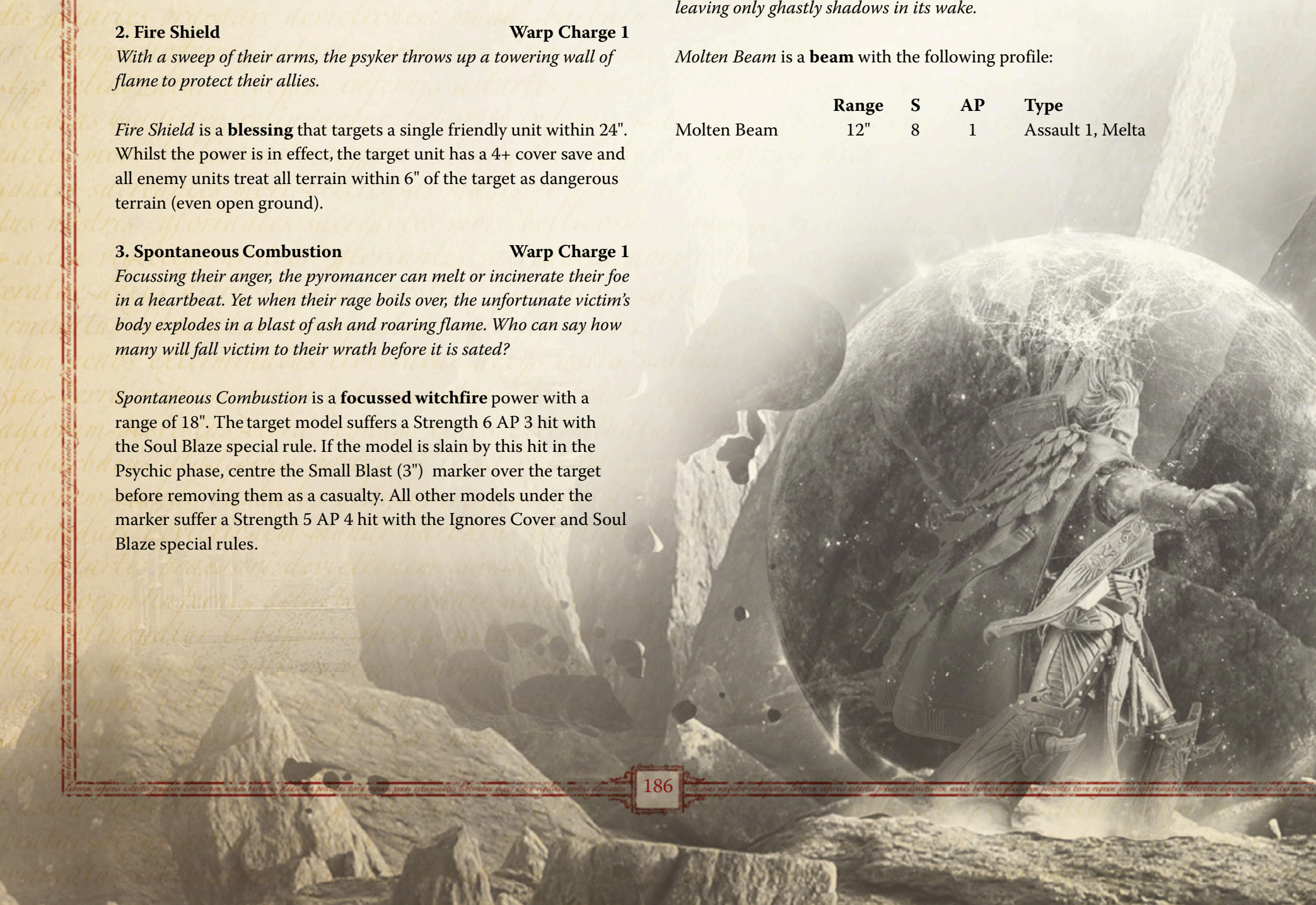
	Range	S	AP	Type
Inferno	24"	4	5	Assault 1, Ignores Cover, Large Blast (5"), Soul Blaze

6. Molten Beam **Warp Charge 2**

The pyromancer claps their hands together and turns them outward towards the foe. As they do so, a white-hot beam of blazing energy bursts from their palms. It melts armour to slag and vaporises flesh, leaving only ghastly shadows in its wake.

Molten Beam is a **beam** with the following profile:

	Range	S	AP	Type
Molten Beam	12"	8	1	Assault 1, Melta



TELEKINESIS

Telekines are able to manipulate the material world with the power of their minds, translating sheer mental power into physical force. These psykers can lash their foes with psychic energy, erect invisible force shields to protect themselves and even levitate above the battlefield itself.

PRIMARIS POWER

Assail **Warp Charge 1**

Using nothing but the power of their mind, the psyker tears a boulder of rock from the ground and hurls it at the foe.

Assail is a **beam** with the following profile:

	Range	S	AP	Type
Assail	18"	6	-	Assault 1, Strikedown

1. Crush **Warp Charge 1**

By reaching out their arm and clenching their fist, the psyker entraps their foe in a choking and crushing mass of force. Gritting their teeth, the Psyker continues the assault until flesh, armour and bone alike are ground to powder.

Crush is a **focussed witchfire** power with a range of 18". Roll 2D6. The target model suffers a hit with a Strength equal to the result (a result of an 11 or 12 wounds automatically or, in the case of a vehicle, causes an automatic penetrating hit) with an AP equal to the result of a separate D6 roll.

2. Objuration Mechanicum **Warp Charge 1**

Weapons jam and engines seize up as the telekine uses their powers to wrench and twist the inner workings at the hearts of nearby machines.

Objuration Mechanicum is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, all of the target's ranged weapons have the Gets Hot special rule. In addition, if the target is a vehicle (or vehicle squadron), each vehicle in the unit suffers a single Strength 1 hit with the Haywire special rule.

3. Shockwave **Warp Charge 1**

The psyker slams their palms together and the noise is magnified a hundredfold, releasing a shockwave that snaps bones and knocks foes from their feet.

Shockwave is a **nova** power with the following profile:

	Range	S	AP	Type
Shockwave	9"	4	-	Assault 2D6, Pinning

4. Levitation **Warp Charge 1**

The psyker uses their telekinetic powers to launch themself skywards, leaping across the battlefield in a single bound.

Levitation is a **blessing** that targets the Psyker. Unless the target is Zooming, Swooping or is locked in close combat, the Psyker and their unit immediately make a move of up to 12". This move cannot end up on top of another unit or impassable terrain, but ignores intervening units, terrain, etc. Any model that starts or ends this move in difficult terrain must take a Dangerous Terrain test. The Psyker and their unit cannot charge in the same turn that they use this power, and all models count as having moved in the Movement phase for the purposes of shooting weapons in the Shooting phase.

5. Telekine Dome **Warp Charge 2**

Bullets bounce off of thin air and are deflected harmlessly away as the psyker erects a barrier of shimmering energy about themself.

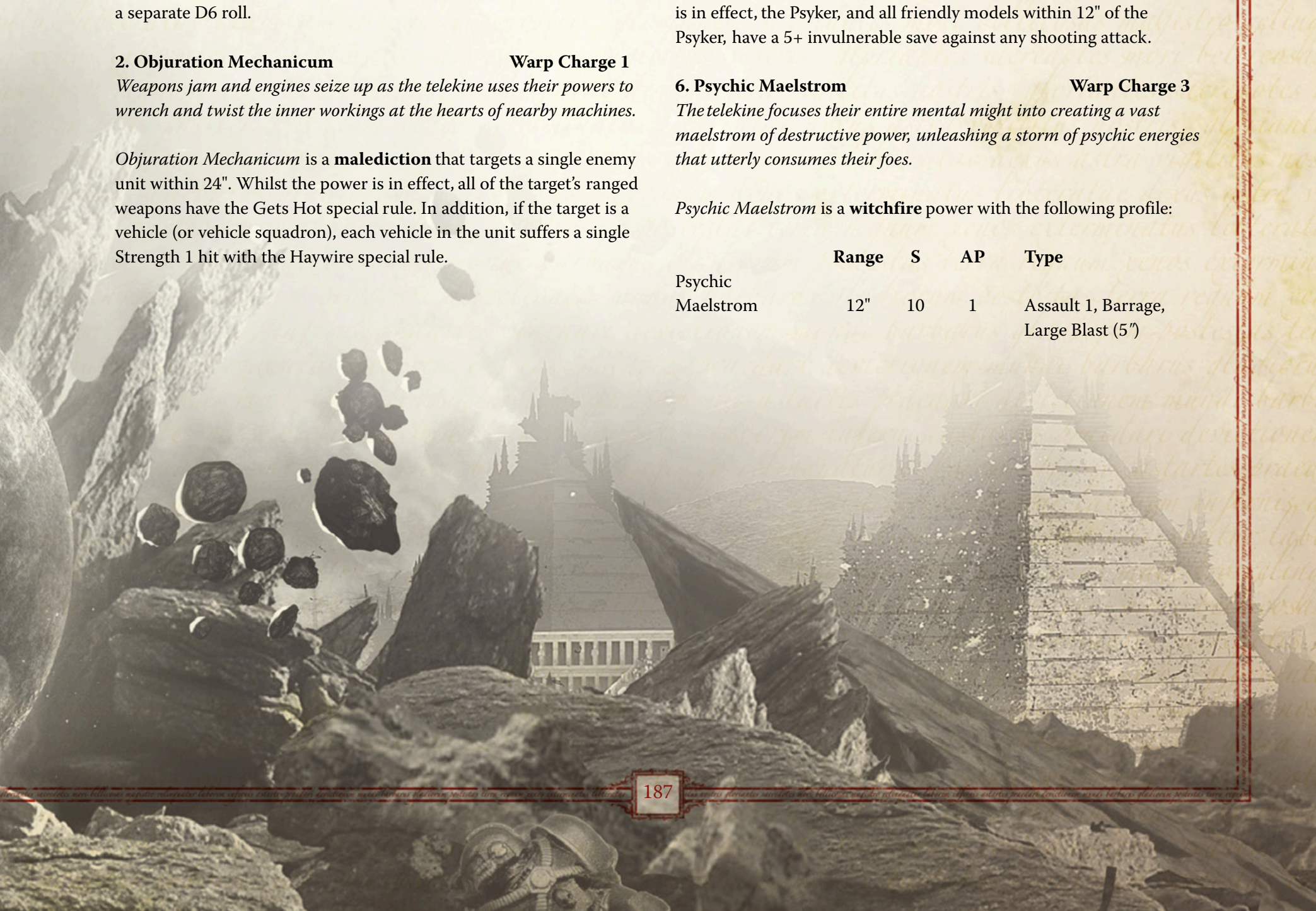
Telekine Dome is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker, and all friendly models within 12" of the Psyker, have a 5+ invulnerable save against any shooting attack.

