

THE HORUS HERESY



LEGIONES ASTARTES
AGE OF DARKNESS ARMY LIST

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A SUPPLEMENT FOR WARHAMMER 40,000

[illegible]

FOREWORD

This extensively expanded and updated second edition of our army list for the Space Marine Legions of the Horus Heresy era contains the complete profiles, special rules and wargear, compiled and updated, for Warhammer 40,000 and the Battles in the Age of Darkness gaming expansion. It allows Horus Heresy players to carry something lighter to their Warhammer 40,000 games than the weighty tomes of our main volumes, and it is also intended to be used both as a resource for constructing your armies and as a handy reference during play.

This is not entirely a stand-alone product and should be used alongside its companion book – *Legiones Astartes – Age of Darkness Legions* – and our other Horus Heresy volumes. The *Legiones Astartes – Age of Darkness Army List* book provides the special rules and unique units and characters for the specific Legions in the conflict, and it can also be used as a basis to build a Great Crusade army list for any of the Space Marine Legions.

The contents of this book have been drawn from across the first six volumes of Forge World's Horus Heresy series, a range that has doubled in size since this book's first edition, making available many more units and options. This book has also been the product of invaluable feedback from our players (now almost a legion in their own right!) and modified to take into account changing editions of the Warhammer 40,000 core game, with the aim of retaining and enhancing the unique feel and focus of the battles in the Age of Darkness.



PRODUCED BY THE FORGE WORLD STUDIO

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Games Workshop Web site: www.games-workshop.com
Forge World Web site: www.forgeworld.co.uk

CONTENTS

The Legiones Astartes Age of Darkness Army List.....	8
Battles in the Age of Darkness Force Organisation Charts	12
Allies in the Age of Darkness.....	14
Space Marine Legion Warlord Traits.....	15

HQ

Legion Praetor	16	Legion Consuls	19
Legion Centurion	18	Damocles Command Rhino	25
Legion Command Squad	26		

ELITES

Legion Veteran Tactical Squad.....	28	Legion Dreadnought Talon	33
Legion Destroyer Squad	29	Contemptor Dreadnought Talon	34
Legion Terminator Squad.....	30	Legion Rapier Weapons Battery.....	35
Techmarine Covenant.....	31	Legion Mortis Dreadnought.....	36
Apothecarian Detachment.....	32	Contemptor-Mortis Dreadnought.....	37
Contemptor-Cortus Class Dreadnought Talon	38		

TROOPS

Legion Tactical Squad	40	Legion Breacher Siege Squad.....	42
Legion Assault Squad	41	Legion Tactical Support Squad	43
Legion Reconnaissance Squad.....	44		

DEDICATED TRANSPORTS

Legion Rhino Armoured Carrier	45	Legion Drop Pod	46
Legion Dreadnought Drop Pod	47		

FAST ATTACK

Legion Seeker Squad	48	Legion Tarantula Sentry Gun Battery.....	54
Legion Outrider Squad	49	Anvillus Pattern Dreadclaw Drop Pod.....	55
Legion Attack Bike Squadron	50	Legion Land Speeder Squadron	56
Legion Jetbike Sky Hunter Squadron.....	51	Legion Storm Eagle Assault Gunship	57
Primaris-Lightning Strike Fighter.....	52	Xiphon Pattern Interceptor	58
Legion Javelin Attack Speeder Squadron	59		

HEAVY SUPPORT

Legion Jetbike Sky Slayer Support Squadron	60	Legion Spartan Assault Tank.....	70
Deathstorm Drop Pod	61	Legion Caestus Assault Ram.....	71
Legion Heavy Support Squad	62	Sicaran Venator Tank Destroyer	72
Legion Predator Strike Squadron	63	Legion Sicaran Battle Tank.....	73
Legion Land Raider Battle Squadron	64	Legion Kharybdis Assault Claw	74
Legion Fire Raptor Gunship.....	66	Leviathan Pattern Siege Dreadnought Talon.....	76
Achilles-Alpha Pattern Land Raider	67	Deredeo Pattern Dreadnought	78
Legion Artillery Tank Squadron	68	Legion Whirlwind Scorpion	80
Legion Vindicator Siege Tank Squadron	69	Legion Malcador Assault Tank.....	81

LORDS OF WAR

Legion Cerberus Heavy Tank Destroyer	82	Legion Glaive Super-heavy Special Weapons Tank.....	87
Legion Typhon Heavy Siege Tank	83	Legion Thunderhawk Transporter.....	88
Legion Falchion Super-heavy Tank Destroyer	84	Legion Thunderhawk Gunship	89
Legion Stormblade Super-heavy Tank.....	85	Legion Mastodon Heavy Assault Transport.....	90
Legion Fellblade Super-heavy Tank.....	86	Sokar Pattern Stormbird.....	92

FORTIFICATIONS

Imperial Primus Redoubt	93	Imperial Castellum Stronghold	94
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Legiones Astartes Appendix: Rites of War	98
Battles in the Age of Darkness Core Missions	112
Legiones Astartes Special Rules	122
Legiones Astartes Wargear	124
Weapons Summary.....	134



LEGIONES ASTARTES

AGE OF DARKNESS ARMY LIST

THE LEGIONES ASTARTES AGE OF DARKNESS ARMY LIST

The following comprises a compiled and updated Space Marine Legion late-Great Crusade era and Horus Heresy-era army list for use with the Battles in the Age of Darkness expansion for Warhammer 40,000. It has been substantially revised to include units introduced across Forge World's first six volumes in its Horus Heresy-era series and to incorporate changes and modifications brought about as a result of the 7th edition of the Warhammer 40,000 game, as well as feedback from the public. It replaces entirely all previous published editions of the Legiones Astartes Crusade Army list, and where other game rules, campaign systems and unit entries refer to adding or modifying that list, they should be taken to refer to this army list instead, with the rules, points values, etc., presented here having primacy.

This army list now represents Legiones Astartes Space Marine forces running from the age of the Great Crusade to the mid-era of the Horus Heresy. Unlike the Space Marine Chapters of the 41st Millennium, the Space Marine Legions fielded a diverse range of military formations and unique war machines, and this army list allows players to construct a wide variety of armies to represent these different styles of warfare and utilise large-scale tactical divisions in specialised tactics and deployments represented here by a system called the Rites of War. This army list is intended to be used in conjunction with its companion volume, *Legiones Astartes – Age of Darkness Legions*, which adds in specialised rules and units for the many different Space Marine Legions, and with material found in later Horus Heresy volumes to bring the whole diverse and unique character of the Space Marine Legion forces, Traitor and Loyalist, to life in exciting tabletop battles.

BATTLES IN THE AGE OF DARKNESS

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

rules found in the Horus Heresy volumes themselves. These changes take precedence over the *Warhammer 40,000* rulebook where exceptions to the rules found there are made.

Changes to the Core Game

Battles in the Age of Darkness uses its own Allies matrix and Force Organisation charts, a modified system for including Lords of War, and its own mission and scoring structure, which allows players to replicate the epic scope and nightmarish slaughter of the Horus Heresy in their games of Warhammer 40,000 in a focused and decisive manner. Warhammer 40,000 formations, detachments, Factions, missions and tactical objectives are not used in Age of Darkness games (and vice versa), reflecting as they do a different era.

Fighting Age of Darkness Battles

A points total of around 1,750-3,500 points per player is an ideal game size for use with the Battles in the Age of Darkness rules, with most players finding that forces of between 2,000 and 2,500 points each offer a satisfying game that can be completed in a single evening or afternoon once familiar with Age of Darkness armies and games. Larger games, particularly those incorporating the likes of multiple Titans and Super-heavies, and perhaps hundreds of models a side are easily possible, but will likely require a full day and a larger than normal playing area. Variant rules, including Zone Mortalis and Raid missions found elsewhere in Forge World's Horus Heresy books, also offer bespoke game rules for fielding smaller forces using this army list.

Age of Darkness Scoring Units

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

Age of Darkness Denial Units

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

LORDS OF WAR IN BATTLES IN THE AGE OF DARKNESS GAMES (UPDATED RULES)

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

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

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

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

Each of the following constitutes a single Lord of War choice within the limits of the game being played and must be available to the army it is being chosen for:

- **The Primarch:** The Primarch of the Space Marine Legion who forms the army's Primary Detachment.
- **The Engine of Destruction:** A single Super-heavy vehicle of any type with a Hull Points 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 10.

- **War Machine Detachment:** 1-2 Super-heavy vehicles of the same unit type, each with a Hull Points value of 8 or less, and each chosen either from the specific army list for the Primary Detachment, the Questoris Knights army list found in the Crusade Imperialis army list, or the optional Super-heavy list found on page 10. This detachment 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 with a Wounds value of 9 or greater, chosen from the specific army list for the Primary Detachment.
- **Monstrous Horde:** 1-2 Gargantuan Creatures of the same unit type available to the army, each with a Wounds value of 8 or less chosen from the specific army list for the Primary Detachment. This horde 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 point. However, after their deployment, these creatures are treated as separate units in the game.
- **Sub-orbital Strike Wing:** 1-3 Flyers (see the list on page 10) with up to 3 Hull Points each and of the same type may be taken to represent a sub-orbitally launched strike force of fighters or bombers during Horus Heresy games. This wing of Flyers arrives from Reserve as a single unit. They must enter play from within 6" of the same chosen point on the table edge, but are afterwards treated as entirely separate units during the game.
- **Mighty Fortification:** A single fortification costing 500 points or greater, or armed with any Destroyer type weapon, regardless of its cost. Note that this is the only way such fortifications may be incorporated into Age of Darkness games, and fortifications of more than 500 points in value or mounting Destroyer weapons may not be taken as standard fortification options in Age of Darkness games.

The Price of Failure (Lords of War Secondary Objective)

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

THE BATTLES IN THE AGE OF DARKNESS FORCE ORGANISATION CHARTS

Battles in the Age of Darkness games use their own special Force Organisation charts (shown in this book in an updated form), as well as special optional charts found in the various Horus Heresy volumes. These replace the standard Battle Forged army system presented in the *Warhammer 40,000* rulebook and are intended to be used in conjunction with the Age of Darkness missions and the various campaign systems found in the Horus Heresy volumes.

Using Force Organisation Charts

When selecting your army for a Battles in the Age of Darkness game, you use your chosen army list in conjunction with one of the Force Organisation charts shown on page 12, and the mission you are playing. Each chart is split into a number of categories which correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means that a choice there is compulsory and you must make a choice from that section.

Further advice on selecting your army and its composition can be found in the *Warhammer 40,000* rulebook. However, note that the Force Organisation charts presented here take precedence over that listed in the rulebook and, unlike the

standard chart and battle missions found in the *Warhammer 40,000* rulebook, you may not take an additional Primary Detachment in games over 2,000 points unless specified by the particular mission (the expansion of the army being taken has already been taken into account in the Battles in the Age of Darkness charts), also Unbound armies and formations as presented elsewhere in *Warhammer 40,000* 7th edition are not used.

The standard Force Organisation chart for Horus Heresy games is the Battles in the Age of Darkness Crusade Force Organisation chart, which offers the widest degree of flexibility and should be considered the standard form of play while using this rules expansion. This Force Organisation chart has also been created to work in tandem with the Rites of War rules found in this book, some of which may add or subtract compulsory elements from it.

- **Composition:** Each Battles in the Age of Darkness army is composed of a single Primary Detachment, and may also contain a number of optional (Secondary) Detachments as shown on the relevant Force Organisation chart. Unless specified by a particular mission, all of the units chosen as part of the Primary and Lords of War detachments must be from the same army list and from the same Faction, Traitor or Loyalist (and in the case of a Space Marine Legion, they must also have the same version of the Legiones Astartes special rule as well where relevant).
- **Allies:** Allied Detachments should be chosen according to the Allies in the Age of Darkness chart (see page 14) and be of the same Faction.
- **Fortification:** Fortification Detachments may be chosen from any Imperial-type fortifications shown in the *Warhammer 40,000 Stronghold Assault* expansion, as well as those in *Forge World's* Horus Heresy books, but may not be of 500 points or greater, or be armed with Destroyer type weapons (these are part of the Lords of War option instead).

(OPTIONAL) BATTLES IN THE AGE OF DARKNESS ALTERNATIVE FORCE ORGANISATION CHARTS

There are three other alternative and optional Force Organisation charts you can use to fight Battles in the Age of Darkness games, as well as several special missions specifically designed to incorporate them. The use of these alternative Force Organisation charts is strictly optional when not included as part of a particular mission and should always be agreed upon by both sides before their use. When playing Horus Heresy games using these alternative charts, the Rites of War rules for the Space Marine Legions may not be used in conjunction with them unless specifically mentioned in the mission, as the provisions and formations illustrated by the chart take precedence over them.

Designer's Note: These alternative charts are created with fun and narrative play, rather than pure competitive balance in mind, and should be treated accordingly. This is particularly the case with the Leviathans of War option which, for example, provides a rules framework for that age-old question: 'Could a Space Marine company take out a Reaper Titan?', and similar entertaining match-ups.

These alternative Battles in the Age of Darkness charts are:

- **Battles in the Age of Darkness Onslaught Force Organisation Chart:** This chart represents an army focused on direct mobile attack by heavy assault units, but at the cost of tactical flexibility and the element of surprise.
- **Battles in the Age of Darkness Castellan Force Organisation Chart:** This chart represents an army focused on defence, be it of a prepared fortification or battle line against an enemy attack or a vital objective on the battlefield.
- **Battles in the Age of Darkness Leviathans of War Force Organisation Chart:** This chart allows the most colossal engines of war, such as Battle Titans, to take to the field alongside their escorting forces, but imposes structured limits on what forces may support them.

Using additional Super-heavy & Orbital Strike Wing Flyer Units

The vast milieu of battle during the Horus Heresy and the armies of the Great Crusade were staggeringly diverse, with only the most common or singular currently dealt with by Forge World's Horus Heresy supplements. In order to represent this diversity when it comes to Super-heavy vehicles and Flyers, this section presents a list of additional models which may be used. In many cases, the Imperium of the Great Crusade sees the origin of some of these designs, while in others they can simply be used to stand in for one of the many less-widespread war machine types and unique patterns employed by a vast Imperial armed force, far less regimented and standardised than its 41st Millennium counterpart. Where general options are listed but not found on the vehicle's profile or within this book, or refer explicitly to the 41st Millennium (i.e., Commissar tanks), ignore those options:

- Baneblade, Banehammer, Stormlord, Shadowword, Stormsword
- Macharius and variants (representing indigenous war machines)
- Crassus and variants (representing indigenous war machines)
- Marauder Bomber, Marauder Destroyer, Thunderbolt Heavy Fighter, Crusade Avenger Strike Fighter (see Mechanicum Taghmata army list)
- Minotaur (see Taghmata Ommissiah army list)

When used in conjunction with this army list, these vehicles may be further modified by the following upgrades:

- **Space Marine Crew (Super-heavy Tanks only):** +15 points
- **Battle Servitor Control (Flyers only):** +15 points. If taken as an option for a Sub-orbital Strike Wing, then all the Flyers in the wing must be so upgraded.



ANCIENT-CLAVIGER KHALON

LEVIATHAN PATTERN SIEGE DREADNOUGHT

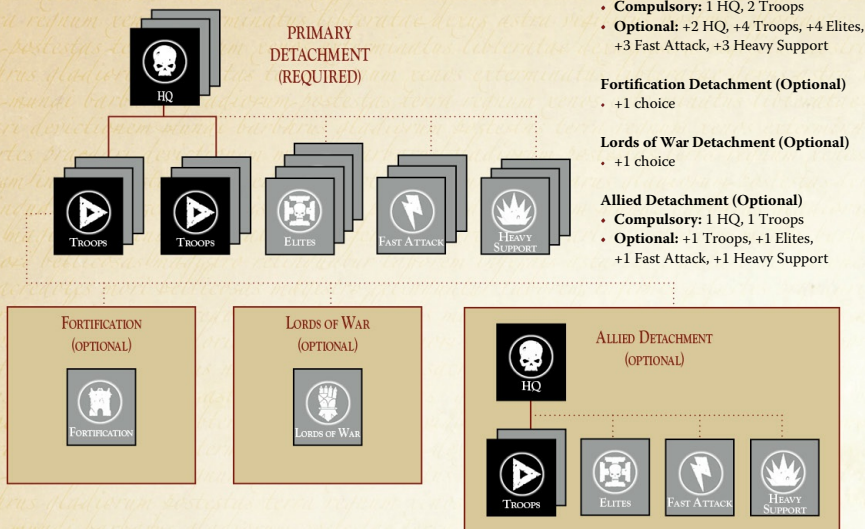
HEAVY ASSAULT ECHELON, ORDER NOVII, MORRAGUL CLAN-COMPANY

SCOURING OF TREDECIMMIA

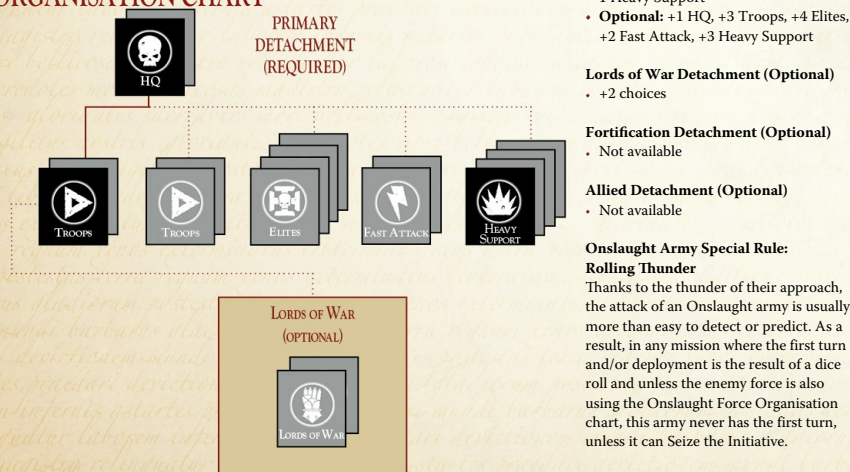
Ancient-Claviger Khalon was once a Legion Consul of the Ungavarr Clan-company, a siege breaker of great renown, born of Terra and who won countless honours throughout the early Great Crusade. Khalon fell in battle in the apocalyptic Battle of Rust, his life saved by Legion apothecaries and his body preserved in stasis for future interment into the armoured form of a mighty Dreadnought. When at last such a vessel was assigned, it was a prototype class intended for heavy assault and siege operations, the very discipline Khalon had devoted himself to throughout his service to the Xth Legion.

Upon his interment into a Dreadnought suit however, Khalon was found to be temperamentally ill-suited to his new mode of existence and prone to bouts of extreme instability. At the order of his Primarch, he was transferred from Clan Ungavarr to Clan Morragul, his demeanour considered more suited to the orphans and outcasts gathered under the stewardship of the Iron-Father Autek Mor.

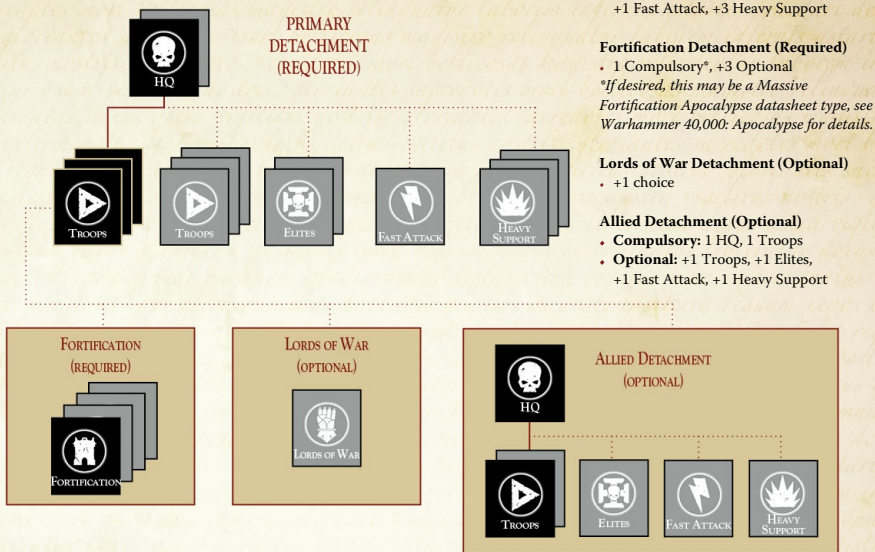
CRUSADE FORCE ORGANISATION CHART



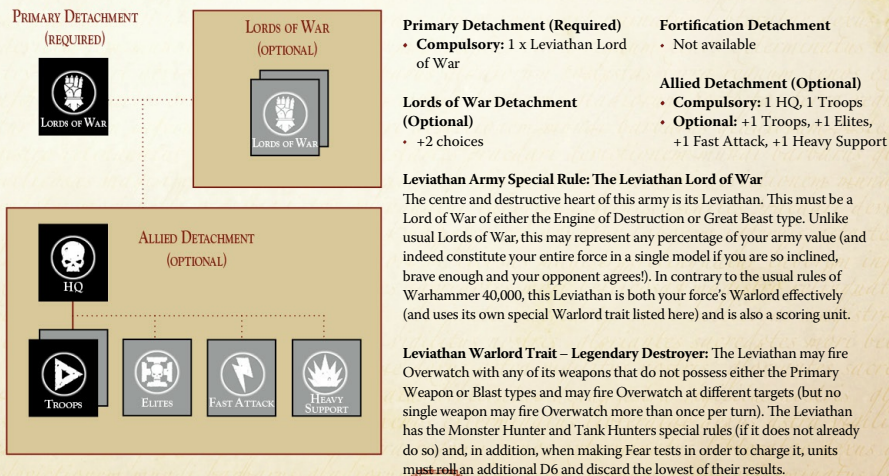
OPTIONAL ONSLAUGHT FORCE ORGANISATION CHART



OPTIONAL CASTELLAN FORCE ORGANISATION CHART



OPTIONAL LEVIATHANS OF WAR FORCE ORGANISATION CHART



ALLIES IN THE AGE OF DARKNESS

In the tumult and warfare of the Age of Darkness, the forces of the Imperium and the Traitors alike were torn apart by war and suspicion. The Age of Darkness Allies chart, which works in a similar way to the Allies chart in the *Warhammer 40,000* rulebook, offers a more nuanced web of relationships and discords between the Legions at the start of the Horus Heresy. Note that the chart itself is not split along the lines of Traitors and Loyalists, as in many cases the Legions were in themselves split into factions for either side, and so instead, in particular campaign battles you are fighting, who plays the Traitor and who plays the Loyalist in your version of the Heresy (and such additional limitations this poses) is left up to you.

In any game where the Primary Detachment is built using the Legiones Astartes Age of Darkness Army list and an Allied Detachment representing a different Legion (i.e., one with a different version of the Legiones Astartes special rule) is included, use the table presented, noting that the relationships do not run entirely in parallel, as some Legions long concealed their true intentions towards their fellows.

	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																				
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Sons of Horus																				
Word Bearers																				
Salamanders																				
Raven Guard																				
Alpha Legion																				
Mechanicum																				
Imperial Army																				

Age of Darkness Factions

The Factions system found in the *Warhammer 40,000* rulebook is not used in conjunction with the Battles in the Age of Darkness expansion. Instead, during the Horus Heresy there are in effect only two Factions: Loyalist and Traitor, and an army's forces must be chosen from one or the other of these (but never both). In the various Age of Darkness army lists, certain characters and units will either be specified in their text as Loyalist or Traitor, meaning they can only be chosen by armies of that Faction. If a character or unit is shown without this specification, they may be selected by either of the Factions.

Note: The 'Mechanicum' entry on the Allies chart encompasses the Taghmata Omnissiah army list and its variants as well as the Questoris Knight army list, while the 'Imperial Army' line encompasses the Solar Auxilia army lists and the Imperialis Militia & Cults army list.

Sworn Brothers

The closest of allies who have fought beside each other many times. The two forces are considered 'friendly units' in all regards. This means, for example, that Sworn Brothers may be joined by allied independent characters, are treated as friendly units for the targeting

of psychic powers, special abilities, Warlord Traits and so on, and may also benefit from nuncio-vox carried by allied units.

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

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 a part of their army with the exception that they may not be deliberately targeted, attacked, targeted with psychic powers, etc. (note that blasts, psychic powers and the like may still scatter over allied forces and adversely affect them).

Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied independent characters and are not counted as friendly units for the purposes of psychic powers. In essence, the two forces fight alongside each other without any additional positive or negative effect.

Disturbed 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.

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 Disturbed Allies, but, in addition, at the start of each of the player's Movement phases, a D6 must be rolled for every unit (except those already engaged in combat) within 6" of an allied unit. On a 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

Some units are described as Agents of the Emperor or Agents of the Warmaster. These are always treated as Sworn Brothers to either all Loyalist or all Traitor forces respectively.

SPACE MARINE LEGION WARLORD TRAITS

When generating their Warlord Traits, a Space Marine Legion Warlord may either roll on one of the Traits tables found in the *Warhammer 40,000* rulebook, or can alternatively roll on the table below.

WARLORD TRAITS TABLE

D6	Warlord Trait
1	Bloody-handed <i>The Warlord has overseen the ending of whole species and cultures, and the bloodshed has left its mark upon their soul.</i> The Warlord and any unit with the Legiones Astartes special rule they join cause Fear.
2	Master Tactician <i>The Warlord has long honed their tactical acumen to almost preternatural levels, and their skills of generalship allow them to outmanoeuvre and outthink an enemy before a blow is struck.</i> After both sides are deployed but before which side gets the first turn is determined, the Warlord's side may redeploy one of their units within the limitations of the mission being played. This may place a unit that had been deployed normally into Reserve, or bring a unit out of Reserve.
3	World Burner <i>The Warlord has commanded the purgation of enemy worlds and has battled foul xenofoms and burned them from their noisome lairs time and again.</i> The Warlord may nominate D3 units within their Primary Detachment, which these must be marked down before the game begins. Any Template or Blast weapons possessed by these units gain the Shred special rule if they did not already have it.
4	Paladin of Glory <i>The Warlord embodies the highest martial ideals of bravery and skill-at-arms, and inspires their forces to even greater heights of glory by their presence.</i> The Warlord has the Fearless special rule, and both the Warlord and any unit with the Legiones Astartes special rule with models within 6" of the Warlord may add +1 to the Wounds score calculated to see if they win combat in the Assault phase.
5	Void Walker <i>The Warlord has spent time at the forefront of the Great Crusade fleets piercing the outer darkness alongside the Rogue Traders Militant and has stared into the Abyss of Old Night.</i> The Warlord gains the Adamantium Will special rule and one nominated infantry unit gains the Deep Strike special rule.
6	Child of Terra <i>The Warlord saw the birth of the Great Crusade, and is the veteran of countless battles alongside warriors and demi-gods of legend.</i> The Warlord and any unit they join with the Legiones Astartes special rule may re-roll any failed To Wound rolls of 1 in close combat.

Character Limitations on Warlord Choices

Some HQ choices carry the provision that they 'must be' the army's Warlord, limiting more than one of these from being taken in an army. The only exceptions to this are Primarchs. In all cases, a Legion's Primarch takes precedence over others, and so if present in an army representing their Legion, they must be the army's Warlord and can subordinate other characters with this special rule (although you will gain no Warlord benefits from the subordinate characters). With the exception of a Primarch and subordinates, however, you may not include more than one model with this limitation in any army.

"Tell them ruin has come to their world,

Death, despair and red war..."

Tell them their hopes and pride have come to nothing,

Tell them their empty whispers fall upon deaf ears—their gods are dead, human reason has killed them,

Tell them the Angels of Death have come,

Tell them nothing can save them now."

Perturabo
Primarch of
the Iron Warriors



HQ

Praetors are the mightiest warriors and battle-leaders of the Space Marine Legions, second only to the god-like Primarchs in martial skill and generalship. These lords of the Imperium hold the power of life and death over whole worlds, with the direct control of entire war fleets and armies in their hands. Each is a vastly experienced warrior and warlord, unique in character, who has writ a legend in blood for themselves, and carries into battle the finest wargear and weapons known to humanity. In their ranks can be found Chapter Masters and Lord Commanders, First Captains, Khans and Tribunes as the traditions of their Legions dictate. They are the masters of war and have commanded the hosts of the Great Crusade that have conquered worlds unnumbered.

LEGION PRAETOR

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Praetor	6	5	4	4	3	5	4	10	2+

Unit Composition

- 1 Legion Praetor

Unit Type

- Infantry (Character)

Wargear (Legion Praetor only)

- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Artificer armour

Wargear (Terminator only)

- Terminator armour/
Tartaros Terminator/
Cataphractii Terminator
armour
- Combi-bolter
- Power weapon

Special Rules (All)

- Legiones Astartes
- Master of the Legion
- Independent Character

Options

- A Legion Praetor may take one of the following:
 - Bolter.....+2 points
 - Combi-weapon.....+10 points
 - Volkite charger.....+10 points
- A Legion Praetor may exchange either their bolt pistol and/or chainsword/combat blade for one of the following:
 - Volkite serpenta.....+5 points
 - Plasma pistol.....+15 points
 - Archaeotech pistol.....+20 points
 - Heavy chainsword.....+10 points
 - Charnabal sabre.....+10 points
 - Power weapon.....+15 points
 - Power fist.....+20 points
 - Single lightning claw.....+20 points
 - Thunder hammer.....+25 points
 - Paragon blade.....+25 points
- A Legion Praetor may exchange both their bolt pistol and chainsword/combat blade for a pair of lightning claws.....+25 points
- A Legion Praetor may take melta bombs.....+5 points
- A Legion Praetor may take digital lasers.....+15 points
- A Legion Praetor may upgrade a single weapon to become:
 - Master-crafted.....+15 points
- A Legion Praetor may take one of the following:
 - Combat shield.....+5 points
 - Refractor field.....+10 points
 - Boarding shield.....+10 points
 - Iron halo.....+25 points
- A Legion Praetor may take one of the following:
 - Jump pack.....+20 points
 - Space Marine Bike with twin-linked bolters.....+25 points
 - Legion Scimitar jetbike with a heavy bolter.....+45 points

Options (Terminator only)

Alternatively, the Legion Praetor may be equipped with Terminator armour. If this is the case, they use the following list of options:

- A Terminator may be equipped with one of the following:
 - Terminator armour/Tartaros Terminator/Cataphractii Terminator armour with combi-bolter & power weapon.....+35 points
- A Terminator may exchange their combi-bolter for one of the following:
 - Combi-weapon.....+7 points
 - Volkite charger.....+7 points
- A Terminator may exchange their power weapon for one of the following:
 - Power fist or lightning claw.....+10 points
 - Chainfist.....+15 points
 - Thunder hammer or paragon blade.....+20 points
- A Terminator may exchange both their power weapon and combi-bolter for a pair of lightning claws.....+20 points
- A Terminator may take digital lasers.....+15 points
- A Terminator may take an iron halo.....+10 points
- A Terminator may upgrade a single weapon to become:
 - Master-crafted.....+15 points
- A Terminator may take a grenade harness.....+10 points

MASTER OF THE LEGION

The greatest commanders of the Space Marine Legions are all but peerless in their strategic and tactical abilities. The gene-craft of the Emperor that created them, honed by individual talent and the experience of countless battles, has sharpened their acumen to a preternatural degree that has served to lay the galaxy at humanity's feet.

The Master of the Legion special rule is possessed by Primarchs, Legion Praetors and certain Space Marine special characters. It has the following provisions:

- **Rites of War:** The presence of a model with the Master of the Legion special rule unlocks the use of Rites of War for your army. A particular detachment in your army may only ever use one Rite of War, generated by the presence of the Master of the Legion that is part of that detachment.
- **Limitation:** Individuals so skilled in the arts of war are rare, even among the Legiones Astartes. A Space Marine Legion army may only include a single model with this rule as part of their HQ choice per 1,000 points in the force. This counts across all detachments in the army. So, for example, an army which has a Space Marine Legion force as part of its Primary Detachment, and an Allied Detachment from a different Space Marine Legion, may only have two models with the Master of the Legion special rule if the entire force adds up to at least 2,000 points.
- **Retinue Command Squads:** A model with this special rule may also include a Legion Command Squad (see page 26) as a retinue as part of the same choice as the Master of the Legion on the Force Organisation chart (see page 9). If the Master of the Legion is equipped with Terminator Armour or is a Primarch, then the attached Legion Command Squad may then be upgraded to become a Terminator Bodyguard.
- **Warlords with Master of the Legion:** If the model is the army's Warlord (see the *Warhammer 40,000* rulebook for details), and has the Master of the Legion special rule, they may roll twice on their chosen Warlord Traits chart (re-rolling any doubled result) and select which of the two results they wish to use.

rites of war

The full panoply of war of a Legion is a terrible thing to behold, and is capable of obliterating entire civilisations through a variety of deadly means ranging from sheer brute force and numbers, armoured assault waves, murderous siege-craft or overwhelming and relentless attack from close orbit.

On the battlefield, the wider operating deployments of a Space Marine Legion are represented by the army list as it is written. However, varied formations and tactics are also present within the Legions and are represented here by the Rites of War, which commonly alter how an army is composed and created, also adding additional special rules and in some cases limitations reflecting the tactics and forces being employed. Because of the fundamental changes the use of Rites of War create, the decision to use one or not should be taken when you are starting to write your army list.

The use of one of the Rites of War is always optional as they impose limitations on your army as well as offering other abilities and new configurations of units on the Force Organisation chart. In particular, you may be prevented from using certain types of units unless you purchase a particular type of Dedicated Transport for them. This makes creating the army list a more complex procedure than normal and is recommended mainly for experienced players.

An appendix of Rites of War is included in its own section on page 98. Some are available to all Legions while some are specific to individual Legions, reflecting their unique character in waging war – this will be noted in the Rite of War's description.

"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 Lhasa
Imperial Governor,
Foray-Secundus
Executed for Treason
in the Solar Purge
017.M31



HQ

The ranks of each Space Marine Legion are tens of thousands, sometimes hundreds of thousands strong and as such require a substantial core of battle commanders and officers to control and co-ordinate, as well as more specialised ranks and roles which help give a Legion its operational depth and strategic flexibility. The Centurion represents such leaders, champions and line officers, and whether a Company Captain in command of a thousand or more Legionaries on campaign, or a Shield-Lieutenant given charge of a boarding party in a savage space battle, to have risen in the ranks means they have already demonstrated their worth in the bloody fires of conflict.

LEGION CENTURION

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Centurion	5	5	4	4	2	5	3	9	3+

Unit Composition

- 1 Legion Centurion

Unit Type

- Infantry (Character)

Wargear

(Legion Centurion only)

- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Power armour

Wargear (Terminator only)

- Terminator armour/Tartaros Terminator armour
- Combi-bolter
- Power weapon

Special Rules (All)

- Legiones Astartes
- Legion Consuls
- Independent Character

Options

- A Legion Centurion may take one of the following:
 - Bolter.....+2 points
 - Combi-weapon.....+10 points
 - Volkite charger.....+10 points
- A Legion Centurion may exchange either their bolt pistol and/or chainsword/combat blade for one of the following:
 - Volkite serpenta.....+5 points
 - Plasma pistol.....+15 points
 - Heavy chainsword.....+10 points
 - Charnabal sabre.....+10 points
 - Power weapon.....+15 points
 - Power fist.....+20 points
 - Single lightning claw.....+20 points
 - Thunder hammer.....+25 points
- A Legion Centurion may exchange both their bolt pistol and chainsword/combat blade for a pair of lightning claws...+25 points
- A Legion Centurion may take melta bombs.....+5 points
- A Legion Centurion may exchange their power armour for:
 - Artificer armour.....+10 points
- A Legion Centurion may take one of the following:
 - Combat shield.....+5 points
 - Refractor field.....+10 points
 - Boarding shield.....+10 points
- A Legion Centurion may take one of the following:
 - Jump pack.....+20 points
 - Space Marine Bike with twin-linked bolters.....+25 points
 - Legion Scimitar Jetbike with a heavy bolter.....+45 points

Options (Terminator only)

Alternatively, the Legion Centurion may be equipped with Terminator armour. If this is the case, they use the following list of options:

- A Terminator may be equipped with one of the following:
 - Terminator armour/Tartaros Terminator/Cataphractii Terminator armour with combi-bolter & power weapon.....+35 points
- A Terminator may exchange their combi-bolter for one of the following:
 - Combi-weapon.....+7 points
 - Volkite charger.....+7 points
- A Terminator may exchange their power weapon for one of the following:
 - Power fist.....+5 points
 - Lightning claw.....+5 points
 - Chainfist.....+10 points
 - Thunder hammer.....+10 points
- A Terminator may exchange both their power weapon and combi-bolter for:
 - Pair of lightning claws.....+15 points

LEGION CONSULS

Any Centurion may be upgraded to one of the following roles for the points cost listed, gaining any wargear and special rules, and abiding by any army limitations shown. No Consul may have more than one particular upgrade. These upgrades should always be clearly represented on the model.

Legion Support Officer

A Consul of this type may not be used as a compulsory HQ choice for the army unless specifically exempted by a particular Legiones Astartes special rule or Rite of War.

LEGION LIBRARIAN CONSUL

+25 POINTS PLUS THE COST OF PSYCHIC MASTERY

For many years the Legions maintained cadres of battle-psykers in their ranks, warriors who fused these esoteric powers with a Space Marine's superhuman physical power. But there were many within the Imperium's hierarchy who were troubled by such dangerous and unstable potential, and after dark events in the Great Crusade's later era, such adepts were forbidden from the use of their arts and arcane lore. With the outbreak of the Horus Heresy however, the Traitors threw off such shackles quickly and soon the Loyalists were forced to revoke the ban in order to combat them.

Wargear

Replaces their chainsword or combat blade (or power weapon if in Terminator armour) with a force weapon. A force sword, force axe or force stave may be chosen.

Special Rules

- Legion Support Officer

Psyker

- Must take up to two levels of psychic mastery (costing 20 points each). A single psychic discipline from the *Warhammer 40,000* rulebook is then chosen.

Psychic Powers in the Age of Darkness

During the latter days of the Imperium's Great Crusade and the Horus Heresy, the secrets of Malefic Daemonology were known to only a select few, and the grasp of the Ruinous Powers on the galaxy had waned. As a result, unless specifically noted in their entry, Malefic Daemonology psychic powers are not available to any model with psychic powers other than models with the Legiones Astartes (Word Bearers) special rule that are part of the Traitor Faction (and in the case of their Primarch when using the Lorgar Transfigured upgrade).

LEGION MASTER OF SIGNAL CONSUL

+45 POINTS

A vital link between those desperately fighting and support elements of the Legion in battle, the Master of Signal is a strategic and communications specialist capable of interpreting and directing the flow of battle around them, and calling in support strikes from distant batteries and orbiting vessels.

Wargear

- Cognis-signum and nuncio-vox.
- May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rules

- Legion Support Officer
- Bombardment – Once per game, in lieu of firing a weapon in the Shooting phase, they can opt to call in a bombardment attack against the enemy. This has the following profile:

Weapon	Range	Str	AP	Type
Bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Barrage

LEGION CHAMPION CONSUL

+35 POINTS

Chosen from the best blades of the Legion, a Champion bears the honour of their chapter or company in battle, and are armed and armoured in the finest panoply of war. Their sworn task is to seek out the foe's mightiest warriors, and slay them as an object lesson in the Imperium's superiority.

Wargear

- One close combat weapon wielded by the Legion Champion gains the Master-crafted special rule.

Special Rules

- Supreme Fighter – Increase WS to 6.
- Honour of the Legion – Must re-roll failed attempts at Glorious Intervention, and must always issue Challenges in combat if able.



HQ

"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

HQ

"Here I am and here I shall die."

Attributed to Leman Russ
at the Battle of Rising Fell,
The Wolf Cull of Yarant

LEGION FORGE LORD CONSUL

+35 POINTS

Masters of the machine and foundry, Forge Lords are the most experienced and skilful of the Legion's Techmarines. These warrior-smiths are skilled battle-leaders as much as they are artisans of war, and are often appointed to the command of Legion detachments comprising largely of tanks and armoured vehicles or battle-automata, as well as serving as stewards to a Legion's Dreadnoughts.

Wargear

- Servo-arm and artificer armour.
- Additional wargear is listed for the Techmarine on page 31. This may also be taken at the costs indicated.
- May take a cortex controller for +15 points.

Special Rules

- Battlesmith

LEGION PRIMUS MEDICAE CONSUL

+45 POINTS

High officers of the Legion Apothecarion, the Primus Medicae of a Legion hold the onerous duties of both ensuring the battle-readiness and physical wellbeing of their battle-brothers, an authority in which none but a Primarch or his chosen deputy can overrule them, and in preserving at all costs the gene-seed of the Legion from loss or contamination, even that of their lives.

Wargear

- Narthecium and needle pistol.
- **Restrictions:** May not take power fists, chainfists, boarding shields or paired lightning claws.

Special Rules

- **Sacred Trust** – In missions where Victory points are scored for destroying units, if a Primus Medicae is within 6" of a friendly Space Marine Infantry or Jump Infantry unit which is wiped out by the enemy, roll a D6. On a 5+, the player whose unit was destroyed also gains a Victory point, as well as the enemy.
- Legion Support Officer

LEGION SIEGE BREAKER CONSUL

+45 POINTS

The wreckers of cities, the bringers-down of fortress walls and the shatterers of strongholds, Siege Breakers are officers of the Legion whose speciality is precisely applied destruction against strategic targets. Placed often in command of armoured spearhead assaults and frontline artillery units, they prefer to closely observe their work, rather than sit back behind the lines, and so are deadly efficient in adapting their force's attack patterns from moment to moment.

Wargear

- Nuncio-vox.
- May take up to three phosphex bombs for +10 points each. Medusa Siege Tanks in the army may exchange their normal shells for phosphex shells for free.