6. Psychic Maelstrom **Warp Charge 3**

The telekine focuses their entire mental might into creating a vast maelstrom of destructive power, unleashing a storm of psychic energies that utterly consumes their foes.

Psychic Maelstrom is a **witchfire** power with the following profile:

	Range	S	AP	Type
Psychic Maelstrom	12"	10	1	Assault 1, Barrage, Large Blast (5″)



TELEPATHY

Telepaths are psykers whose mental expertise lies with contacting and controlling the minds of others. With a single thought, a telepath can blast away their foe's sanity, induce states of numbing terror or possess their victim's thoughts and mould their actions as if they were their own.

PRIMARIS POWER

Psychic Shriek **Warp Charge 1**

The psyker breathes in deeply the power of the Warp before emitting a banshee howl of psychic energy that shreds the minds of their enemies.

Psychic Shriek is a **witchfire** power with a range of 18". Roll 3D6 and subtract the target's Leadership – the target unit suffers a number of wounds equal to the result. Armour saves and cover saves cannot be taken against wounds that are caused by Psychic Shriek.

1. Dominate **Warp Charge 1**

The psyker reaches into their foe's mind, trammelling their soul and crushing their will to fight on.

Dominate is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target unit must pass a Leadership test each time it attempts to move, manifest a psychic power, shoot, Run or declare a charge – if the test is failed, the action is forfeit and the unit can do nothing else that phase. A unit that fails this test when attempting to fire Overwatch does not fire any shots, but acts normally in the ensuing Fight sub-phase.

2. Mental Fortitude **Warp Charge 1**

Despair is turned into fresh hope and even heroism as the psyker projects inspiring thoughts into the minds of their allies.

Mental Fortitude is a **blessing** that targets a single friendly unit within 24". If the target is falling back, it immediately Regroups. In addition, whilst the power is in effect, the target gains the Fearless special rule.

3. Terrify **Warp Charge 1**

Even the bravest of heroes quake in terror as the telepath assails them with images from their darkest nightmares.

Terrify is a **malediction** that targets a single enemy unit within 24". Whilst the power is in effect, the target has a -1 penalty to their Leadership and treats all enemy units as having the Fear special rule. Furthermore, the target must take a Morale check at the end of the Psychic phase.

4. Shrouding **Warp Charge 1**

The psyker uses their mastery of the Warp to fog the minds of their enemies, clouding their sight and instincts so that they appear as nothing more than an indistinct shadow.

Shrouding is a **blessing** that targets the Psyker. Whilst this power is in effect, the Psyker, and all friendly models within 6" of the Psyker, have the Shrouded special rule.

5. Mind Howl **Warp Charge 2**

The psyker triggers a primal fear reaction in the minds of their foes with a howl drawn from the deepest racial memories of their kind, leaving them panicked and confused in the face of their onslaught.

Mind Howl is a **malediction** that targets a single enemy unit within 12". Whilst this power is in effect, all models in the target unit reduce their Ballistic Skill and Weapon Skill to 1.

6. Hallucination **Warp Charge 2**

Paranoia, confusion and panic are heightened to a debilitating degree as the telepath alters their foes' perceptions.

Hallucination is a **malediction** that targets a single enemy unit within 24". Roll once this power has been successfully manifested to determine the manner of hallucinations the target is suffering from (roll once for the whole unit).

D6	Result
1-2	**Bugs! I Hate Bugs!** *Something awful has gotten under the victims' armour and is crawling around.* The unit must take a Pinning test.
3-4	**It's So Beautiful!** *All sense of urgency is lost, and the befuddled warriors stare listlessly into space.* Whilst the power is in effect, all models in the unit suffer a -1 penalty to their Weapon Skill, Ballistic Skill, Initiative and Attacks (to a minimum of 1).
5-6	**You! You're a Traitor!** *Paranoia sets in and the panicked warriors lash out at their commanders.* Randomly select one character in the target unit. That model suffers a single Strength 3 hit for every other model in the target unit. Cover saves cannot be taken against these hits, and they can never be allocated to another model. If there are no character models in the target unit, or if there are no other models apart from the character model, treat this result as It's So Beautiful! instead.

DAEMONOLOGY - SANCTIC POWERS

Daemonologists study all things to do with Chaos and the Warp. They can manipulate the interactions between the Immaterium and realspace, allowing them to manifest all manner of destructive powers and amazing feats. However, Daemonology is the most difficult and dangerous of any discipline to master, and many who have tried have perished, been driven insane or else have been irredeemably corrupted by the very power they once sought to use against the forces of Chaos.

PRIMARIS POWER

Banishment **Warp Charge 1**

The psyker bends their will to dissolving the bonds that tether the daemonic to the mortal plane, casting them back into the Warp.

Banishment is a **malediction** that targets a single unit with the Daemon special rule within 24". Whilst this power is in effect, all models in the target unit suffer a -1 penalty to their invulnerable save (normally reducing it to 6+). This is cumulative with any other modifiers to a Daemon's invulnerable save, but cannot make it worse than 6+.

1. Gate of Infinity **Warp Charge 1**

The psyker punches a corridor through the roiling Immaterium, allowing them to cross great distances in the blink of an eye.

Gate of Infinity is a **blessing** that targets the Psyker. Unless the target is Zooming or Swooping, remove the target and their unit from the board. It then immediately arrives anywhere on the board using the rules for Deep Strike.

2. Hammerhand **Warp Charge 1**

Focusing the raging power of their mind, the psyker augments the strength of their comrades to the point where they can crush flesh and bone with a single blow.

Hammerhand is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and their unit have +2 Strength.

3. Sanctuary **Warp Charge 1**

Chanting words of warding, the Psyker creates a zone of light around them that can both protect them from harm and repel daemonic creatures.

Sanctuary is a **blessing** that targets the Psyker. Whilst the power is in effect, the Psyker and all models in their unit receive a +1 bonus to their invulnerable save (models that do not have an invulnerable save gain a 6+ invulnerable save whilst this power is in effect instead). In addition, all units with the Daemon special rule (friend or foe) treat all terrain, including open ground, within 12" of the Psyker as dangerous terrain.

4. Purge Soul **Warp Charge 1**

The psyker draws upon every ounce of willpower they possess to purge the evil of their foes' souls, scouring every trace of corruption even if it destroys them in the process.

Purge Soul is a **focussed witchfire** power with a range of 24". Both the Psyker and the target model roll a D6 and add their respective Leadership values. If the target's total is greater than the Psyker's total, nothing happens. If the Psyker's total is greater than or equal to the target's total, the target model suffers an automatic wound with no armour save or cover saves allowed. Purge Soul has no effect on vehicles.

5. Cleansing Flame **Warp Charge 2**

The psyker harnesses the very fire in their soul, creating a wall of white-hot psychic flame that blasts forth and purges their foes from the battlefield.

Cleansing Flame is a **nova** power with the following profile:

	Range	S	AP	Type
Cleansing Flame	9"	5	4	Assault 2D6, Ignores Cover, Soul Blaze

6. Vortex of Doom **Warp Charge 3**

The psyker rends the material realm asunder, tearing a rift between the material realm and the howling destruction of the Warp, condemning their foes to total destruction.

Vortex of Doom is a **witchfire** power with the profile below. If, when using this power, the Psyker fails their Psychic test, they automatically suffer Perils of the Warp.

	Range	S	AP	Type
Vortex of Doom	12"	D	1	Assault 1, Blast, Vortex

DAEMONOLOGY - MALEFIC POWERS

PRIMARIS POWER

Summoning **Warp Charge 3**

The psyker completes a vile ritual that echoes through the Immaterium, summoning vile Daemons into the mortal realm.

Summoning is a **conjuration** with a range of 12" that creates one unit of 10 Lesser Daemons.

1. Cursed Earth **Warp Charge 1**

The psyker becomes a conduit through which the energies of the Warp flow, tainting the very ground and sustaining the Daemons that walk upon it.

Cursed Earth is a **blessing** that targets the Psyker. Whilst the power is in effect, all models with the Daemon special rule (friend or foe) within 12" of the Psyker have a +1 bonus to their invulnerable save (normally increasing it to 4+). This is cumulative with any other modifiers to a Daemon's invulnerable save. In addition, whilst the power is in effect, friendly units with the Daemon special rule will not scatter when arriving from Deep Strike Reserve so long as the first model is placed within 12" of the Psyker.

2. Dark Flame **Warp Charge 1**

The psyker projects a dark ball of psychic flame that immolates their foes' souls as well as their bodies.

Dark Flame is a **witchfire** power with the following profile:

	Range	S	AP	Type
Dark Flame	Template	4	5	Assault 1, Soul Blaze, Torrent

3. Infernal Gaze **Warp Charge 1**

Unholy power streams forth from the psyker's eyes, charring and melting all flesh, metal and stone caught in its path.

Infernal Gaze is a **beam** with the following profile:

	Range	S	AP	Type
Infernal Gaze	18"	3	4	Assault 1, Armourbane, Fleshbane

4. Sacrifice **Warp Charge 1**

The psyker sacrifices one of their followers' souls to summon forth one of the Chaos gods' most trusted servants.

Sacrifice is a **conjuration** with a range of 6" that creates one unit consisting of a single Daemonic Herald. If this power is successfully manifested, one friendly model within 6" of the Psyker (or the Psyker themself) immediately suffers a single wound with no saves of any kind allowed.

5. Incursion **Warp Charge 3**

The psyker opens a portal to the Realm of Chaos through which the daemonic legions spill into the mortal plane.

Incursion is a **conjuration** with a range of 12" that creates one unit of three Daemonic Beasts.