Special Rules

- **Art of Destruction** – The Siege Breaker has the Tank Hunters and Wrecker special rules applied to all of their own attacks, and also confers these rules to the heavy weapon shooting attacks of any Infantry unit they join.

LEGION CHAPLAIN CONSUL

+35 POINTS

The Chaplain Order, established towards the end of the Great Crusade, was intended to create a cadre of fearsome veteran warriors who would enforce a cohesion of doctrine and belief in the scattered and increasingly idiosyncratic Legions, far from Terra. Theirs was a mortuary symbol of sacrifice craven in the form of an ornate staff, mace or axe; the Crozius Arcanum, which served as both a badge of office and a deadly weapon.

Wargear

- Crozius Arcanum – power weapon (type as shown on model).

Special Rules

- Zealot
- Fear

LEGION VIGILATOR CONSUL

+35 POINTS

Highly skilled as watchers and hunters among their brethren, operating often on their own or in command of reconnaissance detachments, Vigilators are the eyes of their Legion on the ground, their wisdom paramount in scouting out the foe's disposition and strength, and determining the best place to strike. Theirs also are the arts of sabotage and assassination, and while some Legions are more inclined to such subtleties than others, all see their military value.

Wargear

- Cameleoline and bolter (Kraken/Tempest/Scorpius bolts).
- May replace their power armour with scout armour (4+ save), this gains them the Infiltrate and Move Through Cover special rules (free).
- May not take a combi-weapon, boarding shield, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rules

- Scout, Sniper and Precision Shots.
- **Sabotage!** – After both sides have deployed, but before the first game turn, select a single enemy unit or fortification on the table (not an Independent Character.) That unit suffers D6 Str 5 AP 6 hits. Targets are struck against their weakest Armour value. Casualties are allocated by the opposing player and do not cause Morale checks. A single Sabotage! attack may be made for each Vigilator in the force. If both sides possess them, roll off to determine which side's attacks go first.

LEGION MORITAT CONSUL

+45 POINTS

Said by some to be no less than death incarnate, and by others to be dishonourable murderers with no place in the Imperium's order of battle, Moritats are lone killers operating outside the Legion's usual command structures at the behest, or at least sufferance of its high commanders. Regarded usually as dangerously unstable outcasts —perhaps created by some seldom-exposed flaw of gene-seed or indoctrination— they are also savage and proficient warriors however, having become one with the act of killing, honing their superhuman reflexes to gun down the foe at close quarters to a preternatural degree.

Wargear

- Additional bolt pistol and rad grenades.
- May not take a combi-weapon, boarding shield, bolter, power fist, thunder hammer, lightning claw(s), Bike, Jetbike or Terminator armour.

Special Rules

- Scout and Counter-attack.
- **Lone Killer** – A Moritat may not be taken as a Compulsory HQ choice, only as an optional HQ choice, and may never be the army's Warlord. Note that this means a Moritat may not be taken as part of an Allied Detachment. They may not join units or travel inside transports with other units except Legion Destroyer Squads. They may not benefit from any Blessing type psychic powers, or from Leadership bonuses, Leadership re-rolls or other beneficial special rules provided by other friendly models or army-wide effects which are the result of a Rite of War.
- **Chain Fire** – When attacking with pistol weapons, the Moritat may declare a Chain Fire attack. For every successfully rolled hit, they may make an immediate additional shooting attack with the weapon against the same target and may continue doing so until they miss with the weapon (note that the Gunslinger special rule applies and so the Moritat may fire two pistols at once) to a maximum of twelve hits in total from both pistols combined. Weapons with the Gets Hot special rule used to make Chain Fire attacks are subject to Chain Fire Overheat*. Weapons which do not need to roll to Hit do not benefit from this ability. After they have made a Chain Fire attack, they may not assault in that player turn or use shooting attacks in the following turn.

***Chain Fire Overheat!** *If one or more weapons with the Gets Hot special rule is used to make a Chain Fire attack, the extra stress on the weapon can prove perilous. When used for a Chain Fire attack, such weapons overheat on rolls of a 1 or 2, inflicting a wound on the firing model. Should any overheat occur, the Chain Fire attack immediately ends without further re-rolls for hits.*



HQ

"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

HQ

"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 bellicosus*—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

LEGION PRAEVIAN CONSUL

+35 POINTS

A Legion Consul Praevian is the keeper of the Legion's bound automata, those soulless machines sworn to the Legion's service and inducted into their ranks as honorary Legionaries after decades of service, a practice that increased as the Horus Heresy inflicted an ever-greater death toll on many Legions' ranks. Initiated into the rites of the Mechanicum to a lesser degree, these officers oversee the maintenance and programming of their charges, and ensure that loyalty to the Legion and its traditions are enshrined in their core logic. On the field of battle they march at the forefront of the inducted maniples, guiding them in the correct prosecution of war and acting as examples of true sons of the Legion. Often chosen from amongst the ranks of those veterans whose injuries have required extensive augmetic rebuild and left them ill-suited for other, more specialised roles, these warriors are often solitary individuals, given to brooding and keeping to the company of their iron brothers. It is rare in most Legions for these warriors to advance higher up the chain of command, and some Legions use the rank as a dumping ground for those deemed unfit for other duties, while others, most notably the Iron Hands and Salamanders, consider it an honour to serve with such unique avatars of the Machine Cult's craft.

Wargear

- The Legion Praevian has a cortex controller and cortex designer.
- **Restrictions:** May not take a Jetpack, Jetbike, Bike or Terminator armour.

Special Rules

- Legion Support Officer, Master of Cybernetica, Legion Inductees

Cortex Designer

When a model with a cortex designer makes a successful shooting attack against an enemy unit (whether or not the attack inflicts an unsaved wound), any automata in the same unit gain the Preferred Enemy special rule when targeting that enemy unit until the end of the controlling player's current turn.

Master of Cybernetica

A single unit of either Castellax or Vorax class Battle-automata must be selected as part of the Legion Praevian unit (note that Battle-automata units selected in this fashion may not take the Paragon of Metal upgrade). This unit does not use up an additional Force Organisation choice and the Legion Praevian must be included as part of the unit even if it includes models of the Monstrous Creature type (while it is part of a unit of Monstrous Creatures, the Legion Praevian may not Go To Ground, voluntarily or otherwise). The Legion Praevian may not leave this unit.

Legion Inductees

The unit of Battle-automata to which the Legion Praevian is attached gains the Legiones Astartes special rule possessed by the Legion Praevian or one of the following special rules: Furious Charge, Tank Hunters or Scout (when the Scout special rule is selected, it also applies to the Legion Praevian). These special rules are selected at no additional points cost. In addition, when utilising units of Battle-automata with the Legiones Astartes special rule, the following exceptions and additions apply:

- **Sons of Horus:** When using the Merciless Fighters special rule, each Battle-automata counts as three models. For an additional +15 points per model, a Castellax Battle-automata with the Legiones Astartes (Sons of Horus) special rule may take Banestrike bolter rounds for any boltguns they have.
- **Emperor's Children:** For +15 points, all Battle-automata in the unit gain sonic shriekers.
- **Death Guard:** Battle-automata with the Legiones Astartes (Death Guard) special rule may upgrade flammers to use the Chem Munitions special rule.
- **Night Lords:** For the purposes of the Nostraman Blood special rule, each Battle-automata counts as three models. For an additional +10 points per model, a Battle-automata unit with the Legiones Astartes (Night Lords) special rule may take Trophies of Judgement.
- **Word Bearers:** If the army includes a Diabolist, a Battle-automata unit with the Legiones Astartes (Word Bearers) special rule may purchase the Dark Channelling upgrade.
- **Alpha Legion:** For an additional +15 points per model, a Castellax Battle-automata with the Legiones Astartes (Alpha Legion) special rule may take Banestrike bolter rounds for any boltguns they have.
- **Raven Guard:** The By Wing & Talon special rule grants Battle-automata models the Infiltrate and Fleet special rules.
- **Dark Angels:** For an additional +15 points per model, Castellax Battle-automata with the Legiones Astartes (Dark Angels) special rule may re-roll failed To Wound rolls against Monstrous Creatures and Flying Monstrous Creatures.

LEGION DELEGATUS CONSUL

+15 POINTS

A Legion Delegatus is a mid-ranking Legion officer, such as a Centurion, tasked with a specific mission by a Legion's High Command and formally deputised to act in all matters with the full weight of their commander's authority. As such, they can mobilise the Legion's resources to the full, deploy its assets and, if performing a mission of vital strategic worth, assemble a strike force of chosen warriors.

Wargear

- One of the Legion Delegatus' weapons may be Master-crafted for Free.
- **Restrictions:** A Legion Praetor or Lords of War choice may not be taken in a Primary Detachment with a Legion Delegatus as its Warlord.

Special Rules

- Rite of Command

Rite of Command

This Consul has the Master of the Legion special rule (see the Legion Praetor entry in this book) and may take a Legion Command Squad. In addition, the Consul must always be the army's Warlord, unless their Legion's Primarch is also taken. A Legion Delegatus may be taken in armies below the normal 1,000 points threshold for taking models with the Master of the Legion special rule.

SPECIAL RITE OF WAR: CHOSEN DUTY

The following Rite of War can be used by a Legion Delegatus being fielded as the army's Warlord. It represents the officer selecting a small but potent strike force of chosen warriors for the prosecution of a specific objective. It can be used in any mission, but is particularly appropriate for use in smaller scale games, such as the Zone Mortalis and Strategic Raid missions.

Effects

- Legion Veteran squads are Troops choices in this army, and must be taken as compulsory choices.
- If a Legion Delegatus who is a Warlord survives the mission, their side gains an additional Victory point where these are in use. If the Legion Delegatus Warlord is slain, the enemy gains an additional Victory point (over and above any they would earn from the Slay the Warlord Secondary Objective).



HQ

"My colours are those of my Legion, my sigil that of my sire. These orders I bear are those of my master and they are to be obeyed without question. Your blood is his blood, and he shall shed it as he will."

Centurion Jagrafar Hunn,
Legiones Astartes
White Scars

HQ

"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 atomic 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*

LEGION HERALD CONSUL

+40 POINTS

As the wars of the Horus Heresy spread to consume the galaxy, billions fought and died under the banners of warlords they had never seen or heard firsthand, and even among those such as the Legiones Astartes, near-religious fervour became common for those artefacts touched by Primarch, Warmaster or Regent, and given to a chosen emissary as a sign of authority and favour. The Blackshields, having obscured their heraldry or cast aside former masters were no different, their strange sigils or blackened flags becoming totems of destruction and the foresworn.

Any Centurion may be upgraded to a Herald in the same way as any other type of Consul. Which particular type will depend on the Faction allegiance of their army – Traitor or Loyalist, or in the case of Blackshields, their own unique variant, the Dark Herald (see *The Horus Heresy Book Six – Retribution*).

- **Wargear:** The Herald carries one of the following: Banner of the Aquila (Loyalist), Banner of the Eye (Traitor), Dark Banner (Blackshield).
- **Special Rules:** Rite of Command (see page 23), Legion Support Officer, Banner Type, Fallen Honour
- **Restrictions:** The Consul may not take a Jump Pack, Jetbike, Bike or Terminator armour, may not take any weapon with the Two-handed special rule and may not claim a bonus attack in assault for carrying an additional melee weapon or pistol.

SPECIAL RULES

Banner Type

Dark Banner: The Dark Herald and any unit with the Legiones Astartes (Blackshields) special rule within 12" have the Fear special rule and add +1 to their Leadership characteristic (to a maximum of 10).

Banner of the Aquila: The Loyalist Herald and any Loyalist unit with the Legiones Astartes special rule within 12" add +1 to their WS characteristic (to a maximum of 5).

Banner of the Eye: The Traitor Herald and any Traitor unit with the Legiones Astartes special rule within 12" add +1" to their Charge and Run distances, and may re-roll To Hit rolls of a '1' in assault on any turn in which they have successfully charged.

Fallen Honour

Should a Herald be slain, the honour and morale of their compatriots is compromised. If a Herald is slain, an additional Victory point is scored by the opposing player in missions where Victory points are in use.

DAMOCLES COMMAND RHINO

100 POINTS

Armour

BS	Front	Side	Rear	HP
4	11	11	11	3

Damocles

Unit Composition

- 1 Damocles Command Rhino

Unit Type

- Vehicle (Tank)

Wargear

- Twin-linked bolter
- Geo-locator beacon
- Command vox relay
- Searchlight
- Smoke launchers

Special Rules

- Focused Bombardment
- Special Deployment

Transport Capacity

- The Damocles can carry 6 models. It may not carry models with the Bulky, Very Bulky or Extremely Bulky special rules.

Fire Points

- None

Access Points

- One Access point on each side of the hull and one at the rear.

Options

- A Damocles may take any of the following options:
 - Extra Armour +5 points
 - Pintle-mounted heavy bolter +10 points
 - Hunter-killer missile +5 points
 - Dozer blade +5 points

Geo-locator Beacon

Units arriving via Deep Strike which are part of the force containing the Damocles do not need to roll to scatter if they choose to arrive within 24" of the Damocles.

Command Vox Relay

The Damocles allows its controlling player to add +1 to or subtract -1 from the results of any Reserve rolls they make while the Damocles is in play. In addition, should enemy models suffer a Deep Strike Mishap when the Damocles is in play, the roll suffers a -1 modifier.

Focused Bombardment

The Damocles can use its vox and augury arrays to call down a precision strike from Space Marine warships in orbit overhead or to call in support artillery bombardments with deadly accuracy. Once per game, the Damocles can call down the bombardment just as if it was firing a weapon in the Shooting phase. The Damocles cannot move in the same turn that this is done.

Weapon	Range	Str	AP	Type
Focused Bombardment	Unlimited	8	3	Ordnance 1, Lance, Twin-linked, Barrage, Large Blast (5")

Special Deployment: 0-1 Damocles Command Rhinos may be taken in any Legiones Astartes Age of Darkness army as a non-compulsory HQ choice in any force over 1,000 points. In addition, the Ultramarines Legion originated the design and utilised it extensively for command and control purposes, and so may also take a single additional Damocles Command Rhino as a Dedicated Transport for a Master of Signal Consul in an Ultramarines Legion Primary Detachment.



HQ

Equipped with sophisticated communication, cognition and tracking equipment, including a powerful orbital-interface secure vox-transceiver, the Damocles is designed principally as a command and control vehicle to serve as a direct and all but unbreakable link between a Space Marine Legion formation in the field and its brethren elsewhere within the war zone and in high orbit above during planetary operations. Using these systems, skilled Techmarine crew are able to read the ebb and flow of battle, call in reinforcements and supporting fire, and ward off enemy forces through signal interference and interdiction targeting.

Designed to the specifications of the ever-expanding Ultramarines Legion, the Damocles was easier both to manufacture and deploy than the venerable Proteus-Explorator Land Raider variants, which commonly fulfilled this role during the Great Crusade's early years, and less resource-intensive to forge and less marked upon the battlefield than the powerful Spartan Hermetika siege command vehicles which were entering service during the latter days before the horror of civil war encroached upon the Imperium. The Damocles was just as able in its task, but unfortunately far less durable than either of its counterparts, being based on various patterns of the ubiquitous Rhino chassis.



HQ

It is common for Space Marine commanders and champions to be accompanied in battle by a squad of highly disciplined and worthy warriors. They serve both as a bodyguard for their commander and are entrusted to carry one of the Legion's great standards, making them a rallying point on the battlefield for the Legion's troops. These chosen Space Marines have access to the finest wargear available to the Legion's rank and file and embody the Legion's honour in war.

LEGION COMMAND SQUAD

75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Chosen	5	4	4	4	4	1	4	2	8
Legion Standard Bearer	5	4	4	4	2	4	2	9	2+

Unit Composition

- 2 Space Marine Chosen
- 1 Legion Standard Bearer

Unit Type

- Infantry

Wargear

- Bolter (Chosen only)
- Legion Standard (Legion Standard Bearer only)
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Artificer armour

Wargear (Terminator

Bodyguard only)

- Terminator armour/Tartaros Terminator/Cataphractii Terminator armour
- Combi-bolter
- Power weapon
- Legion Standard (Terminator Standard Bearer only)

Special Rules (All)

- Legiones Astartes
- Chosen Warriors
- Retinue

Dedicated Transport

- A Legion Command Squad may choose a Rhino or Land Raider Proteus as a Dedicated Transport. Note that if an army contains a character that has one of the Rites of War special rules (see page 98), other Dedicated Transport options may be available for the squad.



Options

- The Legion Command Squad may take:
 - Two additional Legion Space Marine Chosen...+15 points each
- The Legion Command Squad may take:
 - Melta bombs+25 points
- Any member of the Legion Command Squad may take a:
 - Combat shield+5 points each
- Any member of the Legion Command Squad may exchange their chainsword/combati blade or bolt pistol for one of the following:
 - Heavy chainsword+5 points each
 - Charnabal sabre+5 points each
 - Power weapon+10 points each
 - Power fist or lightning claw+15 points each
 - Plasma pistol+15 points each
- Any Space Marine Chosen may exchange their bolter for one of the following:
 - Combi-bolter+10 points each
 - Volkite charger+10 points each
- If the squad's Legion Praetor has either a Jump pack, Space Marine Bike or Jetbike, then the Legion Command Squad may also be identically equipped for the cost shown below. If any of these options are taken, the squad may no longer take a Dedicated Transport and every member of the squad must be identically upgraded.
 - Jump pack+15 points each
 - Space Marine Bike with twin-linked bolters+20 points each
 - Legion Scimitar Pattern Jetbike with heavy y bolter .+35 points each

Special Option (Terminator Bodyguard)

If the Legion Praetor which is part of the Legion Command Squad's Force Organisation chart choice has Terminator armour, the squad may exchange their wargear for a set of Terminator armour. If the squad is upgraded with Terminator armour, then every member of the squad must be upgraded in the same way and has access to the following options rather than those shown previously:

- The Terminator Bodyguard and Terminator Standard Bearer must be equipped with one of the following:
 - Terminator armour/Tartaros Terminator/Cataphractii Terminator armour with combi-bolter & power weapon+15 points each
- One model in the squad may exchange their combi-bolter for one of the following:
 - Heavy flamer+10 points
 - Reaper autocannon+15 points
 - Plasma blaster+15 points
- Any Terminator and/or the Terminator Standard Bearer may exchange their combi-bolter for a:
 - Combi-weapon+7 points
 - Volkite charger+7 points
- Any Terminator and/or the Terminator Standard Bearer may exchange their power weapon for one of the following:
 - Power fist+5 points
 - Lightning claw+5 points
 - Chainfist+10 points
 - Thunder hammer+15 points
- Any Terminator and/or the Terminator Standard Bearer may exchange both their power weapon and combi-bolter for a:
 - Pair of lightning claws+15 points
- The Terminator Standard Bearer may take a:
 - Grenade harness+10 points
- Legion Command Squads equipped in Terminator armour numbering five models or less may take a Land Raider Phobos as a Dedicated Transport (and can not take a Rhino).

Retinue

A Legion Command Squad may only be chosen as a retinue for a Legion Praetor or Legion special character with the Warlord special rule, and may not be taken as part of an army on their own. They take up a single Force Organisation chart choice with that Praetor, but do not have to be deployed with them and are treated as a separate unit during the game.



ELITES

Exceptional and experienced warriors within the ranks of the Space Marine Legions are quickly singled out and honoured with additional training in all aspects of warfare and equipped to the highest standards, so to further amplify their battlefield power. Certain Legions will further separate their veterans and raise them above the ranks by inducting them into warrior brotherhoods, martial cults or specified veteran companies. This serves to create an elite body within the Legion to which other warriors can aspire to ascend, and from which future commanders are drawn.

LEGION VETERAN TACTICAL SQUAD

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Veteran Space Marine	4	4	4	4	1	4	2	8	3+
Legion Veteran Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Veteran Space Marines
- 1 Legion Veteran Sergeant

Unit Type

- Legion Veteran Space Marine: Infantry
- Legion Veteran Sergeant: Infantry (Character)

Wargear

- Bolter
- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Power armour

Special Rules

- Legiones Astartes
- Veteran Tactics
- Implacable Advance

Dedicated Transport

- A Legion Veteran Tactical squad may choose a Rhino as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see page 98), other Dedicated Transport options may be available for the squad.

Options

- The Legion Veteran Tactical Squad may take:
 - Up to 5 additional Veteran Space Marines+12 points each
- One Legion Veteran Space Marine may take a:
 - Nuncio-vox+10 points
- One Legion Veteran Space Marine may carry a:
 - Legion vexilla+10 points
- The entire squad may take melta bombs+25 points
- Any member of the squad may exchange their boltguns for:
 - Combi-weapons+10 points each
- Any Veteran Space Marine or the Veteran Sergeant may exchange their bolt pistol for one of the following:
 - Volkite serpenta+5 points each
- Any Veteran Space Marine or the Veteran Sergeant may exchange their chainsword/combata blade for a:
 - Power weapon+10 points each
- For every five models in the squad, one Veteran may exchange their bolter for one of the following:
 - Flamer+10 points
 - Heavy chainsword+5 points
 - Single lightning claw+15 points
 - A pair of lightning claws+20 points*
 - Volkite charger+10 points each
 - Meltagun+15 points
 - Plasma gun+15 points
 - Heavy flamer+15 points
 - Heavy bolter and suspensor web+20 points
 - Missile launcher and suspensor web (with frag and krak missiles)+25 points
- The Veteran Sergeant may exchange their chainsword/combata blade for one of the following:
 - Power fist+15 points
 - Single lightning claw+15 points
 - Thunder hammer+20 points
- The Veteran Sergeant may upgrade their power armour to:
 - Artificer armour+10 points
- The Veteran Sergeant may exchange their bolter for one of the following:
 - Plasma pistol+15 points
- If the squad contains a missile launcher, this may be upgraded to also fire flakk missiles+10 points

*This option also replaces their bolt pistol and combat blade.