6. Possession **Warp Charge 3**

The psyker sacrifices their own soul and a Greater Daemon of Chaos hungrily possesses them, bursting forth from the host's body in an explosion of psychic energy.

Possession is a **conjuration** with a range of 6" that creates one unit consisting of a single Greater Daemon. If this power is successfully manifested, the Psyker is immediately removed as a casualty (if the Psyker was part of a unit with the Brotherhood of Psykers/Sorcerers special rule, remove the entire unit as casualties). If, when using this power, the Psyker fails their Psychic test, they automatically suffer Perils of the Warp.



DAEMON SUMMONING

Several powers in the Malefic Daemonology discipline allow Psykers to summon Daemons, the twisted essence of the Warp given material form in the midst of the hate-charged warp storms that engulfed much of the galaxy during the darkest years of the Horus Heresy. The profiles below are intended to let players represent the grotesque variety of the daemonic hordes with a minimum of additional rules. Further Forge World publications and Army Lists will present more complete rules and units, as well as more summoning options for Psykers who have studied Malefic Daemonology.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Lesser Daemon	4	4	4	4	1	4	1	10	-	Infantry
Daemonic Beast	4	4	5	5	3	3	2	10	-	Beasts
Daemonic Herald	5	5	4	4	3	5	3	10	-	Infantry (Character)
Greater Daemon	6	6	6	6	5	4	4	10	-	Monstrous Creature (Character)*

**Models with large wings may instead be counted as Flying Monstrous Creatures (Character).*

All the Daemons presented here have the Daemon and Fearless special rules and are equipped with a close combat weapon (see page 42) and no other wargear. In addition, each unit may select one of the following special rules when it is summoned: Feel No Pain (5+), Rage, Crusader or Brotherhood of Psykers†

†If selected for a Daemonic Herald, it instead gains Psyker (Mastery Level 2), and if selected for a Greater Daemon, it instead gains Psyker (Mastery Level 3). No unit summoned by a Malefic Daemonology power may itself select powers from the Daemonolgy Disciplines.

Daemon units are always treated as having the Allegiance: Traitor, regardless of the Allegiance of the model who summons them. Daemon units may not embark on any Transport vehicle, nor may Independent Characters join Summoned Daemon units.

Designer's Note: Some players may be in possession of older publications which contain rules for Daemon units. If both players agree, these rules can be used instead of the generic Daemon rules presented here. In this case, several of the Malefic Daemonology powers are modified, the rules and costs of these powers remain the same, but the units which they summon are altered as noted below:

Summoning – May be used to summon one of the following units: 10 Bloodletters of Khorne, 10 Pink Horrors of Tzeentch, 10 Plaguebearers of Nurgle, 10 Daemonettes of Slaanesh, 5 Flesh Hounds of Khorne, 3 Flamers of Tzeentch, 3 Nurgling Swarms or 5 Seekers of Slaanesh.

Sacrifice – May be used to summon 1 Herald of Khorne, Slaanesh, Tzeentch, or Nurgle, with up to 30 points worth of options.

Incursion – May be used to summon one of the following units: 3 Bloodcrushers of Khorne, 3 Screamers of Tzeentch, 3 Plague Drones of Nurgle or 3 Fiends of Slaanesh.

Possession: May be used to summon 1 Bloodthirster, Lord of Change, Great Unclean One, or Keeper of Secrets.



REFERENCE

TURN SUMMARY

1. **The Start of your Turn.** Resolve any rule described as happening at the start of your turn.

2. **Movement Phase.** Here, you move any of your units that are capable of doing so. See the Movement rules on page 23 for more details of how to do this.

3. **Psychic Phase.** In the Psychic phase, models known as Psykers can use strange mental powers, and other Warp-born effects may manifest. See the Psychic rules on page 26 for more details of how to do this.

4. **Shooting Phase.** You now shoot with any of your units that are capable of doing so. See the Shooting rules on page 34 for more details on how to resolve this.

5. **Assault Phase.** During the Assault phase, units may move into combat against enemy units in the Charge sub-phase and trade blows with them in the Fight sub-phase. All units in close combat fight; this is an exception to the normal turn sequence in that both sides fight, not just the side whose turn it is. More information on fighting close combats can be found in the Assault rules on page 46.

6. **The End of your Turn.** Resolve any rule described as happening at the end of your turn.

UNIT/VEHICLE TYPE	RUN, TURBO-BOOST OR FLAT OUT?	MAXIMUM DISTANCE	PAGE
Infantry, Artillery, Jump units, Jet Pack units, Monstrous Creatures, Beasts, Cavalry	Run	D6"	var
Flying Monstrous Creatures (Swooping)	Run	2D6"	68
Walkers	Run	D6"	86
Bikes	Turbo-boost	12"	64
Jetbikes	Turbo-boost	24"	64
Heavy	n/a	n/a	84
Fast	Flat Out	12"	84
Fast Skimmers	Flat Out	18"	85
Flyers (Zoom Mode)	Flat Out	24" (minimum 12")	80
All other vehicles	Flat Out	6"	70

UNIT TYPE	MOVE DISTANCE	EFFECT OF DIFFICULT TERRAIN	FALL BACK DISTANCE	PAGE
Infantry	0" - 6"	Roll 2D6 and pick the highest	2D6"	64
Jump units (using their jump packs)	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	66
Jump units (not using their jump packs)	As per their standard unit type	As per their standard unit type	3D6"	66
Beasts	0" - 12"	No effect	3D6"	67
Cavalry	0" - 12"	Counts as dangerous terrain	3D6"	67
Bikes	0" - 12"	Counts as dangerous terrain	3D6"	64
Jetbikes	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	3D6"	64
Monstrous Creatures	0" - 6"	Roll 3D6 and pick the highest	2D6"	67
Artillery	0" - 6"	Roll 2D6 and pick the highest	2D6"	65
Jet Pack units (using their jet packs)	0" - 6"	Starting or ending in difficult terrain requires a Dangerous Terrain test	2D6"	66
Jet Pack units (not using their jet packs)	As per their standard unit type	As per their standard unit type	2D6"	66
Skimmers	0" - 12"	Starting or ending in difficult terrain requires a Dangerous Terrain test	n/a	85
Walkers	0" - 6"	Roll 2D6 and pick the highest	n/a	86
Flyers (Zoom mode)	18" - 36" (limited to a single 90˚ pivot at the start of its move)	No effect	n/a	80
Flying Monstrous Creatures (Swooping)	12" - 24" (limited to a single 90˚ pivot at the start of its move)	No effect	n/a	68
All other vehicles	0" - 12"	Dangerous Terrain test	n/a	70

DESTROYER WEAPON ATTACK TABLE

D6	VEHICLE OR BUILDING	NON-VEHICLE
1	**Lucky Escape:** The model is unharmed.	**Lucky Escape:** The model is unharmed.
2-5	**Solid Hit:** The model suffers a penetrating hit that causes it to lose D3 Hull points instead of 1.	**Seriously Wounded:** The model suffers a hit that wounds automatically and causes it to lose D3 wounds instead of 1.
6	**Devastating Hit:** The model suffers a penetrating hit that causes it to lose D6+6 Hull points instead of 1. No saves of any kind are allowed against this hit.	**Deathblow:** The model suffers a hit that wounds automatically and causes D6+6 wounds instead of 1. No saves of any kind are allowed against this hit.

PERILS OF THE WARP

If a unit suffers Perils of the Warp, roll a D6 and consult the following table:

D6 Result

1 Dragged into the Warp: The Psyker must take a Leadership test. If the test is passed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is failed, the Psyker is removed as a casualty and their unit suffers D6 Strength 6 AP 1 hits. For wound allocation purposes, assume the attack is coming from the Psyker who suffered Perils of the Warp.

2 Mental Purge: The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. In addition, randomly select one psychic power known to the Psyker. That power is immediately lost, and cannot be used by the Psyker for the rest of the battle.

3 Power Drain: The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. In addition, if it is currently the Psychic phase, roll a D3; both players lose a number of Warp Charge points equal to the result.

4 Psychic Backlash: The Psyker suffers 1 wound/glancing hit with no saves of any kind allowed.

5 Empyric Feedback: The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker suffers no ill effects.

6 Warp Surge: The Psyker must take a Leadership test. If the test is failed, the Psyker suffers 1 wound/glancing hit with no saves of any kind allowed. If the test is passed, the Psyker gains a 3+ invulnerable save as well as the Fleshbane (see page 164), Armourbane (see page 157) and Smash (see page 172) special rules, until the start of the next friendly Psychic phase.

ROLL TO HIT

The dice roll needed To Hit will depend on how accurate the firers are, as shown by their Ballistic Skill (or BS). The chart below shows the minimum D6 roll needed to score a hit.

Firer's BS	**1**	**2**	**3**	**4**	**5**
Roll needed To Hit	6	5+	4+	3+	2+

When rolling To Hit, there is no such thing as an automatic hit and a roll of a 1 always misses.

TO WOUND CHART

Target's Toughness

Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

WEAPON TYPE	EFFECT OF MOVING		ASSAULT AFTER FIRING?	PAGE
	NUMBER OF SHOTS	SNAP SHOTS ONLY?		
Assault	Full	No	Yes	43
Heavy	Full	Yes	No	43
Ordnance	None	n/a	No	43
Pistol	Full	No	Yes	43
Rapid Fire	Full	No	No	43
Salvo	Lower of two values	No	No	43
Primary Weapon	Full	No	Yes	44

VEHICLE TYPE	HOW MANY WEAPONS CAN A VEHICLE FIRE AT FULL BALLISTIC SKILL			PAGE
	STATIONARY	COMBAT SPEED	CRUISING SPEED	
Walkers	All	All	n/a	86
Fast	All	All	2	84
Heavy	All	All	n/a	84
Flyers (Zoom Mode)	-	4	4	80
All other vehicles	All	1	0	70

SPEED MOVED OR DAMAGE TAKEN	EFFECT ON PASSENGERS FIRING FROM VEHICLE	OTHER EFFECTS
Stationary	None	None
Combat Speed	Count as having moved	None
Cruising Speed	May only fire Snap Shots	None
Flat Out	Cannot shoot	None
Shaken, Stunned, Weapon Destroyed, Immobilised	Pass a Leadership test or may only fire Snap Shots in the following turn	None
Wrecked (other than Zooming Flyers)	n/a	Must disembark, but are limited to a 3" move, then take a Pinning test.
Wrecked (Zooming Flyers), Crash and Burn	n/a	Unit takes a number of Strength 10 AP 2 hits equal to the number of models in the unit, is placed where Flyer used to be, then takes a Pinning test.
Explodes!	n/a	Unit takes a number of Strength 4 AP- hits equal to the number of models in the unit, is placed where the vehicle used to be, then takes a Pinning test.

UNIT TYPE	CHARGE DISTANCE	EFFECT OF DIFFICULT TERRAIN ON CHARGE DISTANCE	PAGE
Infantry	2D6"	Roll 2D6-2	var
Jump units (using their jump packs)	2D6", may re-roll both dice	Roll 2D6-2, may re-roll both dice and must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	66
Jump units (not using their jump packs)	2D6"	Roll 2D6-2	66
Beasts	2D6"	No effect	67
Cavalry	2D6"	Roll 2D6; must take Dangerous Terrain tests	67
Bikes	2D6"	Roll 2D6; must take Dangerous Terrain tests	64
Jetbikes	2D6"	Roll 2D6; must take Dangerous Terrain tests if they start or end their charge move in difficult terrain	64
Monstrous Creatures	2D6"	No effect	67
Artillery	2D6"	Roll 2D6-2	65
Jet Pack units (using their jet packs)	2D6"	Roll 2D6; must take a Dangerous Terrain test if they start or end their charge move in difficult terrain	66
Jet Pack units (not using their jet packs)	2D6"	Roll 2D6-2	66
Chariots	2D6"	Roll 2D6; must take Dangerous Terrain tests	82
Walkers	2D6"	Roll 2D6-2	86

TO HIT CHART

Target's Weapon Skill

Attacker's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO WOUND CHART

Target's Toughness

Weapon's Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	-	-	-	-	-	-
2	3+	4+	5+	6+	6+	-	-	-	-	-
3	2+	3+	4+	5+	6+	6+	-	-	-	-
4	2+	2+	3+	4+	5+	6+	6+	-	-	-
5	2+	2+	2+	3+	4+	5+	6+	6+	-	-
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	-
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

VEHICLE DAMAGE TABLE

D6 Result

1-3 Crew Shaken. *The vehicle is rocked by the attack, but no serious damage is sustained.* The vehicle can only fire Snap Shots until the end of its next turn.

4 Crew Stunned. *Either the vehicle's crew is knocked about by the attack, or the vehicle's targeting and steering systems are temporarily scrambled.* The vehicle can only fire Snap Shots until the end of its next turn. If the vehicle is a Zooming Flyer, it must move 18" and cannot turn at all in its next Movement phase. If the vehicle is not a Zooming Flyer, it cannot move or pivot until the end of its next turn.

5 Weapon Destroyed. *The strike causes critical damage to part of the vehicle's armament.* One of the vehicle's weapons (randomly chosen) is destroyed – including any combi- or built-in weapons. This can include vehicle upgrades that are weapons, such as pintle-mounted weapons and missiles. Do not count weapons that have run out of ammunition. If a vehicle has no weapons left, treat this result as an Immobilised result instead.

6 Immobilised. *The vehicle has taken a hit that has crippled a wheel, track, grav plate, engine or leg.* If the vehicle is a Chariot, count this result as a Crew Stunned result instead. If the vehicle is a Zooming Flyer, roll a further D6. On a 1 or 2, that Flyer will immediately Crash and Burn! (see below). On a 3+, the Flyer counts this result as Crew Stunned instead (see above). Other vehicles are Immobilised.

An Immobilised vehicle cannot move – it may not even pivot – but its turrets may continue to rotate to select targets, and other weapons retain their normal arcs of fire. Any Immobilised results suffered by an already Immobilised vehicle instead remove an additional Hull point.

7+ Explodes! *The vehicle is ripped apart in a spectacular explosion, as its fuel and ammunition detonate.* The vehicle is destroyed. If the vehicle is a Zooming Flyer, it will immediately Crash and Burn! (see below), otherwise nearby units suffer a Strength 4 AP- hit for each model within D6" of the vehicle (resolve this once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed from the battlefield.

Crash and Burn! *The aircraft is torn apart and flaming debris rains down upon the battlefield.* Centre the Large Blast (5") marker over the Flyer – it then scatters 2D6". Any units under the blast marker's final position suffer a number of Strength 6 AP- hits equal to the number of models that unit has under the marker. The Flyer is then removed from the battlefield.

THUNDERBLITZ TABLE

D6	TANK SHOCK RESULT	RAM RESULT
1	**No Effect:** Carry on with the remainder of the Tank Shock as normal (see page 88).	**No Effect:** Carry on with the remainder of the Ram as normal (see page 89).
2-5	**Kerr-runch:** The unit being Tank Shocked suffers D6 Strength 6 AP 4 hits. Then, carry on with the Tank Shock as normal (see page 88).	**Kerr-smash:** The Super-heavy vehicle adds D6 to the Armour Penetration roll for the Ram. Then, carry on with the Ram as normal (see page 89).
6	**Overrun:** The unit being Tank Shocked suffers 2D6 Strength 10 AP 2 hits. Then, carry on with the Tank Shock as normal (see page 88).	**Flipped:** The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.

STOMP TABLE

D6	NON-VEHICLE TARGET	VEHICLE TARGET
1	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.	**No Effect:** The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.
2-5	**Kerr-runch:** Each model from the unit being stomped that is even partially under the blast marker suffers a Strength 6 AP 4 hit.	**Kerr-smash:** One vehicle in the unit being stomped that is at least partially under the blast marker (stomping model's choice) suffers a penetrating hit.
6	**Overrun:** Each model from the unit being stomped that is even partially under the blast marker is removed as a casualty.	**Flipped:** One vehicle in the unit being stomped that is at least partially under the blast marker (stomping model's choice) scatters D6" and then suffers an Explodes! result (see page 74).

CATASTROPHIC DAMAGE TABLE

D6	RESULT	S	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion	D10/5	2/3/4

BUILDINGS SIZE CHART

BUILDING SIZE	TRANSPORT CAPACITY	HULL POINTS
Small	10 models	3
Medium	20 models	4
Large	30 models	5



BUILDING DAMAGE TABLE

Result	Effect
0-1	**Breach!** *Massive cracks appear in the building's walls.* The building's Armour Value is reduced by 1 (on all facings) for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value.
2	**Tremor.** *The building shakes violently, throwing its occupants to their knees.* If the building is occupied, the occupying unit can only make Snap Shots in the following turn. If an occupying unit abandons the building in their next turn, they can only disembark 3", rather than the full 6".
3	**Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of the roof to fall in.* If the building is occupied, the occupying unit suffers an additional D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, they can only fire Snap Shots in the following turn.
4	**Structural Collapse.** *Internal supports are destroyed, causing several levels to collapse under their own weight.* If the building is occupied, the occupying unit suffers an additional 2D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.
5	**Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.* The building's Armour Values are reduced by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.
6	**Total Collapse.** *The roof and several internal floors fall in, crushing those within the garrison and driving the remainder outside.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers D6 Strength 6 AP- hits with the Ignores Cover special rule. If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units on the battlements and those who have disembarked must then take a Pinning test. The building is left on the table, but can no longer be occupied. The roof of the building is no longer counted as a battlement, and thereafter uses the normal rules for ruins without any exceptions.
7+	**Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately make a 6" move in order to move off the battlements (this movement is not slowed by difficult terrain). Any models that cannot move off of the battlements are removed as casualties. If the building is occupied, the occupying unit suffers 4D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that were on the battlements and those that have disembarked must then take a Pinning test. The building is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size, if possible.

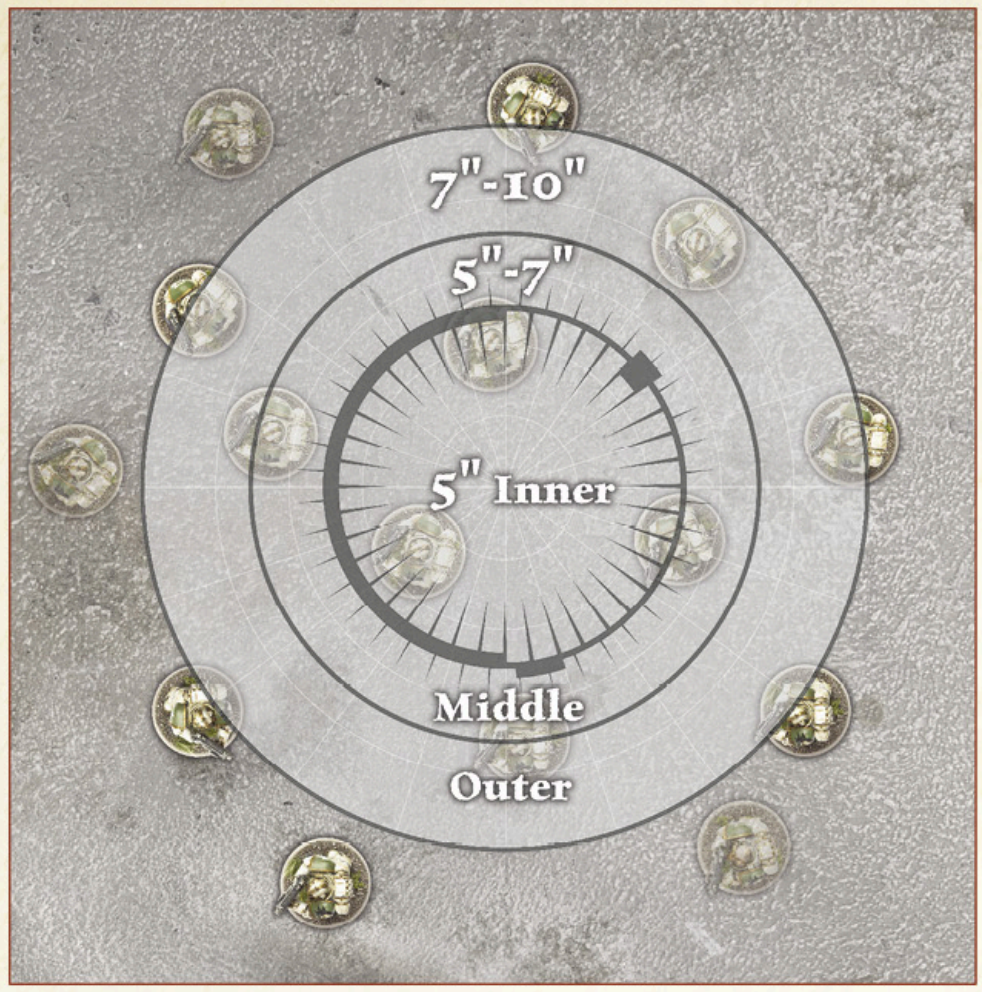
APOCALYPTIC BLAST MARKERS

A Death Guard Legion Tactical Squad has been hit by a weapon using an Apocalyptic Mega-blast marker. The inner zone of the Apocalyptic Mega-blast marker is Strength 10 and AP 1, the middle zone is Strength 7 and AP 3 and the outer zone is Strength 4 and AP 5.