Veteran Tactics

Before the game begins, you must select one of the following special abilities for the squad:

- **Resolve:** The unit gains the Stubborn special rule.
- **Weaponmasters:** The unit gains +1 Weapon Skill.
- **Machine Killers:** The unit gains +1 on their Armour Penetration rolls.
- **Marksmen:** The unit gains the Outflank and Sniper rules.
- **Xenobane:** The unit may re-roll To Wound rolls against Monstrous Creatures and Gargantuan Creatures.

LEGION DESTROYER SQUAD

150 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Destroyer Marine	4	4	4	4	1	4	1	9	3+
Legion Destroyer Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Destroyer Space Marines
- 1 Legion Destroyer Sergeant

Unit Type

- Legion Destroyer Marine: Infantry
- Legion Destroyer Sergeant: Infantry (Character)

Wargear

- Two bolt pistols each
- Chainsword or combat blade
- Frag, krak and rad grenades
- Power armour

Special Rules

- Legiones Astartes
- Counter-attack

Dedicated Transport

- A Legion Destroyer Squad may choose a Rhino or a Land Raider Proteus as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see page 98), other Dedicated Transport options may be available for the squad.

Options

- The Legion Destroyer Squad may take:
 - Up to 5 additional Destroyer Space Marines+20 points each
- The entire squad may take melta bombs+25 points
- The entire squad may be equipped with jump packs...+75 points (if this is done, the squad may not take a Dedicated Transport).
- For every five models in the squad, one Destroyer Space Marine may exchange one of their bolt pistols for one of the following:
 - Missile launcher equipped with a suspensor web and rad missiles (and no other type)+25 points each
 - Volkite serpenta+5 point each
 - Hand flamer+15 points each
 - Plasma pistol+15 points each
- The Destroyer Sergeant may exchange their chainsword/ combat blade for one of the following:
 - Power weapon+10 points
 - Power fist+15 points
 - Single lightning claw+15 points
 - Thunder hammer+20 points
- The Destroyer Sergeant may upgrade their power armour to:
 - Artificer armour+10 points
- The Destroyer Sergeant may take up to:
 - Three phosphex bombs+10 points each



ELITES

The origins of the Destroyer squads lay in the Unification Wars of Terra, but perhaps surprisingly not with the forces of the Emperor but his enemies. Considered dishonourable by some Legions who make little use of them or eschew them altogether, the Destroyers are equipped with and expert in the use of otherwise proscribed and forbidden weaponry. Alongside certain factions of the Mechanicum, only Destroyer cadres have license to use such forbidden devices. Rad-weapons, bio-alchem munitions and the crawl-burning horror of phosphex are among their dark arsenal—weapons which irrevocably taint the ground on which they are used.

During the long nightmare of the Age of Strife such weapons rendered many once life-sustaining colonies uninhabitable charnel houses of the dead. Marked by their fire-blackened and charred scalded armour, Space Marine Destroyers are often shunned and deemed somehow tainted by their battle-brothers in many Legions and considered at best a necessary evil, although the effectiveness of their relic weapons cannot be denied.



ELITES

The fruits of the Tactical Dreadnought Armour project, Terminator suits are the ultimate advance in personal armour technology the Imperium has developed. Terminator squads match these formidable developments with the finest veteran forces of the Legions to form devastating frontline assault units, able to withstand the heaviest enemy fire and deliver a hammer blow to crush the foe with ruthless power. Terminator armour equipped units are particularly valuable in heavy close-quarter fighting such as battles fought in the deep confines of hive cities or in starship boarding actions.

LEGION TERMINATOR SQUAD

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Terminator	4	4	4	4	1	4	2	8	2+
Legion Terminator Sergeant	4	4	4	4	1	4	2	9	2+

Unit Composition

- 4 Legion Terminators
- 1 Legion Terminator Sergeant

Unit Type

- Legion Terminator Space Marine: Infantry
- Legion Terminator Sergeant: Infantry (Character)

Wargear

- Combi-bolter
- Power weapon
- Terminator armour*

Special Rules

- Legiones Astartes
- Implacable Advance

Dedicated Transport

- A Legion Terminator squad numbering five models may take a Land Raider Phobos or a Deathclaw Drop Pod as a Dedicated Transport, or a Spartan if ten models or fewer. Note that if Rites of War are being used (see page 98), other Dedicated Transport options may be available for the squad.

Options

- The Legion Terminator Squad may take:
 - Up to 5 additional Terminators+30 points each
- For every five models in the Legion Terminator Squad, one Terminator may exchange their combi-bolter for one of the following special weapons:
 - Heavy flamer.....+10 points
 - Reaper autocannon+15 points
 - Plasma blaster.....+15 points
- Any Terminator and/or the Terminator Sergeant may exchange their combi-bolter for one of the following:
 - Combi-weapon.....+7 points each
 - Volkite charger+7 points each
- Any Terminator and/or the Terminator Sergeant may exchange their power weapon for one of the following:
 - Power fist.....+5 points each
 - Lightning claw.....+5 points each
 - Chainfist.....+10 points each
 - Thunder hammer.....+10 points each
- Any Terminator and/or the Terminator Sergeant may exchange both their power weapon and combi-bolter for a:
 - Pair of lightning claws.....+15 points
- The Terminator Sergeant may take a grenade harness +10 points

Implacable Advance

Legion Terminator squads are used to assail the most heavily defended objectives and secure them for the advance of allied forces. Legion Terminator Squads are always counted as scoring units in any mission where Troops are also counted as scoring units.

**The unit may either be equipped with Terminator armour, Tartaros Terminator armour or Cataphractii Terminator armour. The entire squad must use the same type, which must be represented on the models used.*

TECHMARINE COVENANT

35 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Techmarine	4	4	4	4	1	4	2	8	2+
Servo-automata	3	3	4	5	1	1	1	6	5+

Unit Composition

- 1-3 Legion Techmarines may be taken as a single Elites choice for the army. Each Legion Techmarine functions as a separate unit in the game and may be joined by Servo-automata (see Options).

Unit Type

- Servo-automata: Infantry
- Legion Techmarine: Infantry (Character)

Wargear (Legion Techmarine)

- Bolt pistol
- Power axe
- Servo-arm
- Frag and Krak grenades
- Artificer armour

Wargear (Servo-automata)

- Chainsword
- Bolter

Special Rules

(Legion Techmarine)

- Legiones Astartes
- Battlesmith

Special Rule (Servo-automata)

- Cybernetica

Dedicated Transport

- Any Legion Techmarine may take a Rhino as a Dedicated Transport.

Options

- Any Legion Techmarine may take one of the following:
 - Nuncio-vox+10 points
 - Augury scanner.....+5 points
 - Master-crafted bolter.....+5 points
 - Combi-weapon.....+10 points
 - Volkite charger.....+10 points
 - Plasma pistol.....+15 points
 - Graviton gun.....+15 points
- Any Techmarine may take melta bombs.....+5 points
- Any Techmarine may replace their servo-arm with a:
 - Conversion beamer+35 points
- Any Techmarine may take rad grenades+10 points
- Any Techmarine may exchange their power axe for a:
 - Thunder hammer.....+15 points
- Any Techmarine may take a Cyber-familiar+15 points
- Any Techmarine may be accompanied by:
 - Up to 4 Servo-automata forming a unit with them..+12 points each
- Any Servitor-automata may exchange its bolter with one of the following:
 - Lascutter.....+5 points
 - Power fist.....+15 points
 - Flamer.....+5 points
 - Rotor cannon.....+5 points
 - Heavy bolter.....+10 points
 - Multi-melta.....+10 points
 - Missile launcher (frag & Krak missiles).....+15 points

(If the Techmarine carries rad grenades, the missile launcher may exchange its frag & Krak missiles for rad missiles for +10 points)

Cybernetica

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



ELITES

Techmarines are specialist members of the Legion whose intelligence and aptitude marked them from an early stage for induction into the rites and secrets of the Mechanicum, and so hold dual allegiances both to their Legion and to the Machine Cult of Mars. Their role is to maintain and oversee the manufacture and supply of wargear and vehicles for their Legion, as well as operate and repair the most specialised and complex weaponry on the battlefield. In this a Legion's Armorum and its Techmarine masters are vital to its ability to wage war.



ELITES

A Legion's Apothecaries carry its most sacred trusts—the care of its fallen and the promise of its future. Serving as battlefield healers it is an Apothecary's task to proffer aid to the wounded, return the injured back to the fray and minister final mercy to those in need of it. From those beyond help, they have the onerous duty of recovering the Legion's gene-seed zygotes for implantation in future generations of Space Marines. These tasks require skill, learning and above all courage—for it is one thing to fight an enemy, and quite another to turn from battle and tend to the fallen in the midst of war when all around is a whirlwind of slaughter, heedless of safety.

APOTHECARION DETACHMENT 45 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Apothecary	4	4	4	4	1	4	1	8	3+

Unit Composition

- 1-3 Legion Apothecaries may be taken as a single Elites choice for the army as long as you have sufficient units to attach them to. Each Apothecary must be assigned to one of your squads during your deployment and may not voluntarily leave it during the game. Only squads entirely comprising models with the Infantry type and the Legiones Astartes special rule are eligible to be joined by a Legion Apothecary, and squads equipped with Terminator armour or with the Daemon special rule may not be joined by a Legion Apothecary.
- If an Apothecary is equipped with a jump pack then they may only join eligible squads with the Jump Infantry type and the Legiones Astartes special rule instead.
- If an Apothecary is equipped with a Legion Space Marine Bike then they may only join eligible squads with the Bike type and the Legiones Astartes special rule instead.

Unit Type

- Infantry (Character)

Wargear

- Bolt pistol
- Frag and Krak grenades
- Chainsword
- Narthecium
- Power armour

Special Rules

- Legiones Astartes

Options

- The Apothecary may take one of the following:
 - Augury scanner.....+5 points
 - Combi-weapon.....+10 points
 - Volkite charger.....+10 points
- The Apothecary may exchange their chainsword for a:
 - Power sword.....+10 points
- The Apothecary may have one of the following:
 - Artificer armour.....+10 points
 - Jump pack.....+15 points
 - Space Marine Bike with twin-linked bolters.....+20 points



LEGION DREADNOUGHT TALON

125 POINTS PER MODEL



ELITES

Dreadnoughts are heavily armed and armoured robotic walkers, piloted by an Interred Space Marine whose injuries are irreparable but who has enough spark of life and will left to endure encasement within the Dreadnought's cyborg frame. From within this armoured sarcophagus the warrior can continue to fight for his Legion for centuries, perhaps millennia, striding the battlefield like one of the giants of legend, both more and less than what they were before.

Dreadnoughts have their roots far back in the Dark Age of Technology, and have endured in idiosyncratic forms both on Mars and with the techno-barbaric warlords of Terra as well as in scattered human realms throughout the Age of Strife. Some of these individual relics are still in service—although many times re-tenanted over the millennia. Brought together now under the banner of the Imperium, many patterns of Dreadnoughts exist and it is in latter-day conjunction with the superhuman physiology of the Space Marines that this technology has reached its zenith.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Dreadnought	5	4	6	12	12	10	4	3	3

Unit Composition

- 1-3 Legion Dreadnoughts

Unit Type

- Vehicle (Walker)

Wargear

- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter
- Smoke launchers
- Searchlight

Special Rule

- Dreadnought Talon

Dedicated Transport

- A Legion Dreadnought Talon numbering a single Dreadnought may select a Legion Dreadnought Drop Pod as a Dedicated Transport.

Options

- Any Legion Dreadnought in the Talon may replace their twin-linked heavy bolter with one of the following:
 - Multi-melta Free
 - Twin-linked autocannon +5 points
 - Twin-linked missile launcher (with frag and krak missiles) +10 points
 - Plasma cannon +10 points
 - Flamestorm cannon +15 points
 - Twin-linked lascannon +25 points
 - Volkite culverin +10 points
- Dreadnought close combat weapon with inbuilt twin-linked bolter Free
- (This grants the Dreadnought an additional close combat attack)
- Any Dreadnought may replace its Dreadnought close combat weapon and inbuilt twin-linked bolter with one of the following:
 - Twin-linked heavy bolter Free
 - Chainfist with an inbuilt twin-linked bolter +10 points
 - Siege Wrecker with inbuilt twin-linked bolter +10 points
 - Twin-linked autocannon +10 points
 - Volkite culverin +10 points
 - Twin-linked missile launcher (with frag and krak missiles) +15 points
- Any Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Graviton gun +15 points each
 - Meltagun +15 points each
- Any Legion Dreadnought may be equipped with:
 - Extra Armour +5 points
 - Armoured Ceramite +20 points
- Any Legion Dreadnought may be equipped with one of the following:
 - Up to two hunter-killer missiles +5 points each
 - Havoc launcher +15 points
- Any Legion Dreadnought may be equipped with:
 - Frag assault launchers +15 points

Dreadnought Talon

This is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit. When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts must be placed within 6" of each other, but afterwards operate independently, and are not treated as a vehicle squadron.



ELITES

Regarded by many as the most advanced and powerful pattern of Dreadnought in the arsenal of the Great Crusade, the Contemptor is a relatively recent design that incorporates not only traditional Dreadnought technologies, but arcane systems drawn from the ancient and guarded lore of the Legio Cybernetica of the Mechanicum. Principal among these is a compact atomantic arc-reactor more powerful by far than anything of its size in Imperial manufacture. The abundance of energy it generates can be used to grant the Dreadnought frame speed and strength as well as power defensive energy field systems to further increase its battlefield durability.

These advantages over the older Lucifer and Castraferum pattern Dreadnoughts however are not without their price. The Contemptor requires higher levels of maintenance than most previous designs, while the arc-reactor if breached is prone to catastrophic failure, dooming the Contemptor chassis to utter destruction. Regardless, the Contemptor's power has found it a place within every Legion and demand for the new chassis is high.

CONTEMPTOR DREADNOUGHT TALON

175 POINTS PER MODEL

Armour

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

Unit Composition

- 1-3 Contemptor Dreadnoughts

Unit Type

- Vehicle (Walker)

Wargear

- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter
- Smoke launchers
- Searchlight

Special Rules

- Dreadnought Talon
- Atomantic Shielding
- Fleet

Dedicated Transport

- A Contemptor Dreadnought Talon numbering a single Dreadnought may select a Legion Dreadnought Drop Pod as a Dedicated Transport.

Options

- Any Legion Contemptor Dreadnought in the Talon may replace their twin-linked heavy bolter with one of the following:
 - Multi-melta Free
 - Twin-linked autocannon +5 points
 - Plasma cannon +10 points
 - Twin-linked volkite culverin +15 points
 - Kheres pattern assault cannon +15 points
 - Twin-linked lascannon +25 points
 - Heavy conversion beamer +35 points
 - Dreadnought close combat weapon with inbuilt twin-linked bolter Free (This grants the Dreadnought an additional close combat attack)
- Any Legion Contemptor Dreadnought may replace its Dreadnought close combat weapon and bolter with one of the following:
 - Chainfist with an inbuilt twin-linked bolter +10 points
 - Multi-melta Free
 - Twin-linked autocannon +10 points
 - Twin-linked heavy bolter Free
 - Plasma cannon +10 points
 - Twin-linked volkite culverin +15 points
 - Kheres pattern assault cannon +15 points
 - Twin-linked lascannon +25 points
- Any Legion Contemptor Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Graviton gun +15 points each
 - Meltagun +15 points each
- Any Dreadnought may be equipped with Extra Armour. +5 points
- Any Dreadnought may have a:
 - Carapace-mounted Havoc launcher +15 points

Dreadnought Talon

See page 33.

Atomantic Shielding

One of the Contemptor pattern's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the enhanced Atomantic power core within.

A Contemptor Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and 6+ against attacks suffered in close combat. In addition, if the Contemptor suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

LEGION RAPIER WEAPONS BATTERY

40 POINTS PER MODEL



ELITES

One of a number of similar designs utilised by the Imperium's armed forces, Rapier carriers are semi-automated tracked weapons carriers with on-board targeting systems and power generators. Designed to mount support weaponry too large and cumbersome for even the superhuman strength of a Space Marine to carry, the Rapier's relatively small size and mobility makes it a perfect support weapon both in defence and offence where larger field artillery and armoured vehicles cannot go due to their size or weight.

The most common armaments mounted on the Rapiers of the Space Marine Legions are quad heavy bolters and laser destroyer arrays for anti-personnel and anti-armour use respectively, while so-called "Thudd Gun" multi-launchers are favoured for siege warfare and suppressive fire. More rarely, a Legion's Techmarines will also use Rapier Carriers as mounts for more exotic weaponry for special operations, such as the graviton cannon.

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Rapier Carrier	-	-	-	7	2	-	-	-	3+

Unit Composition

- 1-3 Rapier Carriers forming a squadron. Each Rapier has 2 Space Marine crew.

Unit Type

- Rapier Carrier: Artillery
- Legion Space Marine: Infantry

Wargear (Space Marine Crew)

- Bolt pistol
- Frag and krak grenades
- Power armour

Wargear (Rapier Carrier)

- Quad heavy bolter

Special Rules

- Legiones Astartes (Space Marine Crew)
- Extremely Bulky (Rapier combined with Crew)

Options

- Any Rapier Carrier may exchange its quad heavy bolter with one of the following:
 - Laser destroyer array+15 points each
 - Graviton cannon+35 points each
- The entire battery may be upgraded to a Quad Launcher Support Battery (all Rapiers in the battery must be identically equipped), exchanging their quad heavy bolters for quad launchers with frag shells+20 points per model
- Quad Launcher Support Batteries may be given the following additional ammunition types at the costs shown. All Rapiers in the Battery must be identically upgraded:
 - Incendiary shell+5 points each
 - Shatter shell+10 points each
 - Splinter shell+10 points each
- If the detachment of which the Quad Launcher Support Battery is a part of contains a Siege Breaker Consul, then the entire Battery may be equipped with phosphex canister shot. All Rapiers in the Battery must be identically upgraded:
 - Phosphex canister shot+20 points each

Rapier Quad Launcher

Weapon	Range	Str	AP	Type
Frag shell	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock
Shatter shell	36"	8	4	Heavy 4, Sunder
Incendiary shell	12"-60"	4	5	Heavy 4, Barrage, Blast (3"), Ignores Cover Saves
Splinter shell	12"-36"	2	4	Heavy 4, Barrage, Blast (3"), Rending
Phosphex canister shot	12"-36"	4	3	Heavy 4, Barrage, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death



LEGION MORTIS DREADNOUGHT

125 POINTS

ELITES

The Dreadnought weapon configuration referred to as the Mortis sub-pattern mounts identical weapons on both arms, granting it the ability to bring a fearsome weight of firepower to bear on its target. The Mortis is often fitted with a helical targeting array slaved to enhanced target-cursing logis engines that allow it to track its foe with unprecedented accuracy and which make it particularly deadly against enemy flyers.

Initially, the majority of Mortis sub-pattern Dreadnoughts were of the Contemptor type, but as the Castraferum patterns (Mk IV and Mk V) Dreadnoughts have entered service in increasing numbers, this sub-pattern has been pressed into the anti-air role across all of the war zones of the Imperium.

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Mortis Dreadnought 4	5	5	6	12	12	10	4	3	3

Unit Composition

- 1 Legion Mortis Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Two twin-linked heavy bolters
- Smoke launchers
- Searchlight

Special Rules

- Helical Targeting Array

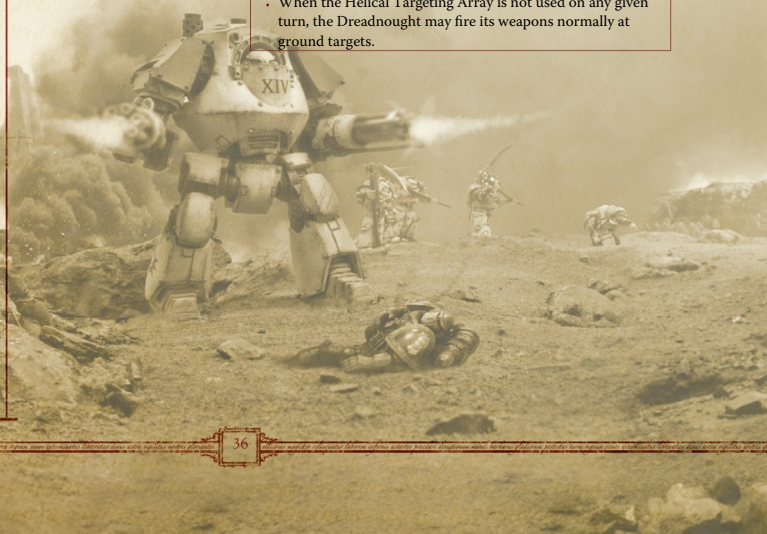
Options

- The Legion Mortis Dreadnought may exchange its two twin-linked heavy bolters with one of the following:
 - Two multi-meltas..... Free
 - Two twin-linked autocannon.....+10 points
 - Two twin-linked missile launchers (with frag and krak missiles).....+20 points
 - Two twin-linked lascannon.....+30 points
- The Legion Mortis Dreadnought may take any of the following:
 - Extra Armour.....+5 points
 - Armoured Ceramite.....+20 points
- The Legion Mortis Dreadnought may take one of the following:
 - Up to two hunter-killer missiles.....+5 points each
 - Havoc launcher.....+15 points

Helical Targeting Array

The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Dreadnought to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Dreadnought must be immobile while the system is in operation.