There are 11 Death Guard under the template, so a total of 11 hits are inflicted, but as the unit has models in several different zones, each with a different Strength and AP, the hits must be totalled into three different Wound pools, one for each zone.

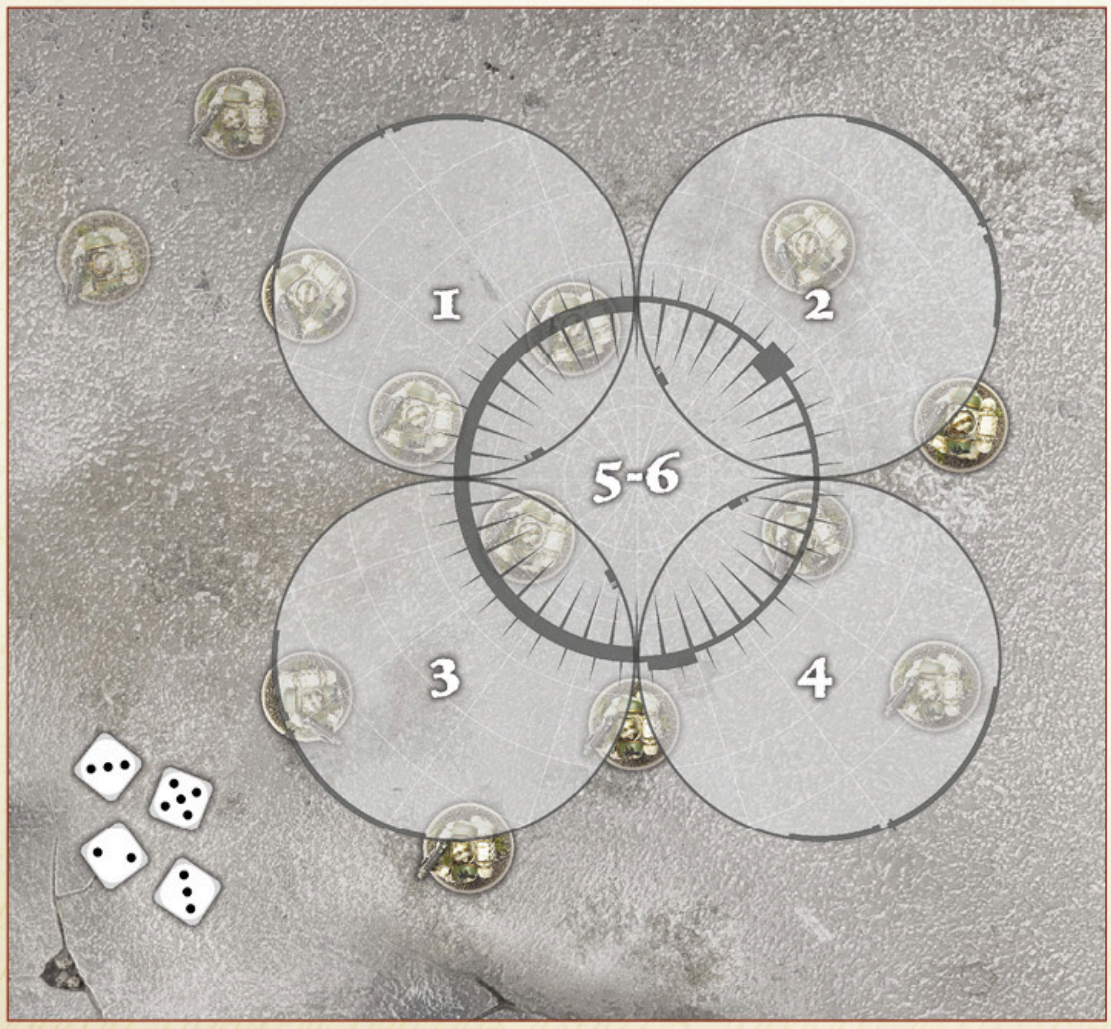
A single model is fully in the inner zone, and two other models are partially in the inner zone. As models always count as being in the zone with the best Strength and AP and the inner zone has the highest Strength and AP, all three of these models count as being in the inner zone. Four models are partially within the middle zone, two of those are partially in the inner zone and thus have already been counted as part of the inner zone, the remaining two are partially in the outer zone, but as the middle zone has a higher Strength and AP than the outer zone, these two models count as being within the middle zone. Eight models are partially or fully within the outer zone, of these two are also partially in the middle zone, which has a higher Strength and AP, and so are counted as being in the middle zone. This leaves six models counted as being in the outer zone.

Thus, the Wound pools for this attack are: Inner zone - 3; Middle zone - 2; Outer zone - 6, for a total of 11 hits, with each Wound pool resolved at the Strength and AP of the zone it is associated with.



A Death Guard Legion Tactical Squad has been hit by an Apocalyptic Barrage, shown here after the template has been scattered and then rotated to cover as many models in the target unit as possible, in this case a total of 11 models. The weapon fires four shots and the player rolls a 2, 3, 3 and 5 to determine where each shot hits.

There are two models wholly or partially under circle 2, four models wholly or partially under circle 3 and three models wholly or partially under circle 5-6, for a total of 13 hits. Unlike Apocalyptic Mega-blasts, these hits form a single Wound pool and are resolved at the same Strength and AP.



INDEX

Abandoning Squadron-mates....76
Access Points....78
Acute Senses....157
Adamantium Will....157
Advanced Rules....20
Agents of the Emperor/Warmaster....138
Agents of the Emperor/Warmaster....139
Agile....157
Allied Detachments....132
Allied Detachments....133
Allied Detachments....134
Allies....138
Allocating Wounds (Close Combat)....52
Allocating Wounds (Shooting)....38
Ambush!....143
Ammunition Dump....101
Apocalyptic Barrage....160
Apocalyptic Blast....158
Apocalyptic Blast....198
Apocalyptic Mega-blast....158
Apocalyptic Mega-blast....198
Arc of Sight....72
Armour Facing....73
Armour Penetration Rolls....73
Armour Piercing (AP)....39
Armour Piercing (AP)....42
Armour Save (Sv)....14
Armour Saves....39
Armour Value....70
Armourbane....157
Army Selection....128
Artillery....65
Assault Grenades....182
Assault Results....54
Assault Results....57
Assault Results....75
Assault Vehicle....157
Assault Weapons....43
Attacks (A)....14
Attrition....145
Automated Fire....105

Ballistic Skill (BS)....14
Ballistic Skill 6 or Higher....36
Barrage....160
Barricades and Walls....101
Basilica Administratum....120
Battlefield Debris....101
Battlefield Role....129
Battlefield Terrain....100
Battlements....105
Battlescape....122
Beam....31
Beasts....67
Before the Game Begins....22
Bikes....64
Biomancy....184
Blast....158
Blast Markers and Templates....19
Blast Weapons....73
Blast Weapons....158
Blessing....30
Blind....159
Blood Feud....148
Bombs and Bombing Runs....44
Bonus Attacks....51
Breach!....104
Brotherhood of Psykers/Sorcerors....161
Building Damage Table....104
Building Size and Hull Points....102
Buildings....102
Bulky....161
By the Emperor's (or the Warmaster's) Command....139

Catastrophic Breach....104
Catastrophic Damage....90
Cavalry....67
Challenges....95
Characteristic Profiles....15
Characteristic Profiles....65
Characteristic Profiles....70
Characteristic Profiles....86
Characteristic Tests....20
Characteristics....14
Characters....94
Charge Bonus....51
Charge Range....47
Charge Range....56
Charge Sub-phase....47
Charging....48
Charging....56
Charging from a Vehicle....78
Charging from a Vehicle....84
Charging through Dangerous Terrain....49
Charging through Difficult Terrain....49
Chariots....82
Chariots and Assaults....83
Claiming Buildings....102
Clash of the Line....142
Close Combat Attacks....50
Close Combat Weapon....42
Closest Models....38
Combat Speed....71
Combi-weapons....177
Command Traits....137
Comms Relay....101
Completely Destroyed....20
Concussive....161
Conjuration....30
Consolidation....55
Controlling Player....21
Core Rules....13
Counter-attack....161
Cover....100
Cover Saves....40
Cover Saves....41
Cover Saves....53
Cover Saves....74
Crash and Burn....74
Crashed Imperial Lander....123
Craters....101
Crawling Fire....161
Crew Shaken....74
Crew Stunned....74
Cruising Speed....71
Crusader....163
Cumbersome....163

D3....18
D6....18
D66....18
Daemon....163
Daemonology....189
Daemonology....190
Daemonology....191
Dangerous Terrain....100
Dangerous Terrain Tests....100
Dawn of War....142
Deadly Cargo....163
Death or Glory....88
Declare Charges....47
Dedicated Transports....79
Dedicated Transports....132
Deep Strike....162
Deep Strike Mishap Table....162
Defence Line....101
Defensive Grenades....183
Deflagrate....163
Denial Units....146
Deny the Witch....29
Deny the Witch....30
Deployment....141
Deployment....142
Deployment....144
Deployment Map Table....141
Deployment Zones....142
Deployment Zones....143
Destroyer Weapon Attack Table....163
Destroyer Weapons....163
Detachments....132
Determine Deployment Map....141
Detonation!....104
Dice....18
Different Movement Distances within a Unit....23
Difficult Terrain....100
Disembarking....78
Disordered Charge....56
Distrusted Allies....139
Dividing Results....18
Divination....185
Dominion....151
Dozer Blade....93
Duellist's Edge....163

Elites....129
Embarking....78
Emergency Disembarkation....78
Emplaced Weapons....105

Enemy Models 21
Engaged in Combat....51
Eternal Warrior....163
Evade....80
Exoshock....163
Explodes!....74
Extra Armour....93
Extremely Bulky....161

Factions 128
Factions 138
Failed Charge 49
Fall Back 59
Falling Back and Assaults 60
Falling Back and Shooting....60
Falling Back and Terrain 60
Falling Back from Close Combat 60
Fast Attack 129
Fast Dice....40
Fast Skimmers....85
Fast Vehicles 84
Fear....163
Fearless 164
Feel No Pain 164
Fellow Warriors 139
Fight Sub-phase....50
Fire Points....77
First Blood 145
First Turn 140
Flamer Weapons....177
Flat Out 73
Fleet....164
Fleshbane 164
Flight Modes 68
Flyers....80
Flying Gargantuan Creatures....69
Flying Monstrous Creatures 68
Focussed Witchfire 31
Force 27
Force Organisation
Charts and Slots 129
Force Organisation
Charts and Slots 132
Force Organisation
Charts and Slots 133
Force Weapons 164
Force Weapons 180
Fortification Detachment 132
Fortification Detachment 133
Fortification Detachment 134
Fortifications 102
Fortifications 103
Fortifications 108
Fortifications 129
Fortifications 141
Friendly Models....21
Furious Charge 164

Game Length....144
Game Turns and Player Turns 22
Gargantuan Creatures....69
Generating Psychic Powers....27
Gets Hot....164
Glancing Hits 73
Gliding....68
Glorious Intervention....96
Go to Ground....41
Grenades 182
Grounded Tests 68
Gun Emplacements....101
Gunslinger 43

Hammer and Anvil 143
Hammer of Wrath....165
Hammer of Wrath (for Chariots)....83
Hard to Hit 68
Hatred....165
Haywire 165
Heat Seeker....165
Heavy Support 129
Heavy Vehicles 84
Heavy Weapons 43
Heroic Morale....166
High AP Weapons....74
Hit & Run....165
Hover 81
HQ129
Hull Points (HP) 70
Hull-mounted Weapons 72
Hunter-killer Missile 93

Ignores Cover....167
Immobilised 74
Impassable Terrain 100
Independent Character....166
Infantry....64
Infiltrate....167
Initiative (I)....14
Initiative Steps 50
Insane Heroism....58
Instant Death 167
Interceptor....167
Invincible Behemoth 90
Invulnerable Saves....40
It Will Not Die 167

Jet Pack Units....66
Jetbikes 64
Jink 167
Jump Units....66

Krak Grenades 183

Lance 167
Large Blast 19
Last Man Standing....145
Leadership (Ld)....14
Leadership Tests 20
Leaving Combat Airspace 68
Leaving Combat Airspace 81
Legiones Astartes....168
Line of Sight 21
Linebreaker....145
Lingering Death....168
Locked in Combat....49
Look Out, Sir....94
Lords of War 129
Lords of War Detachment....133
Lords of War Detachment....134

Magos Machine Spirit 106
Malediction 30
Malefic Powers....190
Malefic Powers....191
Manifesting Psychic Powers....28
Manual Fire 105
Manufactorum....119
Massive Blast....19
Master-crafted 168
Mastery Levels....26
Measuring Distances 17
Melee Type 42
Melee Weapons of the Age of Darkness180
Melta....168
Melta Bombs....183
Mighty Bulwark....168
Mighty Fortifications....130
Missile Lock....168
Mission Special Rules....147
Mission Table 140
Models & Base Sizes....15
Models & Units....14
Models in the Way 23
Modifiers....14



Modifying Dice Rolls....18
Monster Hunter....168
Monstrous Creatures....67
Monstrous Horde....130
Moonscape....125
Morale....58
Morale Checks....58
More than One Save....41
Move Through Cover....168
Movement....23
Movement Distance....23
Moving and Shooting....36
Moving and Shooting with Vehicles....71
Moving Flat Out....73
Moving through Terrain....25
Moving Vertically....25
Multiple Combats....56
Multiple Modifiers....14
Multiple Toughness Values....37
Multiple Weapon Skills....51
Murderous Strike....168
Mysterious Terrain....100

Night Fighting....147
Night Vision....168
No Escape....174
Nova....31
Objectives....145
Objective Markers....146
Obscured Vehicles....75
One Use/One Shot....168
Ongoing Reserves....147
Onslaught....149
Open Ground....100
Open-topped Vehicles....84
Opposing Player....21
Ordnance Weapons....43
Our Weapons are Useless....54
Outflank....169
Overwatch....47
Owning Player....21

Partial Collapse....104
Passengers....77
Passengers....79
Penetrating Hits....73
Perils of the Warp....29
Personal Traits....137
Pile In....50
Pinning....169
Pintle-mounted Weapons....72
Pistol Weapons....43
Pivoting on the Spot....23
Pivoting on the Spot....68
Pivoting on the Spot....71
Placing Terrain....141
Player Turns....22
Poisoned....169
Power of the Machine Spirit....169
Power Weapons....181
Precision Shots....169
Precision Strikes....169
Preferred Enemy....169
Preparing for Battle....128
Primarch....170
Primaris Powers....27
Primary Detachment....132
Primary Objectives....145
Primary Weapon....44
Psychic Disciplines....32
Psychic Focus....26
Psychic Hoods....30
Psychic Phase....26
Psychic Pilot....170
Psychic Powers....26
Psychic Powers....27
Psychic Tests....29
Psyker....170
Psykers and Transports....28
Pyromancy....186

Rad-phage....170
Rage....170
Ramming....89
Rampage....170
Random Allocation....38
Randomising....18
Range....42
Ranged Weapons....42



Ranged Weapons of the Age of Darkness176
Rapid Fire Weapons....43
Re-rolls....18
Realm of Battle Boards....140
Regrouping....61
Relentless....170
Removed as a Casualty....20
Remove Casualties (Close Combat)....52
Remove Casualties (Shooting)....38
Rending....170
Repel the Enemy....170
Reserves....147
Rites of War....129
Roll To Hit (Close Combat)....51
Roll To Hit (Shooting)....36
Roll To Wound....37
Roll To Wound....52
Roll-off....18
Rubble and Wreckage....101
Ruins....100
Run....41

Salvo Weapons....43
Sanctic Powers....189
Sanctum Imperialis....121
Saving Throws....39
Scatter....19
Scatter Dice....18
Scoring Units....146
Scout....171
Scratch-built Terrain....108
Search and Destroy....142
Searchlight....93
Secondary Objectives....145
Seize the Initiative....144
Selecting a Mission....140
Sentry Defence System....171
Shatter Strike....150
Shell Shock....171
Shock Pulse....171
Shooting....34
Shred....171
Shrine of the Aquila....118
Shrouded....171
Skilled Rider....171
Skimmers....85
Skyfire....171
Slay the Warlord....145
Slow and Purposeful....172
Smash....172
Smoke Launchers....93
Snap Shots....36
Sniper....172
Soul Blaze....172
Special Rules....156
Specialist Weapon....172
Split Fire....172
Sponson-mounted Weapons....72
Squadron Command Tank....172
Standard Deployment Method....144
Stationary....23
Stationary....71
Stealth....173
Stomp....92
Strafing Run....173
Strategic Traits....137
Strength (S)....14
Strength (Weapons)....42
Strikedown....173
Structural Collapse....104
Stubborn....173
Sub-orbital Strike Wing....130
Sudden Death Victory....145
Sunder....172
Super-heavy Command Tank....172
Super-heavy Flyers....93
Super-heavy Vehicles....90
Super-heavy Walkers....92
Supersonic....173
Support Squad....173
Swarms....173
Sweeping Advances....55
Swooping....68
Sworn Brothers....139

Table Edge....141
Tanglewire....101
Tank Hunters....173
Tank Shock....88
Tank Traps....101
Tanks....88
Telekinesis....187
Telepathy....188
Template Weapons....174
Terrain....100
Terrain Datasheets....108
The Assault Phase....46
The Battlefield....140
The Great Beast....130
The Mission....140
The Most Important Rule....17
The Movement Phase....23
The Price of Failure....145
The Shooting Phase....34
The Turn....22
Thrust Move....66
Thunderblitz....91
Tide of Carnage....152
To Hit (Close Combat)....51
To Hit (Shooting)....36
To Wound....37
Torrent....174
Total Collapse....104
Toughness (T)....14
Transport Capacity....77
Transports....77
Transports and Assaults....79
Tremor....104
Troops....129
Turbo-boost....64
Turns & Turn Summary....22
Turret-mounted Weapons....72
Twin-linked....175
Twisted Copse....124
Two Weapons....51
Two-handed....175

Unengaged Models....51
Unique....132
Unit Coherency....24
Unit Types....64
Units....15
Unstoppable....69
Unwieldy....175

Vanguard Strike....143
Variable Game Length....144
Vector Dancer....175
Vector Strike....175
Vehicle Armour Facing....73
Vehicle Characteristics....70
Vehicle Damage Table....74
Vehicle Squadrons....76
Vehicle Types....70
Vehicle Upgrades....93
Vehicles....70
Vehicles and Close Combat....75
Vehicles and Cover....74
Vehicles and Cover....75
Vehicles and Leadership....76
Vehicles and Terrain....71
Very Bulky....161
Victory Conditions....145
Victory Points....145
Vortex....175

Walkers....86
Walkers and Assaults....87
Wall of Death....174
Walls....101
War Machine Squadron....130
War of Lies....153
Warlord Traits....136
Warlord Traits....137
Warlords....136
Warp Charge....28
Weapon Destroyed....74
Weapon Skill (WS)....14
Weapon Types....42
Weapons....42
Witchfire....31
Wound Pools....37
Wound Pools....39
Wound Pools....52
Wounds (W)....14
Wrecked....74
Wrecked....79
Wrecked....85
Wrecker....175

You and Yours....21

Zealot....175
Zero-level Characteristics....15
Zooming....80

THE HORUS HERESY®
LEGIONES ASTARTES



Age of Darkness Army List

This book provides you with the most up to date and complete rules to field the mighty armies of the Space Marine Legions during the Age of Darkness in games of the Horus Heresy set during Mankind's galaxy-wide civil war.