- The Helical Targeting Array grants the Skyfire and Interceptor rules to the Dreadnought's armament, both in the controlling player's player turn, and their opponent's following player turn.
- The use of the Helical Targeting Array is optional and should be declared by the controlling player at the beginning of each of their player turns, with the provision that the Dreadnought must remain stationary in the turn for the Helical Targeting Array to be used.
- When the Helical Targeting Array is not used on any given turn, the Dreadnought may fire its weapons normally at ground targets.



CONTEMPTOR-MORTIS DREADNOUGHT 155 POINTS

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Contemptor-Mortis 4		5	7	13	12	10	4	3	3

Unit Composition

- 1 Contemptor-Mortis Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Two twin-linked heavy bolters
- Smoke launchers
- Searchlight

Special Rules

- Atomantic Shielding
- Helical Targeting Array

Options

- The Contemptor-Mortis may exchange its two twin-linked heavy bolters with one of the following:
 - Two multi-meltas..... Free
 - Two twin-linked autocannon.....+10 points
 - Two Kheres pattern assault cannon.....+25 points
 - Two twin-linked lascannon.....+30 points
- The Contemptor-Mortis may take any of the following:
 - Extra Armour.....+5 points
 - Havoc launcher.....+15 points

Atomantic Shielding

One of the Contemptor pattern's most distinctive features is a series of defensive field generators mounted inside its armour plating and powered by the enhanced atomantic power core within.

A Contemptor-Mortis Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and a 6+ invulnerable save against attacks in close combat. In addition, if the Contemptor-Mortis suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Helical Targeting Array

The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Dreadnought to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Dreadnought must be immobile while the system is in operation.

- The Helical Targeting Array grants the Skyfire and Interceptor rules to the Dreadnought's armament, both in the controlling player's player turn, and their opponent's following player turn.
- The use of the Helical Targeting Array is optional and should be declared by the controlling player at the beginning of each of their player turns, with the provision that the Dreadnought must remain stationary in the turn for the Helical Targeting Array to be used.
- When the Helical Targeting Array is not used on any given turn, the Dreadnought may fire its weapons normally at ground targets.



ELITES

Dreadnoughts are utilised throughout the Legiones Astartes, fielded as spearhead assault units able to operate in war zones and environments impassable to more conventional classes of vehicle. Most in demand of all the types of Dreadnought in the arsenals of the Imperium are the Contemptors, towering war machines that utilise a combination of machine systems recovered during the Great Crusade, principal amongst them the potent and ill-understood atomantic arc-reactor.

When the Legiones Astartes Contemptor Dreadnought Talons go to war, they are sometimes accompanied by specialist machines to protect them from air attack. Where possible, the Contemptor-Mortis is fielded, for this anti-air sub-pattern of the standard Contemptor Dreadnought is equipped with an array of powerful weapons specifically designed to bring down enemy flyers, potent targeting auguries that allow it to lock onto and track multiple foes, as well as heavy field projectors able to withstand the inevitable storm of return fire its target is sure to unleash.



ELITES

First created during the Ullanor Campaign to replace battlefield losses in Dreadnoughts which far outstripped supply, the Contemtor-Cortus was a variant of the highly successful 'Prime' Contemtor pattern. Utilising many base components, the most sophisticated systems were replaced with robust —if less potent— systems which could be more readily fabricated in the field by the Legions. The result was a war machine with its own unique strengths and combat characteristics, but also with a not-undeserved reputation for instability.

The Mechanicum disapproved strongly of this ersatz design, and once the Ullanor Campaign was concluded, it was largely phased out and surviving examples decommissioned or put to permanent slumber as production of new Contemtor Primes and Castraferum Dreadnoughts met the shortfall. What was destined to have been no more than a footnote in the annals of the Legiones Astartes was however to see a resurrection in the grinding wars of the Horus Heresy in response to a need far greater than even that which had brought the design into being. Ever more Contemtor-Cortus Dreadnoughts strode into battle, either as new units, or even to cannibalise Prime and Mortis pattern Contemtors salvaged as wreckage from the battlefields of the ongoing war.

CONTEMPTOR-CORTUS CLASS DREADNOUGHT TALON

135 POINTS PER MODEL

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Contemtor-Cortus Dreadnought	4	4	6	13	11	10	4	3	3

Unit Composition

- 1-3 Contemtor-Cortus Dreadnoughts

Unit Type

- Vehicle (Walker)

Wargear

- Twin-linked heavy bolter
- Dreadnought close combat weapon with inbuilt twin-linked bolter
- Smoke launchers
- Searchlight

Special Rules

- Dreadnought Talon
- Atomantic Deflector
- Atomantic Overcharge
- Unstable Internment
- Fleet
- Move Through Cover

Dedicated Transport

- A Contemtor-Cortus Dreadnought Talon numbering a single Dreadnought may select a Legion Dreadnought Drop Pod as a Dedicated Transport.

Options

- Any Contemtor-Cortus pattern Dreadnought in the Talon may replace their twin-linked heavy bolter or its Dreadnought close combat weapon and bolter with one of the following:
 - Multi-melta Free
 - Twin-linked autocannon +5 points each
 - Plasma cannon +10 points each
 - Twin-linked volkite culverin +15 points each
 - Kheres pattern assault cannon +15 points each
 - Twin-linked lascannon +25 points each
 - Heavy conversion beamer (one only) +35 points each
 - (Replaces heavy bolter only) Dreadnought close combat weapon with inbuilt twin-linked bolter* Free
 - Chainfist with inbuilt twin-linked bolter +10 points each
 - *This grants the Dreadnought an additional close combat attack while equipped.
- Any Contemtor-Cortus pattern Dreadnought in the Talon may replace any twin-linked bolter with one of the following:
 - Heavy flamer +10 points each
 - Plasma blaster +20 points each
 - Graviton gun +15 points each
 - Meltagun +15 points each
- Any Contemtor-Cortus pattern Dreadnought may be equipped with Extra Armour +5 points each
- Any Contemtor-Cortus pattern Dreadnought may have a:
 - Carapace-mounted havoc launcher +15 points each



Dreadnought Talon

A Dreadnought Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit.

When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts must be placed within 6" of each other, but afterwards operate independently and are not treated as a vehicle squadron.

Atomantic Deflector

The Contemtor-Cortus utilises a less sophisticated version of the atomantic reactor/shield projector array that powered the Contemtor Dreadnoughts produced before the outbreak of Mankind's civil war. While the system is not capable of the sustained and omnidirectional output of the Prime pattern Contempors, it can nonetheless provide an invaluable defence against incoming fire.

The Contemtor-Cortus has a 5+ invulnerable save against shooting attacks and explosions which originate in its front arc. In addition, if it suffers a Vehicle Explodes damage result, add +1" to the radius of the blast.

Atomantic Overcharge

The creation of the Contemtor-Cortus class Dreadnought is regarded by many adepts of the Machine God as contrary to the codes and commandments of Omnissian dogma. Such critics point to the fact that core failsafe protocols and technocantic wards inherent to the Contemtor Prime template are almost entirely absent, making it possible for its reactor to be pushed to dangerous levels in the heat of battle by the will of the entombed pilot, or merely and more dangerously by their anger alone.

At the beginning of the controlling player's turn, they may declare that the Contemtor-Cortus is overcharging its atomantic reactor. The player may apply one of the following bonuses until the end of that player turn:

- The Rage special rule
- +1" Move and Charge distances
- +2" Run distance
- +1 Initiative

At the end of its player turn, roll a D6 for any Contemtor-Cortus using this option. On a roll of 1, it loses a Hull Point. If the loss of this Hull Point is sufficient to wreck the Dreadnought, it suffers an immediate Vehicle Explodes damage result, except that the radius of the explosion is increased by +D3" instead of the usual +1".

Unstable Internment

As products of the dark times of the Horus Heresy, the systemic connections of the Dreadnought's occupant to the machine itself were products of haste and desperation as often as need, and depending on the Legion which fielded them could also be carried out with barbaric indifference to the sanity or biological stability of the one entombed within.

A Contemtor-Cortus must always make Sweeping Advances if it is able to do so, and it can never be a scoring unit.

TROOPS

Tactical squads are the mainstay of the Space Marine Legions and the force by which the Great Crusade has reconquered much of the galaxy. It is by the fighting power of thousands of superhuman warriors such as these, armed and armoured for battle in the harshest of environments and the deadliest of war zones that the enemies of Mankind have been crushed time and again. The Legion Tactical squad is a highly flexible infantry unit, able to attack or defend at will, assault heavily fortified positions and take and hold strategic objectives or simply slaughter an enemy comprehensively in almost any terrain or situation.

LEGION TACTICAL SQUAD

125 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Tactical Space Marine 4	4	4	4	4	1	4	1	8	3+
Legion Tactical Sergeant 4	4	4	4	4	1	4	2	9	3+

Unit Composition

- 9 Legion Tactical Space Marines
- 1 Legion Tactical Sergeant

Unit Type

- Legion Tactical Space Marine: Infantry
- Legion Tactical Sergeant: Infantry (Character)

Wargear

- Bolter
- Bolt pistol
- Frag and Krak grenades
- Power armour

Special Rules

- Legiones Astartes
- Fury of the Legion

Dedicated Transport

- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see page 98), other Dedicated Transport options may be available for the squad.

Options

- The Legion Tactical Squad may take:
 - Up to 10 additional Legion Space Marines+10 points each
- The entire Legion Tactical Squad may do one of the following:
 - Exchange their bolter for a combat blade or chainsword.....Free
 - Take an additional combat blade or chainsword.....+2 points each
- One Space Marine may take a nuncio-vox.....+10 points
- One Space Marine may carry a Legion vexilla.....+10 points
- The Legion Tactical Squad's Sergeant may exchange their bolter and/or chainsword for one of the following:
 - Combi-weapon.....+10 points
 - Plasma pistol.....+15 points
 - Heavy chainsword.....+5 points
 - Power weapon.....+10 points
 - Power fist.....+15 points
 - Single lightning claw.....+15 points
- The squad's Sergeant may take melta bombs.....+5 points
- The squad's Sergeant may upgrade to artificer armour+10 points

Fury of the Legion

One of the Legion's greatest assets in open battle is the massed, co-ordinated hail of bolter fire its Tactical squads can unleash. Such is the firepower of this storm of explosive shells that enemy infantry formations and even squadrons of light vehicles will be blasted to the four winds in a single thunderous volley of bolt shells.

While at least five models remain in the unit armed with bolters or bolt pistols, the squad can elect to make a Fury of the Legion attack in the Shooting phase so long as they did not move, arrive via Deep Strike or disembark a vehicle earlier in that player turn. Models making a Fury of the Legion attack may fire twice with their bolters or bolt pistols against a single target (note that in the case of a combi-weapon, only the bolter part may fire twice).

Owing to the massive expenditure of ammunition involved, once a squad has made a Fury of the Legion attack it may not use Overwatch fire later that turn or fire in the Shooting phase of their next player turn, but may otherwise move, fight in assault, run, etc, normally (place a counter or note next to the unit to represent this). Fury of the Legion attacks may not be used for Snap Shots, and models joining the unit do not benefit from this rule and must fire normally, as does any non-bolter weapon used by the squad at the same time as the Fury of the Legion attack is made.

LEGION ASSAULT SQUAD

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Assault Space Marine	4	4	4	4	1	4	1	8	3+
Legion Assault Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 9 Legion Assault Space Marines
- 1 Legion Assault Sergeant

Unit Type

- Legion Assault Space Marine: Jump Infantry
- Legion Assault Sergeant: Jump Infantry (Character)

Wargear

- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Jump pack
- Power armour

Special Rule

- Legiones Astartes

Options

- The Legion Assault Squad may take:
 - Up to 10 additional Assault Space Marines.....+13 points each
 - The entire squad may take melta bombs.....+5 points each
 - The entire squad may take combat shields.....+3 points each
- For every five models in the squad, one Legion Assault Space Marine may modify their weapons in one of the following ways:
 - Exchange their chainsword/combata blade for a Power weapon.....+10 points each
 - Exchange their bolt pistol for a hand flamer.....+10 points each
 - Exchange their bolt pistol for a plasma pistol.....+15 points each
- The squad's Sergeant may do one of the following:
 - Exchange their bolt pistol for a hand flamer.....+10 points
 - Exchange their bolt pistol for a plasma pistol.....+15 points
- The squad's Sergeant may exchange their chainsword and/or combat blade for one of the following:
 - Heavy chainsword.....+5 points
 - Power weapon.....+10 points
 - Single lightning claw.....+15 points
 - Thunder hammer.....+20 points
 - Power fist.....+15 points
- Alternatively, the squad's Sergeant may exchange both their chainsword/combata blade and bolt pistol with a:
 - Pair of lightning claws.....+20 points
- The squad's Sergeant may take any of the following:
 - Melta bombs (if the squad has not already been upgraded to carry them).....+5 points
 - Combat shield (if the entire squad has not already been upgraded to carry them).....+3 points
- The squad's Sergeant may upgrade to artificer armour+10 points

TROOPS

Jump pack-equipped assault squads are rapid attack forces whose wargear is optimised towards close-quarter fighting and hit-and-run tactics. The use of jump packs allows Assault squads to move with great speed across the battlefield and impact the enemy line with savage force, leaping past intervening terrain and open defences to engage their adversaries in bloody melee. The needs of even limited flight systems however preclude the use of heavy weaponry or extensive munitions supplies. Jump pack-equipped Assault squads are not embraced to the same extent by all of the Legions for reasons of combat doctrine, temperament or simple resource difficulties, with the Raven Guard and Night Lords being among their greatest proponents. Even those Legions with whom they do not find particular favour however, such as the Death Guard and Iron Hands, can still field a force of them when the need arises.

TROOPS

The most hazardous and desperate spheres of warfare such as boarding actions amid the cold void of space and the forlorn hope of the first wave of attackers into a breached fortress domain can prove lethal beyond endurance. For this reason, since the early days of the Great Crusade, specialised forms of wargear and tactics have been under continuous development to cope with these 'Zones Mortalis' and certain Legions such as the Imperial Fists, World Eaters and the Iron Warriors have even made these bloody modes of warfare their particular concern. Breacher Siege squads are units of Space Marines equipped with specialised arms and armour designed to enable them to act as a vanguard in such missions, including heavy ablative shields to resist enemy fire and specialized breaching charges and lascutters to bypass bulkheads and shatter strongpoints.

LEGION BREACHER SIEGE SQUAD

200 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 9 Legion Breacher Siege Space Marines
- 1 Legion Breacher Siege Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Sergeant: Infantry (Character)

Wargear

- Bolter
- Bolt pistol
- Frag and Krak grenades
- Power armour
- Boarding shield

Special Rules

- Legiones Astartes
- Hardened Armour

Dedicated Transport

- As long as it numbers no more than 10 models, the squad make take a Land Raider Phobos or Land Raider Proteus as a Dedicated Transport.

Options

- The Legion Breacher Siege Squad may take:
 - Up to 10 additional Space Marines+15 points each
 - The entire squad may take melta bombs+5 points each
 - For every five models in the squad, one Space Marine may exchange their bolter for one of the following:
 - Volkite charger+5 points
 - Flamer+10 points
 - Meltagun+15 points
 - Graviton gun+15 points
 - Lascutter+10 points
 - One Space Marine may take a nuncio-vox+10 points
 - One Space Marine may carry a Legion vexilla+15 points
 - The Legion Breacher Siege Squad's Sergeant may exchange their bolter for one of the following:
 - Combi-weapon+10 points
 - Plasma pistol+15 points
 - The Legion Breacher Siege Squad's Sergeant may exchange their bolter or bolt pistol for one of the following:
 - Power weapon+10 points
 - Power fist+15 points
 - Single lightning claw+15 points
 - Thunder hammer+20 points
 - The Legion Breacher Siege Squad's Sergeant may take:
 - One breaching charge+10 points
 - Melta bombs+5 points (if the squad has not already been upgraded to carry them)
 - The Legion Breacher Siege Squad's Sergeant may:
 - Upgrade to artificer armour+10 points (Note: This means he will also be subject to the Hardened Armour special rule).

Hardened Armour

Breacher squads employ specially customised and augmented suits of power armour (usually variants on the Iron pattern) modified by the Legion's Techmarines to better withstand the rigours of siege warfare, lethal environments and close-quarter boarding actions in space. The servos and power systems of such armour are overstrained as a result of these modifications, and require constant extensive maintenance between battles. This deficiency was one of the factors that ultimately led to the Tactical Dreadnought Armour project.

- Hardened armour automatically counts as being Void Hardened (see the Cold Void mission special rules in *The Horus Heresy Book One – Betrayal*) in missions where this is appropriate, and failed armour saves against Template and Blast weapons may be re-rolled. Units with Hardened Armour reduce the distance rolled for charges, Sweeping Advances and Run moves by 1".

LEGION TACTICAL SUPPORT SQUAD

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Tactical Space Marines
- 1 Legion Tactical Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Sergeant: Infantry (Character)

Wargear

- Flamer
- Bolt pistol
- Frag and Krak grenades
- Power armour

Special Rules

- Legiones Astartes
- Support Squad

Dedicated Transport

- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see page 98), other Dedicated Transport options may be available for the squad.

Options

- The Legion Tactical Support Squad may take:
 - Up to 5 additional Space Marines+15 points each
- The entire Legion Tactical Squad may take:
 - An additional combat blade or chainsword+2 points each
- All of the models in the squad may exchange their flammers for one of the following weapons. If taken, then all the models in the squad must be equipped with the same weapon:
 - Rotor cannonFree
 - Volkite chargerFree
 - Volkite caliver+5 points each
 - Plasma gun+15 points each
 - Melta gun+15 points each
- The squad's Sergeant may alternatively take any of the following instead of their flamer:
 - Close combat weapon or bolter and augury scannerFree
 - Combi-weaponFree
- The squad's Sergeant may exchange their bolt pistol for:
 - Plasma pistol+15 points
- The squad's Sergeant may exchange their combat blade/ chainsword for one of the following:
 - Heavy chainsword+5 points
 - Power weapon+10 points
 - Power fist+15 points
 - Single lightning claw+15 points
- The squad's Sergeant may upgrade to artificer armour +10 points
- The squad's Sergeant may also take melta bombs+5 points

Support Squad

Support squads are Legion formations that utilise specialised wargear, weapons and tactics to support the assault of the Legion's main strength. Although they are Troops choices for the Space Marine Legion army, they may not be used to fill compulsory Troops choices on a Force Organisation chart (unless a particular Legion has special rules to the contrary).

TROOPS

Tactical support squads are mobile fire-support units that replace the utilitarian bolter of their comrades with more specialised weapons, enabling them to cope with particular battlefield threats or enemies. Operating in close order with the Legion's other troops, the support squad's firepower enables a battlefield strike force of Space Marines to act with even more versatility and engage a wider range of targets on its own terms. The most common armaments used by Tactical support squads are flammers which are ideal for urban warfare, bunker and trench clearance, as well as eradicating xenos life forms from an area. Rapid-firing rotor cannon are used against large numbers of lightly armed foes, thermic energy meltas for tank-busting, and where available, plasma and volkite weapons against the most heavily armoured and monstrous enemies.



TROOPS

The eyes and ears of the Legion in the field, Reconnaissance squads are formed from experienced Space Marines expert in operating independently and often deep behind enemy lines. This is a task for which they are armed and equipped with a variety of specialised wargear including long-range weaponry, sensor-auspex and stealth gear. They perform the function of scouts and intelligence gatherers, identifying targets and gathering information on enemy movements and strengths. They also serve the Legion as pickets, saboteurs, raiders and snipers where needed, and in open battle are expert in sudden flanking manoeuvres and infiltration attacks in support of their main force.

LEGION RECONNAISSANCE SQUAD

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Reconnaissance Space Marines
- 1 Legion Reconnaissance Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Sergeant: Infantry (Character)

Wargear

- Bolter
- Bolt pistol
- Frag and Krak grenades
- Shroud bombs
- Power armour

Special Rules

- Legiones Astartes
- Scout
- Outflank
- Acute Senses
- Support Squad

Dedicated Transport

- The squad may use either a Rhino or Storm Eagle Gunship as a Dedicated Transport.

Options

- The Legion Reconnaissance Squad may take:
 - Up to 5 additional Space Marines+15 points each
- Any Space Marine may exchange their bolter for one of the following:
 - Sniper rifle.....+5 points each
 - Space Marine shotgun Free
 - Chainsword or combat blade..... Free
- One Space Marine may take a nuncio-vox.....+10 points
- The squad may take cameleoline.....+5 points each
- The entire squad may take melta bombs.....+5 points each
- The entire squad may replace their power armour with:
 - Recon armour..... Free
 (*This changes their Armour save to 4+ and they gain the Infiltrate and Move Through Cover special rules.*)
- The squad's Sergeant may exchange their bolter and/or bolt pistol for one of the following:
 - Chainsword or combat blade..... Free
 - Power weapon+10 points
 - Single lightning claw+15 points
 - Power fist.....+15 points
- The squad's Sergeant may exchange their bolter for one of the following:
 - Hand flamer+5 points
 - Combi-weapon.....+10 points
 - Plasma pistol.....+15 points
 - Volkite serpenta+5 points
- The squad's Sergeant may upgrade to artificer armour+10 points (*They still gain Infiltrate and Move Through Cover if the unit exchanges its armour.*)

Support Squad

Support squads are Legion formations that utilise specialised wargear, weapons and tactics to support the assault of the Legion's main strength. Although they are Troops choices for the Space Marine Legion army, they may not be used to fill compulsory Troops choices on the Force Organisation chart (unless a particular Legion has special rules to the contrary).

LEGION RHINO ARMoured CARRIER

35 POINTS PER MODEL



DEDICATED TRANSPORTS

The Rhino is the most widely used armoured personnel carrier in the Imperium. Based on ancient STC technology the fundamental design is robust, reliable and easy to maintain, and its adaptive power plant can run off a wide variety of fuels (with varying degrees of efficiency), making it perfect for the wide-ranging armies of the Great Crusade. Produced in the thousands and with several distinct patterns in common use—the Deimos being most widespread in the Space Marine Legions, it has also served as the basis for a number of other war machines.

	Armour				
	BS	Front	Side	Rear	HP
Legion Rhino	4	11	11	10	3

Unit Composition

- 1 Rhino

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Searchlight
- Smoke launcher
- Twin-linked bolter

Special Rules

- Repair

Transport Capacity

- 10 models (Rhinos may not carry models with the Bulky, Very Bulky or Extremely Bulky special rules).

Fire Points

- Two models may fire from the Rhino's top hatch.

Access Points

- The Rhino has one access point on each side of the hull and one at the rear.

Options

- A Rhino may take any of the following:

- Hunter-killer missile+5 points
- Dozer blade.....+5 points
- Auxiliary Drive.....+10 points
- Extra Armour+5 points

- A Rhino may take one of the following pintle-mounted weapons:

- Twin-linked bolter.....+5 points
- Combi-weapon.....+5 points
- Heavy bolter.....+10 points
- Heavy flamer.....+10 points
- Multi-melta.....+15 points
- Havoc launcher+15 points

Repair

These vehicles are extraordinarily robust and can often be repaired in the midst of battle by their crews. If a Rhino is immobilised for any reason, then in subsequent turns the crew can attempt a repair instead of firing any of the Rhino's weapons. In the Shooting phase instead of firing a weapon, the Rhino can attempt to repair an Immobilised result on a D6 roll of 6.

LEGION DROP POD

35 POINTS PER MODEL

DEDICATED TRANSPORTS

Drop pods are self-contained, recoverable orbital descent capsules, each designed to carry a squad of Space Marines (with modified versions fitted to carry Dreadnoughts and other gear). They are used for surprise attacks and combat drops into the midst of active war zones, with Space Marine warships showering them down like ordnance from the edge of space towards their target. Drop pods are armoured and reinforced to withstand the rigours of re-entry (and ground fire to some extent), but their only true defence is speed and unaugmented humans have little chance of surviving flight and landing within one.

Legion Drop Pod

Armour				
BS	Front	Side	Rear	HP
4	12	12	12	3

Unit Composition

- 1 Drop Pod

Unit Type

- Vehicle (Open-topped, Transport)

Wargear

- Twin-linked bolter

Special Rules

- Drop Pod Assault
- Immobile
- Inertial Guidance System

Transport Capacity

- The Legion Drop Pod may transport 10 models or 1 Legion Dreadnought or 1 Rapier Carrier and Crew

Drop Pod Assault

Legion Drop Pods always enter play using the Deep Strike rules and units who have purchased Drop Pods as transports must always be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. Note: As soon as a Drop Pod is deployed, its doors are automatically opened to their full extent.

Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.

Note that this addition does not apply to other listed Drop Pod types, which have their own variants of this special rule and are costed appropriately to reflect this.

Immobile

Once it has been deployed, a Drop Pod cannot move and counts as a vehicle that has suffered an irreparable Immobilised result (although no Hull Point loss is suffered).

Inertial Guidance System

Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle.

LEGION DREADNOUGHT DROP POD

100 POINTS

	Armour				HP
	BS	Front	Side	Rear	
Legion Dreadnought Drop Pod	4	12	12	12	3

Unit Composition

- 1 Drop Pod

Unit Type

- Vehicle (Open-topped, Transport (Special))

Wargear

- None

Special Rules

- Drop Pod Assault
- Immobility
- Inertial Guidance System
- Burning Retros
- Assault Vehicle

Transport Capacity

- The Legion Dreadnought Drop Pod may transport a single Dreadnought or Dreadnought variant (including Contemptor Dreadnoughts)

Drop Pod Assault

Legion Drop Pods always enter play using the Deep Strike rules, and units who have purchased Drop Pods as transports must always be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault with. These units arrive on their player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. Note: As soon as a Drop Pod is deployed, its doors are automatically opened to their full extent.

Inertial Guidance System

Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the Scatter distance by the minimum required to avoid the obstacle. Note that the Lucius pattern Dreadnought Drop Pod is considerably larger than the more common Drop Pod and so will need a larger space in which to land successfully.

Burning Retros

Owing to the meteoric descent speed and the fiery blast of the Drop Pod's retros on arrival, the Legion Dreadnought Drop Pod has the Shrouded special rule on the game turn it arrives (note that this also applies to any Interceptor fire or similar effects it might be subject to).

- Once the Drop Pod lands, its doors are opened automatically, but the Dreadnought inside does not have to deploy out unless the controlling player wishes, and if this is the case, though it may still be targeted by shooting attacks, it may not be charged while this rule is in effect.
- The dissipating fireball clouds the Drop Pod so that should the Dreadnought carried by the Drop Pod remain on any part of its structure (including its doors) while this rule is in effect, the Dreadnought and the Drop Pod benefits from the Shrouded special rule. The Shrouded rule also applies to any unit targeted by any shooting attack whose line of sight passes through or over the Drop Pod on the game turn of its arrival. Note that this will also affect the Dreadnought firing out through the cloud.
- The burning retro's effect lasts from the player turn in which the Dreadnought Drop Pod landed until the controlling player's next player turn. After this point, both the Drop Pod and the Dreadnought may be assaulted and shot at normally.

Assault Vehicle

The Legion Dreadnought Drop Pod has the Assault Vehicle special rule thanks to its larger size and special design, allowing the transported Dreadnought to assault on the same turn it disembarks from the Drop Pod's structure. However, the Dreadnought may still not assault on the same turn the Drop Pod arrives from Deep Strike.

DEDICATED TRANSPORTS

Developed alongside the more common Legion drop pod in general service, specifically designed Dreadnought drop pods, such as the Lucius pattern heavy drop pod, are somewhat larger than the standard drop pods of the Legiones Astartes and have a more powerful engine, allowing for a dangerously meteoric descent to the battlefield. This serves to protect their cargo during approach and allow it to strike with unprecedented speed. The stresses involved, however, are such that only the heavily armoured and protected shell of a Dreadnought could hope to survive the descent and impact with the ground without being wrecked or pulverised.

Dreadnought drop pods are still highly valued by many Legions, especially considering the attrition rate they commonly suffer in battle, while others inherently dislike the design, lacking as it does armament or the adaptability of more mobile, multi-role designs such as the Deathclaw pattern recently made available.

FAST ATTACK

Seeker squads are comprised of a specialised force of Space Marines whose principal task on the battlefield is to identify an enemy's command structure —its warlords, officers, priests, demagogues— whatever they may be, and slay them with a well-placed bolt round while the battle rages round them. The Alpha Legion are said to have first crystallized this tactic and squad configuration, which has since, with the Emperor's approval, spread to the other Legions, although its use sits poorly within the combat doctrine of some. Seeker squad members are chosen primarily on pure merit as the best shots in their Legion, as a Seeker strike force will often be forced to rely on the briefest window of opportunity to take down their targets at close range, rather than have the luxury of distance and able sighting as a sniper in a reconnaissance squad might have. To aid them in the kill, Seeker squads are usually equipped with special issue ammunition to better deal with their chosen victims.

LEGION SEEKER SQUAD

155 POINTS

Legion Seeker Space Marine
Legion Strike Leader

WS	BS	S	T	W	I	A	Ld	Sv
4	5	4	4	1	4	1	8	3+
4	5	4	4	1	4	2	9	3+

Unit Composition

- 4 Seeker Space Marines
- 1 Strike Leader

Unit Type

- Legion Seeker Space Marine: Infantry
- Legion Strike Leader: Infantry (Character)

Wargear

- Bolter
- Bolt pistol
- Frag and Krak grenades
- Power armour

Special Rules

- Legiones Astartes
- Special Issue Ammunition
- Marked For Death
- Implacable Advance
- Precision Shot

Dedicated Transport

- A Seeker squad may choose a Rhino or a Land Raider Proteus as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see page 98), other Dedicated Transport options may be available for the squad.

Options

- The Legion Seeker Squad may take:
 - Up to 5 additional Seeker Space Marines+20 points each
 - One Seeker Space Marine may take a nuncio-vox+10 points
 - Any Seeker Space Marine may exchange their bolter for a:
 - Combi-weapon+10 points each
 - The Legion Seeker Squad's Strike Leader may take one of the following:
 - Power weapon+10 points
 - Power fist.....+15 points
 - A single lightning claw.....+15 points
 - The Legion Seeker Squad's Strike Leader may take:
 - Melta-bombs+5 points
 - The Legion Seeker Squad's Strike Leader may upgrade to:
 - Artificer armour.....+10 points
 - The Legion Seeker Squad's Strike Leader may exchange their bolter and special issue ammunition for a plasma pistol.....+10 points

Special Issue Ammunition

Seeker Space Marines are equipped with Kraken, Scorpion and Tempest bolt shells for their bolters (and combi-weapons where applicable), and may choose which to use each turn they fire.

Marked For Death

After the two sides have set up and any infiltrators have been placed, each Space Marine Seeker unit in a player's force may specify a single enemy unit or independent character as being 'Marked for Death'. Make a note of which unit this is. The Legion Seeker unit now counts as having the Preferred Enemy special rule against this chosen target.

LEGION OUTRIDER SQUAD

90 POINTS

	WS	BS	S	T	W	I	A	Ld	SV
Legion Space Marine Outrider	4	4	4	5	1	4	1	8	3+
Legion Outrider Sergeant	4	4	4	5	1	4	2	9	3+

Unit Composition

- 3 Legion Space Marine Outriders

Unit Type

- Legion Space Marine Outrider: Bikes
- Legion Outrider Sergeant: Bike (Character)

Wargear

- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Power armour
- Legion Space Marine Bike with twin-linked bolter

Special Rules

- Legiones Astartes
- Scout

Options

- The Legion Space Marine Outriders Squad may take
 - Up to 7 additional Space Marine Outriders+30 points each
- The entire squad may take melta-bombs+5 points each
- For every three models in the squad, one may modify their weapons in one of the following ways:
 - Exchange their chainsword or combat blade for a:
 - Power weapon+10 points each
 - Exchange their bolt pistol for a:
 - Hand flamer+10 points each
 - Plasma pistol+15 points each
- The Legion Space Marine Outriders squad may exchange their Bike's twin-linked bolter for one of the following:
 - Twin-linked flamer+15 points each
 - Twin-linked melta-gun+25 points each
 - Twin-linked plasma gun+25 points each
- One Space Marine Outrider may be upgraded to an:
 - Outrider Sergeant+15 points each
- The squad's Outrider Sergeant may exchange their bolt pistol for one of the following:
 - Hand flamer+10 points
 - Plasma pistol+15 points
- The squad's Outrider Sergeant may exchange their chainsword or combat blade for one of the following:
 - Power weapon+10 points
 - Power fist+15 points
 - Single lightning claw+15 points
- The squad's Outrider Sergeant may take:
 - Melta-bombs+5 points
 (if the squad has not already been upgraded to carry them).

FAST ATTACK

Outriders are mechanised Space Marine reconnaissance squads who take to the field mounted on ruggedly constructed, all-terrain armoured ground bikes and scramblers. Used for scouting missions as well as rapid encirclement and hit-and-run attacks behind enemy lines, the chief advantage of the Outriders is speed, their bikes enabling them to cover ground far quicker than infantry and go where heavier vehicles cannot.



FAST ATTACK

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

LEGION ATTACK BIKE SQUADRON

40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Attack Bike	4	4	4	5	2	4	2	8	3+

Unit Composition

- 1-5 Legion Space Marine Attack Bikes

Unit Type

- Bikes

Wargear

- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Power armour
- Legion Space Marine Bike with twin-linked bolter
- Heavy bolter

Special Rule

- Legiones Astartes

Options

- The entire squadron may take melta-bombs+5 points each
- Any Attack Bike in the squadron may exchange their heavy bolter for one of the following:
 - Heavy flamer..... Free
 - Auto-cannon.....+5 points each
 - Multi-melta.....+10 points each



LEGION JETBIKE SKY HUNTER SQUADRON 135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Sky Hunter	4	4	4	5	1	4	1	8	2+
Legion Sky Hunter Sergeant	4	4	4	5	1	4	2	9	2+

Unit Composition

- 3 Legion Space Marine Sky Hunters

Unit Type

- Legion Space Marine Sky Hunter: Jetbike
- Legion Sky Hunter Sergeant: Jetbike (Character)

Wargear

- Bolt pistol
- Chainsword or combat blade
- Frag and krak grenades
- Power armour
- Legion Space Marine Scimitar Jetbike with a heavy bolter

Special Rules

- Legiones Astartes
- Deep Strike

Options

- The squad may take:
 - Up to 7 additional Space Marine Sky Hunters...+35 points each
- The entire squad may take melta-bombs.....+5 points each
- For every three models in the squadron, one may replace their Jetbike's heavy bolter with one of the following:
 - Multi-melta.....+10 points
 - Volkite culverin.....+10 points
 - Plasma cannon.....+15 points
- One Space Marine Sky Hunter may be upgraded to a:
 - Sky Hunter Sergeant.....+15 points
- The squad's Sky Hunter Sergeant may exchange their bolt pistol for one of the following:
 - Hand flamer.....+10 points
 - Plasma pistol.....+15 points
- The squad's Sky Hunter Sergeant may exchange their chainsword or combat blade for a:
 - Power weapon.....+10 points
 - Power fist.....+15 points
 - Single lightning claw.....+15 points
- The squad's Sky Hunter Sergeant may take:
 - Melta-bombs.....+5 points (if the squad has not already been upgraded to carry them)

FAST ATTACK

Sky Hunters are feared strike units which use sophisticated and powerful Jetbikes as mounts. These grav-impeller assisted, jet engine propelled craft are more akin to compact aircraft than ground bikes and are able to maintain great speeds for extended periods of low altitude flight. Their lift-strength is sufficient not only to carry a heavily armoured Space Marine and his wargear aloft, but also carry a variety of heavy weapons mounts and stocks of ammunition, giving the Sky Hunters extremely potent firepower. The Jetbike patterns in service with the Space Marine Legions are modifications of designs which considerably predate the Imperium and given the materials required to make and maintain them (such as the iridium-calcite alloys needed to fabricate the hyper-efficient suspensor/repulsor plates required for flight), demand for them by the Legions has always outstripped supply.

FAST ATTACK

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

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

PRIMARIS-LIGHTNING STRIKE FIGHTER

135 POINTS

Armour

BS	Front	Side	Rear	HP
4	11	11	10	2

Primaris-Lightning

Unit Composition

- 1 Primaris-Lightning

Unit Type

- Vehicle (Flyer)

Wargear

- Chaff launcher
- Twin-linked lascannon
- Armoured cockpit

Special Rules

- Agile
- Deep Strike
- Supersonic

Options

- The Primaris-Lightning is equipped with three dual hardpoint mounts, each of which can be equipped with one of the following payload options at the cost listed:
 - Twin-linked autocannon.....+20 points
 - Twin-linked multi-laser.....+20 points
 - Twin-linked missile launcher (equipped with frag and krak).....+25 points
 - Two Sunfury heavy missiles.....+25 points
 - Two Kraken penetrator heavy missiles.....+35 points
 - Phosphex bomb cluster.....+15 points
 - Two electromagnetic storm charges.....+10 points
- The Primaris-Lightning may be equipped with any of the following:
 - Battle Servitor Control.....+15 points
 - Ground-tracking Auguries.....+10 points
 - Ramjet Diffraction Grid.....+20 points

Special Ordnance: Rad Missiles

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



Ramjet Diffraction Grid

Using similar technology to the flare shield, this system channels the plasma heat and radiated waste of the Primaris-Lightning's powerful engines into a scattering superheated plasma field in the aircraft's wake, leaving a fiery, comet-like trail. This reduces the Strength value of incoming shooting attacks from its side and rear arcs by -1, but means the model cannot benefit from cover saves thanks to Night Fighting.

Ground-tracking Auguries

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

Deadly Cargo

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

Battle Servitor Control

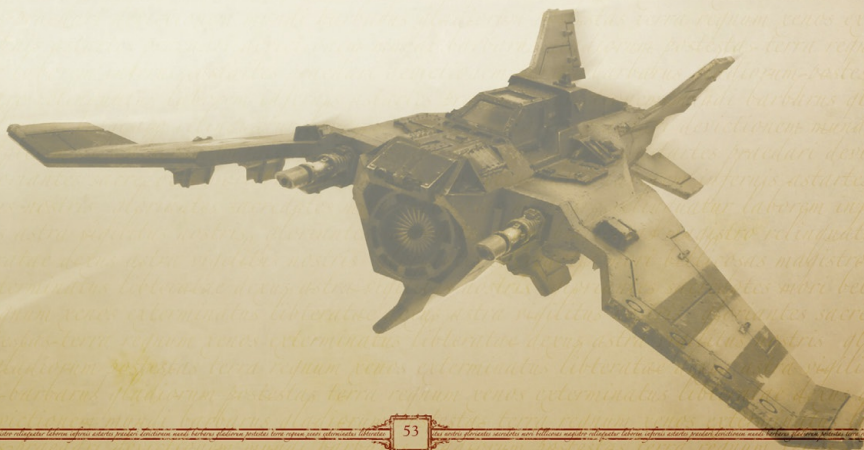
A Primaris-Lightning may replace its human crew with hard-wired servitor control and dedicated cogitator targeting arrays, designed to identify and target weak spots on enemy vehicles. This upgrade gives the Primaris-Lightning the Tank Hunters special rule.

Primaris-Lightning Weapons

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

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

*See page 126.



FAST ATTACK

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

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

LEGION TARANTULA SENTRY GUN BATTERY

35 POINTS PER GUN

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

Unit Composition

- 1-3 Sentry Guns, forming a battery

Unit Type

- Artillery (Immobile)

Wargear

- Twin-linked heavy bolters

Special Rules

- Automated Artillery
- Deployment
- Targeting

Options

- Any Sentry Gun in the battery may exchange its twin-linked heavy bolters for:
 - Twin-linked heavy flammers.....Free
 - Two twin-linked rotor cannon.....Free
 - Twin-linked lascannon.....+10 points per model
 - Multi-melta and searchlight.....+5 points per model
- The entire Sentry Gun Battery may exchange their twin-linked heavy bolters for a:
 - Hyperios air-defence missile launcher*....+20 points per model
- Any Sentry Gun equipped with a Hyperios missile launcher may exchange it for a:
 - Hyperios command platform*.....+10 points per model
- The entire battery may be upgraded to have:
 - Concealment.....+10 points per model

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

Deployment

- **Forward Deployment:** The Sentry Gun Battery has the Scout special rule (note that it still may not be deployed from Reserve).
- **Concealment:** The Sentry Gun Battery has the Shrouded special rule until the first time it fires its weapons, afterwards the effects of this rule no longer apply.

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

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

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

Hyperios Air-defence Missile Launcher

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

Heat Seeker

Failed To Hit and AP rolls of a 1 must be re-rolled.