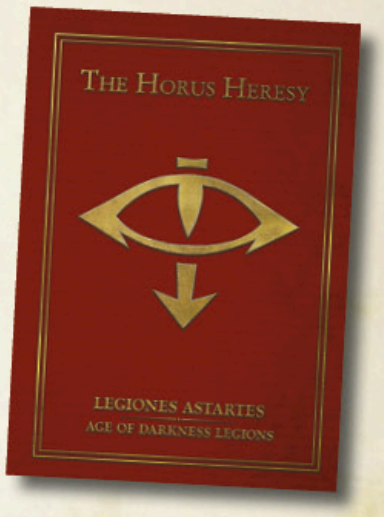
Compiled within is the fundamental army list used by all Space Marine Legions, both Loyalist and Traitor for the early years of the Horus Heresy and the late Great Crusade era. It contains the unit profiles for 65 units, from leaders such as the Legion Praetors and Consuls to rank and file troops and armoured vehicles and to vast fortifications and devastating super-heavy units such as the Stormbird and the Mastadon.

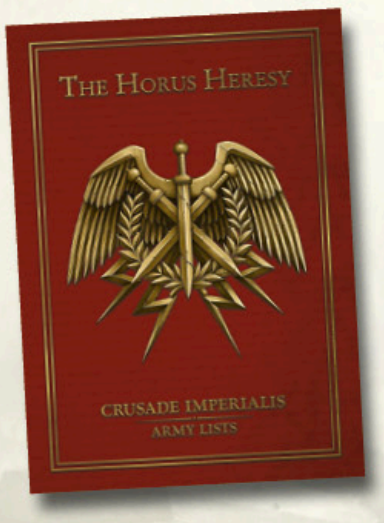
Age of Darkness Legions

This book provides you with the most up to date and complete rules to field units, characters and even the mighty Primarchs of the Legiones Astartes in your Space Marine armies in games of the Horus Heresy set during Mankind's galaxy-wide civil war.

Compiled within are rules for thirteen Primarchs, allowing you to field these demigod-like warrior-leaders in your Legiones Astartes Age of Darkness army, whether it is a Loyalist or Traitor Legion, as well as numerous special characters who fought on the side of the Emperor or the arch-traitor Warmaster Horus, and special units and vehicles unique to individual Legions.

Also included are Legion-specific special rules that allow you to represent the special tactics and demeanour of each, as well as individual Rites of War that enable you to modify the organisation of your army in order to represent specialised forces such as an unstoppable World Eaters Berserker Assault or a sudden and lethal Raven Guard Decapitation Strike.





Crusade Imperialis Army Lists

This book provides you with the most up to date and complete rules to field the armies of the Imperialis Auxilia, whether Loyalist or Traitor, in games of the Horus Heresy set during Mankind's galaxy-wide civil war. 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.

Mechanicum Taghmata Army List

This book provides you with the most up to date and complete rules to field the armies of the Mechanicum – whether Loyalist or Traitor – in games of the Horus Heresy set during Mankind's galaxy-wide civil war. 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 profiles and rules for the war machines and warriors of the Mechanicum, and the arcane and powerful magos who lead them.



For more information visit
FORGEWORLD.CO.UK

THE HORUS HERESY®

BOOK SEVEN - INFERNO

The Horus Heresy Book Seven – Inferno is a supplement for The Horus Heresy: Age of Darkness which depicts the cataclysmic battle of the Burning of Prospero, home planet of the Thousand Sons Legion, the near-destruction of that Legion, the fall of its Primarch, Magnus, and the tangled web of fate and treachery which led up to it. This book, lavishly illustrated in full colour, contains extensive background information on the battle, its history and those involved. This book also contains rules for fielding the Talons of the Emperor, comprising the deadly Legio Custodes, the mysterious Sisters of Silence and the dreaded Ordo Sinister. It also presents rules and special units for the Space Wolves and Thousand Sons Legions and their Primarchs: Leman Russ and Magnus the Red, as well as additional Mechanicum Taghmata units. Also included is a campaign system allowing players to recreate the Battle for Prospero for themselves.

The Horus Heresy Book Seven – Inferno is a companion volume for The Horus Heresy: Age of Darkness. This book requires the *Legiones Astartes Crusade Army List*, the *Mechanicum Taghmata Army List* and *The Horus Heresy: Age of Darkness* books to use all of its contents.



BOOK SIX - RETRIBUTION

The Horus Heresy Book Six – Retribution is a supplement for The Horus Heresy: Age of Darkness dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This book, lavishly illustrated in full colour, contains extensive background information on the bitter shadow wars fought throughout the Age of Darkness. This book also contains rules for fielding the vengeful Shattered Legions, as well as the embittered Blackshields and the mysterious Knights-Errant. It also presents special rules for the Blood Angels, Dark Angels and White Scars Legions, and Rites of War for use by any Legiones Astartes force. Included is an extensive campaign system allowing players to recreate the savage wars of retribution fought the length and breadth of the sundered Imperium throughout the dark years of the Age of Darkness.





BOOK FIVE - TEMPEST

The Horus Heresy Book Five – Tempest is a supplement for The Horus Heresy: Age of Darkness dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This book, lavishly illustrated in full colour, contains extensive background information on the Battle of Calth, the Ultramarines Legion and other forces involved in this cataclysmic and deadly betrayal. This book also includes a campaign system and rules for the Ultramarines, the Word Bearers and Imperial Titans, as well as a new Imperialis Militia & Cults army list, and units for the Legiones Astartes Crusade Army list and the forces of the Mechanicum.

For more information visit
FORGEWORLD.CO.UK

THE HORUS HERESY®

The Horus Heresy Campaign books are complete expansions for The Horus Heresy: Age of Darkness game – they require *The Horus Heresy: Age of Darkness* rulebook and at least one of the Forge World Army List books to use their contents.



BOOK FOUR – CONQUEST

The Horus Heresy Book Four – Conquest is a supplement for The Horus Heresy: Age of Darkness dealing with the Warmaster's invasion of the northern Imperium having revealed his treachery at the Isstvan System. Detailed within are the histories of four Knight Houses, the elite Solar Auxilia of the Imperial Army and an extensive campaign system that allows you to play out the all-consuming war in your own exciting tabletop battles.

This book also contains two army lists: the Questoris Knights Crusade Army and the Solar Auxilia Crusade Army, including unique special characters central to the story of the fall of the Coronid Deeps.

BOOK THREE – EXTERMINATION

The Horus Heresy Book Three – Extermination is a supplement for The Horus Heresy: Age of Darkness. Detailed within are the histories of four Space Marine Legions: the Raven Guard, Iron Warriors, Alpha Legion and the Imperial Fists. It completes the story of the Dropsite Massacre and also features an extensive campaign system that allows you to play out a number of the conflicts in your own exciting tabletop battles.

This book presents an army list for the Mechanicum, the Taghmata Omnissiah, including rules for a range of their fearsome new Battle-automata and mighty and arcane war machines. It also includes additional entries for the Primarchs of the four newly described Legions as well as super-heavy vehicles and special characters featured in the book's stories.





BOOK TWO – MASSACRE

The Horus Heresy Book Two – Massacre is a supplement for The Horus Heresy: Age of Darkness. The book is lavishly illustrated in full colour and contains extensive background information on the dark deeds leading up to the Isstvan V Dropsite Massacre. Also detailed are the histories of four of the Legions who took part: the Iron Hands, Salamanders, Night Lords and Word Bearers, and an extensive campaign system that allows you to play out the conflict on Isstvan V in your own exciting tabletop battles.

This book also contains additional entries for the Space Marine Legion Crusade Army List presented in *The Horus Heresy Book One – Betrayal*, as well as game rules for the Primarchs of the four newly described Legions, super-heavy vehicles and special characters featured in the story.

BOOK ONE – BETRAYAL

The Horus Heresy Book One – Betrayal is a supplement for The Horus Heresy: Age of Darkness dealing with war and battle in the dark age of the Horus Heresy. This book, lavishly illustrated in full colour, contains extensive background information on the dark deeds of the Battle of Isstvan III and the histories of the four Legions who took part: the Sons of Horus, Emperor's Children, World Eaters and Death Guard. Also featured is an extensive campaign system that allows you to play out the conflict on Isstvan III in your own exciting tabletop battles.

This book also contains a complete Space Marine Legion Crusade Army List as well as game rules for the Primarchs of the four Legions, super-heavy vehicles and special characters featured in the story.