Hyperios Command Platform

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

ANVILLUS PATTERN DREADCLAW DROP POD

115 POINTS

FAST ATTACK

		Armour				
	BS	Front	Side	Rear	HP	
Dreadclaw	-	12	12	12	3	

Unit Composition

- 1 Dreadclaw

Unit Type

- Vehicle (Hover, Flyer)

Wargear

- Frag assault launchers

Special Rules

- Assault Vehicle
- Deep Strike
- Drop Pod Assault
- Heat Blast

Transport Capacity

The Dreadclaw has a transport capacity of 10 or can be used to transport a single Dreadnought from the following:

- Legion Dreadnought
- Legion Mortis Dreadnought
- Contemptor Dreadnought
- Contemptor Mortis
- Contemptor-Cortus

Access Points

- One access hatch beneath the hull. In practice, passengers can disembark at ground level within 2' of the hull.

Drop Pod Assault

A Dreadclaw, and any unit it transports, must always be held in Reserve and always enters play using the Deep Strike rules, and counts as a Drop Pod for the wider use of the Drop Pod Assault rule for the army. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. In the case of the Dreadclaw, unlike other Drop Pods it is not immobile, however, after it has landed, it is treated as a Flyer with Hover mode (which starts off as hovering after it has arrived via Deep Strike).

Inertial Guidance System

Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle.

Heat Blast

Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melt cutters designed to burn their way into the armoured hulls of ships. The Legiones Astartes quickly learned they could also use these systems as a limited form of offensive weaponry, dispersing their blasts to incinerate anything nearby on landing, or in the more extreme cases, even scorch a swathe across the battlefield using dangerous low-level flying attacks.

When a model with this rule arrives via Deep Strike, or later when operating as a skimmer in Hover mode, it may if its controlling player wishes inflict a Heat Blast attack. If it does so, then models it is transporting may not disembark or embark on the turn this attack is used.

Heat Blast (Deep Strike): Immediately after the model deploys using the Deep Strike rule, measure a radius of 3" + D3" horizontally outwards from its main hull (do not count any landing struts, etc). All models caught in the blast suffer a Str 6 AP 5 hit with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack.

Heat Blast (Fire Sweep): If the controlling player wishes, any unit the model passes directly over (i.e., falls directly under its hull during its Movement phase) suffers D6 Str 5 AP 5 hits with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack. Hits from this attack are distributed across a unit as the player suffering the attack wishes. Roll a D6 each time this attack is inflicted. On a result of a 1, the Drop Pod itself suffers a penetrating hit.

The Anvillus Pattern Dreadclaw Drop Pod was initially designed to insert Legion Space Marine boarding forces onto enemy void-craft in the midst of battle. As such they have a minimal profile and a heavily armoured hull designed to survive fire from smaller ship-based close defence weaponry, while a series of melt cutters allow it to slice through a ship's outer hull and deliver its cargo into the heart of a vessel.

Unlike some earlier boarding craft, which were incapable of returning their cargo to friendly ships, the Dreadclaw is also fully capable of operating as an independent dropship. Indeed, many Legions favour using the Dreadclaw in this role instead of the more common Storm Eagle, dropping from the sky like a flaming comet and employing the craft's thermal jets and melt cutters to scorch the landing zone clean before disembarking the assault troops contained within. Though lacking in any subtlety or elegance, this tactic is undeniably effective, and many crews have developed a dark notoriety for their skill at reckless low altitude strafing runs, leaving great swathes of the enemy's lines aflame with each pass.



FAST ATTACK

Mainstays of most Space Marine Legion armouries, Land Speeders are high-speed reconnaissance and rapid attack skimmers that utilise anti-gravity technology to achieve extraordinary battlefield mobility and speed. As lightly armoured two-man craft, they require the kind of skill and reflexes to operate at peak performance that only a Space Marine can bring to bear, and rely more on their extreme manoeuvrability and speed for survival than durability. Land Speeder squadrons provide a Space Marine force with a flexible core of rapidly deployable firepower and make for highly able tank hunters and close air support units. As a result, mixed formations of Land Speeders are often called upon to operate as a rapid reaction force, held in reserve to quickly intercept enemy counter-attacks. Striking fast and hard they are particularly apt to fight delaying actions whilst the rest of a Space Marine force moves into attack positions or redeploys, and are able to use their speed to retreat successfully if needed from the very teeth of a foe.

LEGION LAND SPEEDER SQUADRON

40 POINTS PER MODEL

	BS	Front	Side	Rear	HP
Legion Land Speeder	4	10	10	10	2

Unit Composition

- 1-5 Space Marine Land Speeders

Unit Type

- Vehicle (Skimmer, Fast)

Wargear

- Heavy bolter

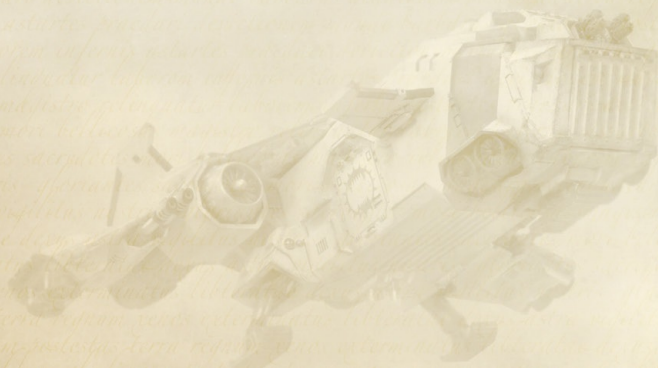
Special Rule

- Deep Strike

Armour

Options

- Any Land Speeder may replace its heavy bolter with a:
 - Heavy flamer Free
 - Multi-melta +10 points each
 - Volkite culverin +10 points each
- Any Land Speeder may be upgraded with one of the following additional armaments:
 - Havoc launcher +15 points each
 - Heavy bolter +15 points each
 - Plasma cannon +30 points each
 - Graviton gun +15 points each
- Any Land Speeder may take:
 - Up to two hunter-killer missiles +5 points each



LEGION STORM EAGLE ASSAULT GUNSHIP 210 POINTS

Armour

	BS	Front	Side	Rear	HP
Storm Eagle	4	12	12	12	4

Unit Composition

- One Storm Eagle Gunship

Unit Type

- Vehicle (Flyer, Hover, Transport)

Wargear

- One hull-mounted twin-linked heavy bolter
- One hull-mounted Vengeance launcher
- Four wing-mounted Tempest rockets
- Machine Spirit

Special Rules

- Deep Strike
- Assault Vehicle

Access Points

- The Storm Eagle has four access points: one on both sides and ramps at the front and rear.

Transport Capacity

- The Storm Eagle has a transport capacity of 20 models.

Options

- A Storm Eagle may exchange its twin-linked heavy bolter for a:
 - Twin-linked multi-melta +15 points
 - Single missile launcher +5 points
- A Storm Eagle may take one of the following upgrades:
 - Exchange its four Tempest rockets for four hellstrike missiles +20 points
 - Exchange its four Tempest rockets for two twin-linked lascannon +40 points
- A Storm Eagle may take any of the following upgrades:
 - Armoured ceramite +20 points
 - Searchlight +1 point
 - Extra Armour +5 points

Vengeance Launcher

The Vengeance launcher is a multi-chambered rocket battery which saturates a target area with fragmenting anti-personnel warheads. Designed for close range ground attack, this weapon allows the Storm Eagle to both clear a landing zone in a hostile area and continue to provide direct fire support once it has delivered its deadly cargo of Space Marines.

	Range	Str	AP	Type
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

Tempest Rockets

An antiquated design now being phased out in favour of more powerful munitions, Tempest rockets are nevertheless simple and reliable ballistic weapons able to deal with moderately armoured targets and shoot down enemy aircraft.

	Range	Str	AP	Type
Tempest rocket	60"	6	4	Heavy 1, Sunder, One Shot

FAST ATTACK

The Storm Eagle Assault Gunship is one of the most numerous designs found in a Space Marine Legion air-fleet. A dedicated tactical strike unit, its primary roles are orbital assault deployment of Legion infantry forces and low-level ground attack. The Storm Eagle is a rugged and durable machine, very heavily armed for its size, and considerably protected by armour plating, although it lacks the speed and manoeuvrability of true fighters and bombers. In operational use it proved itself an extremely flexible vehicle serving capably as a long range transport, orbital shuttle, scout and interceptor when called upon to do so in addition to its main battlefield roles.

First constructed on Terra over the course of the Great Crusade, principal manufacturing of the Storm Eagle shifted to the Forge Worlds of Anvilus, Galatea and Tigrus whose vast output was sufficient to provide all of the Space Marine Legions and the Custodian Guard with extensive squadrons of these well-regarded and adaptable craft.

FAST ATTACK

The Xiphon Interceptor is a Legionis Astartes void/atmospheric combat craft with an ancient lineage. Its origins are long lost, but it shares many of its component STC patterns with craft as diverse as the Ambhut Voyager and the Thunderbolt fighter.

While unique variations have been encountered on lost human colonies and in the hands of nomadic corsairs, the Legionis Astartes Xiphon was modified from that of the Rhadamanthys Enclave, brought into Compliance in 806.M30 and produced at Celestrix until its annihilation in 914.M30. While the enclave had used cyber-augmented pilots to withstand the extreme stresses generated by the Interceptor's performance, it was found that Space Marines could successfully operate the craft without harm, although this limitation prevented the Xiphon from use within the wider Imperial fleet.

Though potent and heavily armed, the Xiphon was complex, had limited operational range compared to the larger Wrath, as well as being ill-favoured by the Mechanicum. By the time of the late Great Crusade, it had all but fallen out of frontline service except within the Ultramarines and Dark Angels Legions. The shockwaves of the Horus Heresy, however, was to see many Legions press their reserves of the Xiphon back into battle.

XIPHON PATTERN INTERCEPTOR

205 POINTS

Xiphon	Armour					HP
	BS	Front	Side	Rear		
	4	11	11	11	2	

Unit Composition

- 1 Xiphon pattern Interceptor

Unit Type

- Vehicle (Flyer)

Wargear

- Two twin-linked lascannon
- Xiphon rotary missile launcher
- Armoured Ceramite

Special Rules

- Deep Strike
- Supersonic
- Agile

Options

- The Xiphon may be equipped with any of the following upgrades:
 - Ground tracking auguries..... +10 points
 - Chaff launcher..... +5 points
 - Armoured cockpit..... +5 points

Xiphon Rotary Missile Launcher

This deadly weapons system is actually a more compact copy of a design more commonly found on heavy void fighters, and incorporates sophisticated munitions with their own cluster-charged warheads and internal tracking auguries, mounted on a rapid-firing rotary magazine-fed launcher system. These weapons systems are murderously efficient in their principal task of destroying enemy fighter craft, but are flexible enough to be readily turned on armoured ground targets as well.

Weapon	Range	Str	AP	Type
Xiphon rotary missile launcher	60"	8	2	Heavy 2, Cluster Warhead, Terminal Tracking

Cluster Warhead: If the weapon successfully scores a Penetrating hit on a target with an Armour value, roll D3 times on the Vehicle damage table and select the highest result to apply.

Terminal Tracking: Successful Jink and Cover saves against this weapon must be re-rolled.



LEGION JAVELIN ATTACK SPEEDER SQUADRON

55 POINTS PER MODEL



FAST ATTACK

Javelin attack speeders share many of the advanced systems found in the jetbikes of the Legiones Astartes Sky Hunter strike squadrons, and as such are both rare and highly valued. Utilising a range of anti-grav impellor technologies so esoteric that some amongst the Mechanicum regard them with overt distrust, Javelin attack speeders are time-consuming to construct and difficult to repair should they sustain battle damage. Nevertheless, they are fast, highly manoeuvrable, have an extended operational range and, perhaps most importantly, are able to carry a heavy payload of weapon systems. All of these characteristics ensure that these rare attack vehicles remain in high demand amongst the Legiones Astartes, as well other elite formations such as the Legio Custodes and the Sisters of Silence.

	Armour				
	BS	Front	Side	Rear	HP

Javelin Attack Speeder	4	11	11	10	2
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Unit Composition

- 1 Javelin Attack Speeder

Unit Type

- Vehicle (Skimmer, Fast)

Wargear

- Heavy bolter
- Twin-linked cyclone missile launcher

Special Rules

- Deep Strike
- Outflank
- Strafing Run
- Grav-backwash

Options

- The Legion Javelin Attack Speeder Squadron may include:
 - Up to two additional Javelin Attack Speeders.....+55 points each
- Any Javelin Attack Speeder may replace its twin-linked cyclone missile launcher for a:
 - Twin-linked lascannon.....+10 points
- Any Javelin Attack Speeder may replace its heavy bolter with a:
 - Heavy flamer.....Free
 - Multi-melta.....+10 points each
- Any Javelin Attack Speeder may be equipped with any of the following upgrades:
 - Searchlight.....+1 point each
 - Up to two hunter-killer missiles+5 points each

Grav-backwash

Unless the Javelin Attack Speeder has become immobilised, attackers suffer a -2 To Hit in Assault.



LEGION JETBIKE SKY SLAYER SUPPORT SQUADRON

165 POINTS



HEAVY SUPPORT

Designated as a high-maneuvrability fire support unit for Space Marine Legion reconnaissance and rapid-strike formations, the Sky Slayer support squadron comprises heavily armed variants of the Sky Scimitar Jetbike under the command of experienced pilots.

The concentration of firepower —most often either in the form of multi-meltas for tank hunting, or plasma cannon to deal with heavily armoured infantry— contained within a Sky Slayer squadron is extremely formidable, particularly when used in co-ordinated, high-speed flanking attacks. Strategically, the Sky Slayers' disadvantage is that they lack the resilience of emplaced artillery or mechanised armour, or the ability of infantry support units to easily exploit terrain to a defensive advantage, and so cannot afford to be caught in enfilade or close engagement with numerically superior foes.

	WS	BS	S	T	W	I	A	Ld	SV
Legion Sky Slayer	4	4	4	5	1	4	1	8	2+
Legion Sky Slayer Sergeant	4	4	4	5	1	4	2	9	2+

Unit Composition

- 3 Legion Space Marine Sky Slayers

Unit Type

- Legion Space Marine Sky Slayer: Jetbike
- Legion Sky Slayer Sergeant: Jetbike (Character)

Wargear

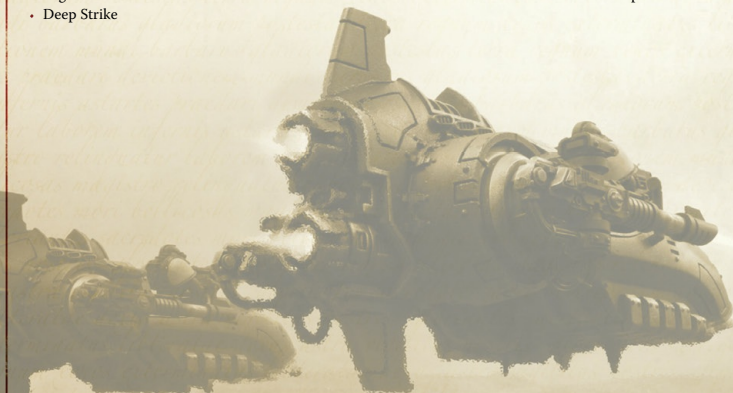
- Bolt pistol
- Chainsword or combat blade
- Frag and Krak grenades
- Power armour
- Legion Space Marine Scimitar Jetbike with a multi-melta

Special Rules

- Legiones Astartes
- Deep Strike

Options

- The squad may take:
 - Up to 2 additional Space Marine Sky Slayers.....+45 points each
- The entire squadron may replace their Jetbike's multi-melta with one of the following weapons. All squad members must be identically upgraded:
 - Volkite culverin.....+10 points each
 - Plasma cannon.....+15 points each
- One Space Marine Sky Slayer may be upgraded to a:
 - Sky Slayer Sergeant.....+15 points
- The squad's Sky Slayer Sergeant may exchange their bolt pistol for one of the following:
 - Hand flamer.....+10 points
 - Plasma pistol.....+15 points
- The squad's Sky Slayer Sergeant may exchange their chainsword or combat blade for:
 - Power weapon.....+10 points
 - Power fist.....+15 points
 - Single lightning claw.....+15 points
- The squad's Sky Slayer Sergeant may take:
 - Melta bombs.....+5 points



DEATHSTORM DROP POD

90 POINTS

Armour

BS	Front	Side	Rear	HP
4	12	12	12	3

Deathstorm Drop Pod

Unit Composition

- 1 Deathstorm Drop Pod

Unit Type

- Vehicle (Open-topped)

Wargear

- Deathstorm frag launchers system

Special Rules

- Deep Strike
- Immobile
- Inertial Guidance System
- Area Denial
- Independent Machine Spirits
- Automated Weapons

Options

- A Deathstorm Drop Pod may replace its Deathstorm frag launchers system with:
 - A Deathstorm krak launchers system+30 points
- A Deathstorm Drop Pod may take:
 - Drop Pod Assault special rule.....+25 points

Area Denial

Any successful Morale checks or Pinning tests caused by a Deathstorm Drop Pod on the turn it deploys must be re-rolled.

Automated Weapons

When a Deathstorm Drop Pod lands, it opens fire indiscriminately in its first Shooting phase. Each unit (enemy or friendly) within 12" of the model's weapon mounts comes under attack. Each target unit with one or more models in range suffers D3 full shooting attacks using the profile listed for the Deathstorm's armament instead of the Deathstorm Drop Pod's normal attack this turn, resolved at BS 2. In subsequent turns, the Deathstorm may continue to fire once normally at the closest enemy target.

Inertial Guidance System

Should a Drop Pod scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle. Note that the Deathstorm pattern Dreadnought Drop Pod is considerably larger than the more common Drop Pod and so will need a larger space in which to land successfully.

Independent Machine Spirits

Deathstorm Drop Pods may target different enemy units with each of their weapons:

Deathstorm Launcher System

Weapon	Range	Str	AP	Type
Deathstorm frag launcher	48"	5	4	Heavy 2, Blast (3"), Pinning
Deathstorm krak launcher	48"	8	3	Heavy 3

HEAVY SUPPORT

Deathstorm drop pods were first conceived and prototyped by the Raven Guard Legion, who sought to augment the firepower of their precision-orbital assaults. The Raven Guard Legion's preference for such surgical-strike tactics would, upon occasion, leave them at a disadvantage in the case of both protracted engagements and in assaulting very heavily fortified targets where heavy units such as Legion tanks and artillery could not be deployed.

This opened the Legion up to levels of casualties during some successful drop pod assaults that their Primarch Corax would not countenance. The Raven Guard's solution spoke much to their own nature and preferred tactics – a weapon that would strike with merciless swiftness and expend its force in a lethal fury that left little need for prolonged endurance.

Built around a standard drop pod chassis, the Deathstorm pattern uses rapid-firing missile launchers to blast an area in a massive volley of weapons fire upon landing, clearing the way for the Space Marines to assault in their wake. The machine-spirit targeted weapons of the Deathstorm will then continue to sweep the landing zone and provide fire support, although at much reduced firepower, the bulk of their ammunition already expended on their arrival.



HEAVY SUPPORT

Heavy support squads provide the Legions' infantry with mobile, Space Marine-portable firepower sufficient to bring down hordes of enemy troops or smash armoured vehicles apart in withering hails of weapons fire. Although tanks and field artillery outrange and outgun heavy support squads in most cases—as well as of course often being much more heavily protected by armour plate, heavy support squads have all the flexibility of the infantryman to their advantage, and are able to disperse in terrain, climb heights to attain better fields of fire, and go where a battle tank or even a Dreadnought cannot.

LEGION HEAVY SUPPORT SQUAD

135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Legion Space Marine Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition

- 4 Legion Space Marines
- 1 Legion Sergeant

Unit Type

- Legion Space Marine: Infantry
- Legion Space Marine Sergeant: Infantry (Character)

Wargear

- Heavy bolter
- Bolt pistol
- Frag and Krak grenades
- Power armour

Special Rule

- Legiones Astartes

Dedicated Transport

- As long as it numbers no more than 10 models, the squad may choose a Rhino as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see page 98), other Dedicated Transport options may be available for the squad.

Options

- The Legion Heavy Support Squad may take:
 - Up to 5 additional Space Marines+20 points each
- All of the Space Marines in the squad (including the Sergeant) may exchange their heavy bolters for one of the following other heavy weapon types. If chosen, then all the heavy bolters in the squad **must** be exchanged for the same weapon:
 - Heavy flamer..... Free
 - Autocannon.....+5 points each
 - Missile launcher (with frag and Krak missiles)+5 points each
 - Multi-melta.....+10 points each
 - Plasma cannon.....+15 points each
 - Volkite culverin.....+10 points each
 - Lascannon.....+20 points each
- The squad's Sergeant may take any of the following:
 - Exchange their heavy bolter for a nuncio-vox and chainsword or combat blade..... Free
 - Upgrade to artificer armour.....+10 points
 - Take an augury scanner.....+5 points
 - Take melta bombs.....+5 points
- If the squad's Sergeant is not carrying a heavy weapon, they may take one of the following:
 - Bolter.....+2 points
 - Combi-weapon.....+10 points
- If the squad's Sergeant is not carrying a heavy weapon, they may exchange their bolt pistol for a plasma pistol.....+15 points
- If the squad's Sergeant is not carrying a heavy weapon, they may exchange their combat blade or chainsword for one of the following:
 - Power weapon.....+10 points
 - Power fist.....+15 points
 - A single lightning claw.....+15 points
- If the squad has missile launchers they may be equipped with:
 - Flakk missiles.....+50 points for the entire squad
- The entire squad may take Hardened Armour.....+25 points (see page 42 for details).