For more information visit
FORGEWORLD.CO.UK

THE HORUS HERESY®

Character Series



Horus, Primarch of the Sons of Horus Legion



Magnus the Red, Primarch of the Thousand Sons Legion



Leman Russ, Primarch of the Space Wolves Legion

For more information visit
FORGEWORLD.CO.UK

THE HORUS HERESY®

Character Series



Roboute Guilliman, Primarch of the Ultramarines Legion



Ferrus Manus, Primarch of the Iron Hands Legion

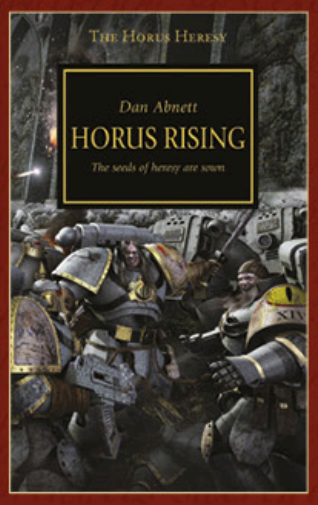


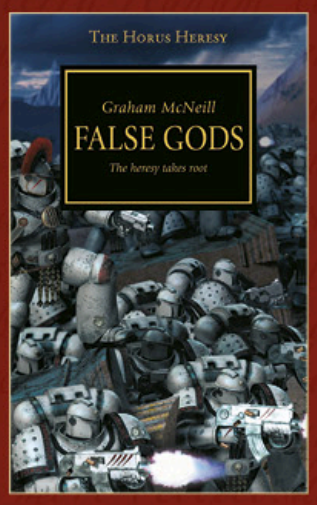
Perturabo, Primarch of the Iron Warriors Legion

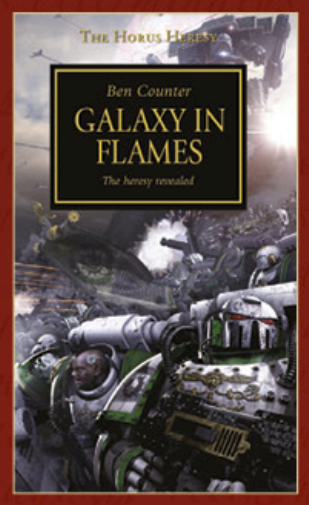
For more information visit
FORGEWORLD.CO.UK

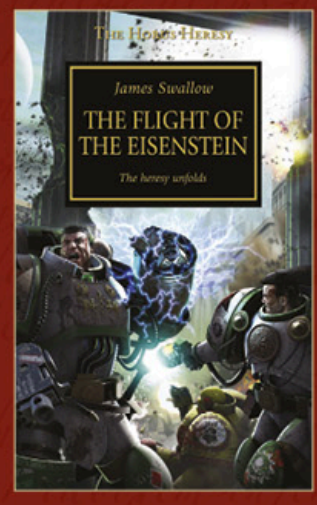
THE HORUS HERESY®

The Great Crusade



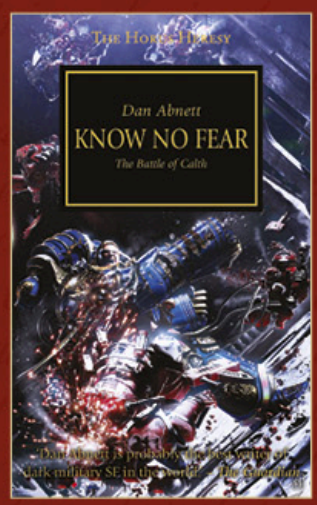


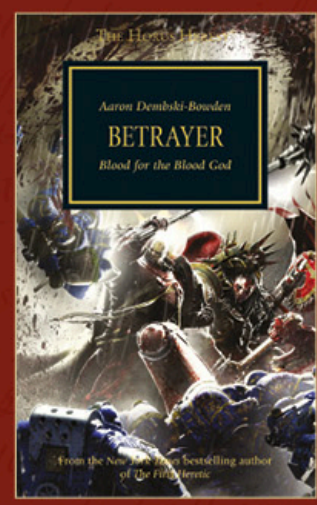


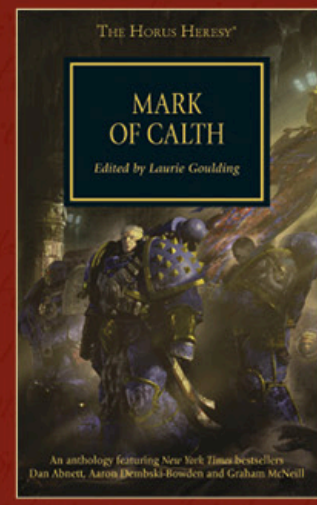


The War for Ultramar

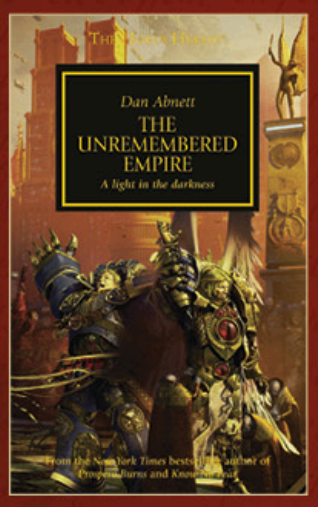




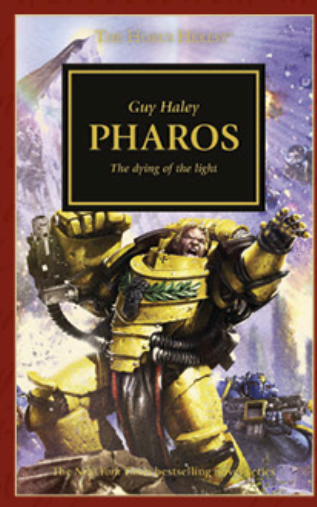


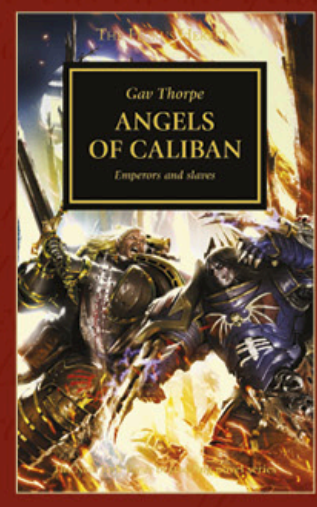


Imperium Secundus

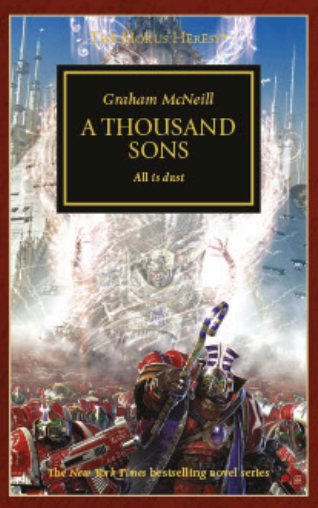








The Razing of Prospero

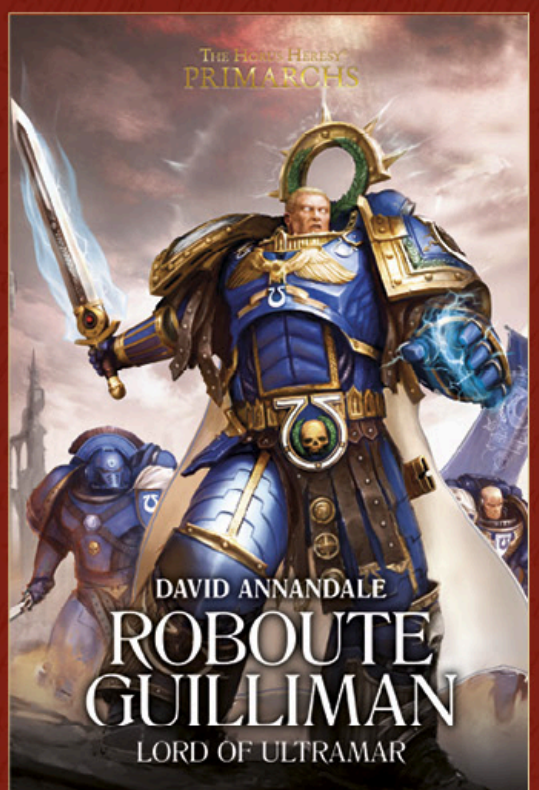




Want to learn more
about the Horus Heresy?
Then check out
Black Library's range of
novels and audio dramas
at blacklibrary.com

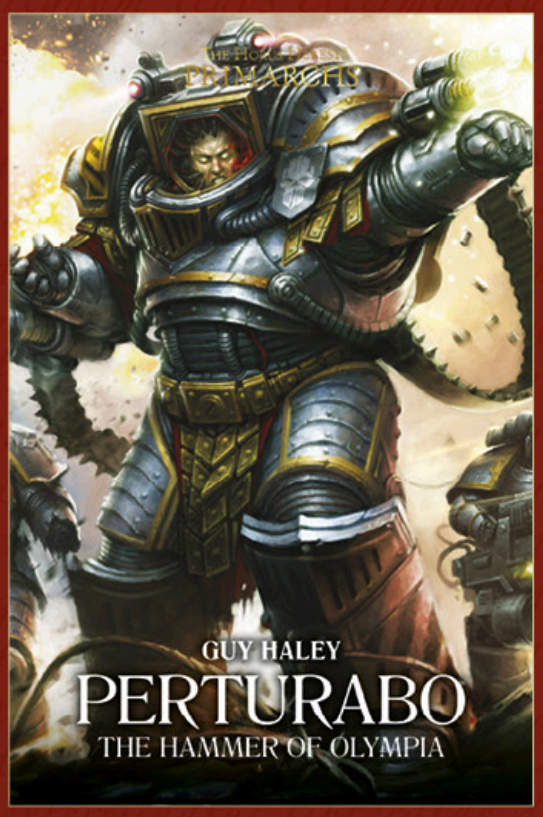
THE HORUS HERESY®

PRIMARCHS

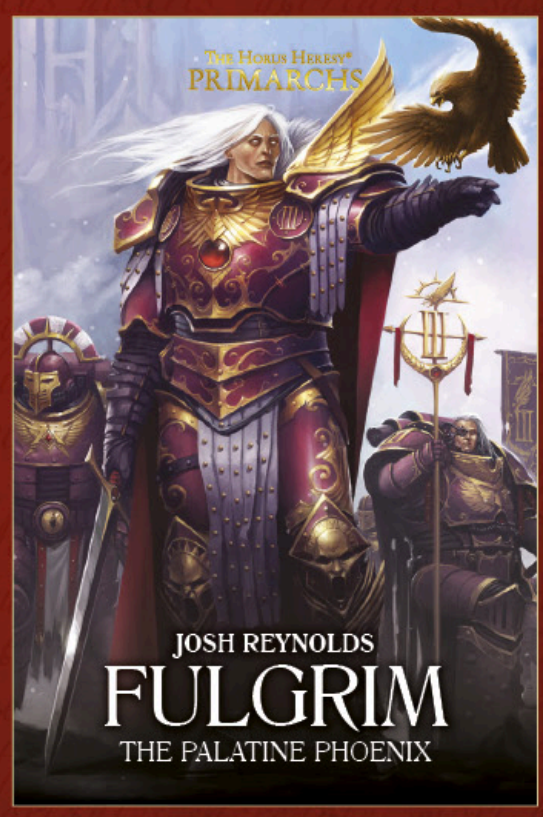












More titles to come. Keep checking blacklibrary.com