LEGION PREDATOR STRIKE SQUADRON

75 POINTS PER MODEL



HEAVY SUPPORT

The Predator is perhaps the best known and most widespread variant of the basic Rhino chassis, equipped with superior armour protection and firepower, but sacrificing the Rhino's troop transport capacity entirely. It is an effective and versatile medium tank, with a good balance of speed, firepower and protection and whose robust design can field a wide variety of armament configurations, with the standard and by far most common being a rapid-firing turret-mounted autocannon.

The Predator can also be fielded either with or without additional external sponson-mounted weaponry, with each sponson either mounting a single heavy bolter, heavy flamer or lascannon as part of a modular unit. The type of sponson weaponry fitted often reflects the expected conditions of threat within a given war zone; where heavy infantry resistance is predicted (such as in battle against the Orks for example), heavy bolters are most favoured, while lascannons are equipped where armoured vehicles are expected to predominate the opposition's forces.

Armour

BS Front Side Rear HP

Legion Predator Tank

4 13 11 10 3

Unit Composition

- 1-3 Predator tanks

Unit Type

- Vehicle (Tank)

Wargear

- Predator cannon
- Searchlight
- Smoke launcher

Options

- Any Legion Predator may take one of the following sets of two sponson weapons:
 - Heavy bolters+20 points per model
 - Heavy flamer+20 points per model
 - Lascannon+40 points per model
- Any Legion Predator may exchange its Predator cannon for a:
 - Flamestorm cannon+15 points
 - Executioner plasma destroyer+55 points
 - Heavy conversion beamer+35 points
 - Magna-melta cannon+45 points
- Any Legion Predator may take any of the following:
 - Hunter-killer missile+5 points per model
 - Dozer Blade+5 points per model
 - Auxiliary Drive+10 points per model
 - Extra Armour+5 points per model
 - Armoured Ceramite+20 points per model
 - Machine Spirit+25 points per model
- Any Legion Predator may take one of the following pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combi-weapon+5 points
 - Heavy bolter+10 points
 - Heavy flamer+10 points
 - Multi-melta+15 points
 - Havoc launcher+15 points
- In a squadron of three, one Legion Predator may be upgraded to a:
 - Squadron Command Tank+35 points



HEAVY SUPPORT

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

LEGION LAND RAIDER BATTLE SQUADRON

LEGION LAND RAIDER PHOBOS
LEGION LAND RAIDER PROTEUS
LEGION LAND RAIDER ACHILLES

225 POINTS PER MODEL
180 POINTS PER MODEL
275 POINTS PER MODEL

Armour

	BS	Front	Side	Rear	HP
Legion Phobos	4	14	14	14	4
Legion Proteus	4	14	14	14	4
Legion Achilles	4	14	14	14	4

Unit Composition

- 1-3 Land Raider tanks, any of which may be of the Phobos or Proteus types, and up to one of which may be of the Achilles type.

Unit Type (All)

- Vehicle (Tank, Transport)

Transport Capacity

- The Land Raider Phobos can transport 10 models.
- The Land Raider Proteus can transport 10 models.
- The Land Raider Achilles can transport 6 models.

Fire Points

- None (all)

Access Points

- Land Raiders have one access point on each side of the hull and, in addition, the Land Raider Phobos has one at the front.

Special Rules

- Land Raider Phobos – Assault Vehicle
- Land Raider Proteus – None
- Land Raider Achilles – Ferromantic Invulnerability

Wargear (Land Raider Phobos)

- Two sponson-mounted twin-linked lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Machine Spirit

Wargear (Land Raider Proteus)

- Two sponson-mounted twin-linked lascannon
- Searchlight
- Smoke launchers
- Machine Spirit

Wargear (Land Raider Achilles)

- One hull-mounted quad launcher (with frag and shatter shells)
- Two sponson-mounted twin-linked multi-meltas
- Searchlight
- Smoke launchers
- Extra Armour
- Machine Spirit
- Armoured Ceramite

Options (all)

- Any Land Raider may take any of the following (if not already so equipped):
 - Hunter-killer missile+5 points per model
 - Dozer blade+5 points per model
 - Auxiliary Drive+10 points per model
 - Extra Armour+5 points per model
 - Armoured Ceramite.....+20 points per model
- Any Land Raider may take one of the following pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combi-weapon.....+5 points
 - Heavy bolter.....+10 points
 - Heavy flamer.....+10 points
 - Multi-melta.....+15 points
 - Havoc launcher+15 points
- In squadrons of three, one Land Raider may be upgraded to a:
 - Squadron Command tank.....+35 points

Additional Options (Land Raider Phobos)

- Any model may take frag assault launchers+10 points

Additional Options (Land Raider Proteus)

- Any model may be further armed with one of the following hull-mounted weapons:
 - Twin-linked heavy bolter+20 points per model
 - Twin-linked heavy flamer+20 points per model
 - Twin-linked lascannon+30 points per model
- Any model may be upgraded to be equipped with:
 - Explorator Augury Web+50 points per model

Additional Options (Land Raider Achilles)

- The Quad Launcher may be upgraded with any of the following ammunition types:
 - Incendiary shells+5 points
 - Splinter shells+10 points
- If the detachment of which the Achilles is a part of contains a Siege Master Consul, then the tank may be equipped with phosphex canister shot:
 - Phosphex canister shot.....+20 points

Frag Assault Launchers

Any unit charging into close combat on the same turn it disembarks from a transport vehicle equipped with frag assault launchers counts as having frag grenades.

Explorator Augury Web

The sophisticated scanners and cognis-interpreters built into the structure of the Proteus are all but unreplicable devices that likely far pre-date the Age of the Imperium. When under the control of an experienced Techmarine, these augurs can be used in conjunction with Legion command to scan enemy positions in extraordinary detail, allowing enemy movements to be thwarted or reinforcements to be called in with uncanny accuracy.

A Land Raider Proteus with an Explorator Augury Web gains the Scout special rule.

While a Proteus with this upgrade is on the table, at the start of any of the controlling player's player turn, before any Reserve rolls are made, they may declare that the Proteus' auguries are being used in Disruption or Relay modes, their effect lasting until their next player turn.

- Disruption Mode:** The opposing force suffers -1 to their Reserve rolls.
 - Relay Mode:** The owning player's Reserve rolls may be re-rolled (whether failed or successful) if they wish.
- Note that the presence of multiple Explorator Augury Web-equipped Proteus have no additional effect and only one mode may be chosen a turn.

If a Land Raider Proteus is fitted with an Explorator Augury Web, its transport capacity is reduced to 8.

Ferromantic Invulnerability

The hull of the Achilles has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Land Raider Achilles is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition, it reduces the effects of all rolls on the Vehicle Damage chart caused by Penetrating hits (other than by Destroyer type weaponry) by -1.

LEGION FIRE RAPTOR GUNSHIP

200 POINTS



HEAVY SUPPORT

A variant of the Storm Eagle, the Fire Raptor gunship was created with the aim of providing overwhelming aerial firepower to Legiones Astartes assault forces. These relentless craft can reduce any attacking force to ruin in a devastating rain of bolt shells and high explosive rockets, and are in use amongst virtually every one of the Legions.

In addition to twin nose-mounted Avenger bolt cannon and an array of rockets or missiles, the Fire Raptor replaces the capacious transport bay of the Storm Eagle with ammunition and targeting cogitators for two independent ball-turrets. Each of these sophisticated turrets is equipped with a gyroscopic array and crewed by a dedicated Space Marine gunner, allowing each to strike separate targets with pinpoint precision even while the gunship moves at flank speed.

The Fire Raptor first gained renown during the campaigns against the Orks that infest many of the systems now claimed by the Emperor. The ferocious firepower of these craft proved pivotal on numerous engagements against the overwhelming numbers of Orks encountered on those worlds, reducing wave after wave of Ork warriors to bloody ruin.

Armour

BS	Front	Side	Rear	HP
4	12	12	12	4

Fire Raptor

Unit Composition

- 1 Fire Raptor Gunship

Unit Type

- Vehicle (Flyer, Hover)

Wargear

- One hull-mounted twin-linked avenger bolt cannon
- Two turret-mounted quad heavy bolters
- Four wing-mounted tempest rockets
- Machine Spirit
- Extra Armour

Special Rules

- Deep Strike
- Strafing Run
- Independent Turret Fire

Access Points

- None

Options

- A Fire Raptor may exchange its quad heavy bolters for:
 - Reaper autocannon battery +10 points
- A Fire Raptor may take any of the following upgrades:
 - Armoured Ceramite +20 points
 - Searchlight +1 point
- A Fire Raptor may exchange its four tempest rockets for:
 - Four hellstrike missiles +20 points

Independent Turret Fire

The Fire Raptor is equipped with two waist-mounted rapid tracking turrets capable of fully independent operation. So long as the Fire Raptor is eligible to fire a weapon in the Shooting phase, each waist turret may fire at a target of its own and its weapons do not count towards the number of weapons the Gunship may fire each turn.

Fire Raptor Weapons

The Fire Raptor Gunship carries vast firepower for a vehicle of its size. Mounting heavy anti-personnel and anti-materiel weaponry, the Fire Raptor forgoes the Storm Eagle's transport capacity for a reinforced airframe and substantial ammunition capacity to feed the hunger of its guns.

	Range	Str	AP	Type
Tempest rockets	60"	6	4	Heavy 1, Sunder, One Shot
Avenger bolt cannon	36"	6	3	Heavy 7
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Reaper autocannon battery	36"	7	4	Heavy 4, Twin-linked



ACHILLES-ALPHA PATTERN LAND RAIDER 300 POINTS

Armour				
BS	Front	Side	Rear	HP
	4	14	14	4

Achilles-Alpha

Unit Composition

- 1 Achilles-Alpha pattern Land Raider

Unit Type

- Vehicle (Tank)

Wargear

- One hull-mounted quad launcher with frag and shatter shells
- Two sponson-mounted twin-linked volkite culverins
- Searchlight
- Smoke launcher
- Extra Armour
- Machine Spirit

Special Rules

- Enhanced Ferromantic Rites
- Galvanic Traction Drive

Transport Capacity

- The Achilles-Alpha has a transport capacity of 6 models.

Fire Points

- None

Access Points

- One access hatch on each side of the hull.

Options

- The Quad Launcher may be upgraded with any of the following ammunition types:
 - Incendiary shells +5 points
 - Splinter shells +10 points
- If the detachment of which the Achilles is a part of contains a Siege Master Consul, then the tank may be equipped with phosphex canister shot:
 - Phosphex canister shot..... +20 points

Enhanced Ferromantic Rites

The hull of the Achilles-Alpha has been specially constructed to resist even the most determined assault and is almost preternaturally resilient. As a result, the Achilles-Alpha Land Raider is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition, it reduces the effects of all rolls on the Vehicle Damage chart caused by Penetrating hits (other than by Destroyer weapons) by -1. Note that this reduction is applied to any AP value that would first add to this roll rather than the final result where this is appropriate. So, for example, an AP 1 attack which would usually gain a +2 modifier to the damage roll, instead would only gain a +1, etc.

Galvanic Traction Drive

The Achilles-Alpha must re-roll failed Dangerous Terrain tests.

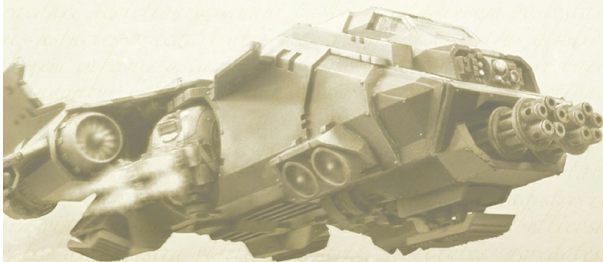
Quad Launcher

See page 125 for shell types.

HEAVY SUPPORT

The Achilles-Alpha pattern Land Raider is the most durable vehicle currently in service with the Legiones Astartes. These vehicles shrug off weapon strikes that would cripple even such titanic weapons of war as the mighty Fellblade, and are proof against even the most toxic environment. The weaponry of these vehicles is no less impressive, each being armed with a quad launcher tooled with exacting precision and capable of launching shatter shells as well as the more common frag shells. Those Legions that maintain Achilles-Alpha pattern Land Raiders utilise them as the spearpoint of any assault under fire, trusting the vehicle's near-impregnable armour and punishing weapons array to break any defensive position.

Each Achilles-Alpha is assembled under the direct oversight of a Forge World's Macro-tek Magos, and is the result of months of painstaking labour, and so costly are they to produce that no Legion fields more than a handful of such vehicles. The more common Achilles pattern Land Raider is derived from the design of these mighty engines of war—a lesser copy that can be reproduced with the expenditure of fewer resources, but which possesses only a fraction of the original's might.





HEAVY SUPPORT

As cohesive fighting forces able to operate and conquer in any theatre of war, the Space Marine Legions maintain their own mobile heavy artillery units, although to nowhere near the extent that the hosts of the Imperial Army do in terms of numbers. This is in no small part due to the fact that static warfare does not suit the character or indeed the strengths and advantages of the Space Marines themselves, although there are those whose extensive practice of siege craft, such as the Imperial Fists and Iron Warriors, lends them more reliance and trust in the 'big guns'. The most common artillery vehicles employed are the relatively light and mobile Whirlwind multiple missile launcher tank, which has the advantage of being based on the Rhino chassis and therefore easy to repair and support, the long-range cannon-armed Basilisk, excellent both for protracted bombardments and as a defensive weapon against enemy armour, and the heavy Medusa which carries a short ranged but extremely powerful siege-mortar.

0-1 LEGION ARTILLERY TANK SQUADRON

LEGION BASILISK
LEGION MEDUSA
LEGION WHIRLWIND

140 POINTS PER MODEL
155 POINTS PER MODEL
75 POINTS PER MODEL

		Armour			
	BS	Front	Side	Rear	HP
Legion Basilisk	4	12	10	10	3
Legion Medusa	4	12	10	10	3
Legion Whirlwind	4	11	11	10	3

Unit Composition

- 1-3 tanks chosen from one of the following types:
 - Whirlwind, Basilisk or Medusa.

Unit Type (All)

- Vehicle (Tank)

Wargear (Basilisk)

- Earthshaker cannon
- Hull-mounted heavy bolter
- Smoke launcher
- Searchlight

Wargear (Medusa)

- Medusa siege gun
- Hull-mounted heavy bolter
- Smoke launcher
- Searchlight

Wargear (Whirlwind)

- Whirlwind launcher with Vengeance and Castellian missiles (nominate which type is used each time the launcher fires)
- Twin-linked bolter
- Smoke launcher
- Searchlight

Options (All)

- Any model may take any of the following:
 - Hunter-killer missile+5 points per model
 - Dozer blade+5 points per model
 - Auxiliary drive+10 points per model
 - Extra Armour+5 points per model
- Any model may take one of the following pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combi-weapon+5 points
 - Heavy bolter+10 points
 - Heavy flamer+10 points
 - Multi-melta+15 points
 - Havoc launcher+15 points
- In squadrons of three, one model may be upgraded to a:
 - Squadron Command tank+35 points

Options (Whirlwind)

- Whirlwinds may exchange their Vengeance and Castellian missiles for:
 - Hyperios air-defence missilesFree



LEGION VINDICATOR SIEGE TANK SQUADRON

120 POINTS PER MODEL



HEAVY SUPPORT

As the Horus Heresy erupted across the Imperium, both sides fielded ever more potent and specialised weapons. In the days of the Great Crusade, Legiones Astartes war machines had been configured to defeat the many and varied foes encountered as the Imperium expanded, from ravaging xenos monstrosities to devolved human empires.

The wars of the Age of Darkness however saw the Legiones Astartes confront a foe they had never before been called upon to fight – other Legiones Astartes. Thus began a rapid and escalating battle for technological supremacy as weapons created to defeat other Legiones Astartes war machines were developed and rushed into service, often utilising such ubiquitous and highly flexible platforms as the Rhino and Land Raider.

	BS	Front	Side	Rear	HP
Legion Vindicator Tank	4	13	11	10	3

Unit Composition

- 1-3 Vindicator Siege Tanks

Unit Type

- Vehicle (Tank)

Wargear

- Demolisher cannon
- Combi-bolter
- Searchlight
- Smoke launcher

Special Rules

- Power Capacitor (if armed with a laser destroyer array only)

Options

- Any Vindicator Siege Tank may exchange their Demolisher cannon for a:
 - Laser destroyer array+10 points
- Any Vindicator Siege Tank may take any of the following:
 - Hunter-killer missile+5 points per model
 - Auxiliary drive+10 points per model
 - Extra Armour+5 points per model
 - Armoured Ceramite+20 points per model
 - Machine Spirit+25 points per model
- Any Vindicator Siege Tank may take one of the following:
 - Dozer blade+5 points per model
 - Mine plough+10 points per model
- Any Vindicator Siege Tank may take one of the following additional pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combi-weapon+5 points
 - Heavy bolter+10 points
 - Heavy flamer+10 points
 - Multi-melta+15 points
 - Havoc launcher+15 points
- In squadrons of three, one model may be upgraded to a:
 - Squadron Command tank+35 points

Power Capacitor

The vehicle's internal volume, which is normally taken up with a munitions store for the more common Vindicator's Demolisher cannon, is instead occupied by a bulky reactor-charged power capacitor whose energy stores can be used to greatly increase the laser destroyer's rate of fire. Stability is required for this overcharged firing however, and it is possible for the capacitor to overload the vehicle's energy grid, with disastrous consequences.

- **Capacitor Fire:** If the Vindicator Tank Destroyer has not moved this turn, the laser destroyer array then becomes an Ordnance 2, Twin-linked weapon.
- **Overcharged Fire:** The owning player may declare an overcharged volley if the vehicle has not moved this turn, in which case the laser destroyer array becomes instead Ordnance 3, Twin-linked. However, after the weapon is fired in this mode, roll a D6. On a roll of a 1, the Vindicator suffers a single Hull Point of damage.



LEGION SPARTAN ASSAULT TANK

305 POINTS

Armour

	BS	Front	Side	Rear	HP
Spartan	4	14	14	14	5

HEAVY SUPPORT

An armoured assault transport of truly massive proportions, the Spartan is a heavy tank whose use is unique to the Space Marine Legions and the Mechanicum, and whose design bears clear connections of lineage to that of the Land Raider. The Spartan is a huge armoured conveyer whose purpose is to carry a large contingent of troops into the heart of the enemy, weathering fire that would be the death of any lesser vehicle. Although its armoured and sealed shell is as legendarily durable as that of a Land Raider, the genius of its design is such that the greater proportion of its interior space is given over to its carrying capacity, which is greater than any save the super-heavy transporters such as the Gorgon favoured by the Imperial Army, while being considerably faster on the battlefield thanks to its reactor-driven motive drives. Its armament is nevertheless still fierce, featuring sponson-mounted quad lascannon, making it an able tank destroyer, and secondary armaments of defensively mounted heavy bolters or heavy flammers, enabling it to sweep infantry from its path. The Spartan takes pride of place in the armouries of many Legions, although its size and the scale of materiel required to produce it — which exceeds that of most super-heavy tanks — makes it far less common than the Land Raider in operations.

Unit Composition

- 1 Spartan Assault Tank

Unit Type

- Vehicle (Tank, Transport)

Wargear

- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Machine Spirit
- Extra Armour

Special Rule

- Assault Vehicle

Transport Capacity

- The Spartan has a transport capacity of 25 models.

Access Points

- The Spartan has one access point at the front and two on each side.

Options

- A Spartan may exchange its lascannon sponsons for:
 - Laser destroyers Free
- A Land Raider Spartan may exchange its hull-mounted twin-linked heavy bolters for:
 - Twin-linked heavy flammers..... Free
- A Spartan may take any of the following:
 - Hunter-killer missile +5 points
 - Auxiliary drive..... +10 points
 - Armoured Ceramite..... +20 points
 - Flare shield..... +45 points
 - Dozer blade..... +5 points
- A Spartan may take one of the following pintle-mounted weapons:
 - Twin-linked bolter..... +5 points
 - Combi-weapon..... +5 points
 - Heavy bolter..... +10 points
 - Heavy flamer..... +10 points
 - Multi-melta..... +15 points
 - Havoc launcher..... +15 points
- A Spartan may take frag assault launchers..... +10 points



LEGION CAESTUS ASSAULT RAM

305 POINTS

Armour

BS	Front	Side	Rear	HP
Legion Caestus	4	13	13	11

Composition

- 1 Legion Caestus Assault Ram

Unit Type:

- Vehicle (Tank*, Flyer, Hover, Transport)

Wargear

- One twin-linked hull-mounted magna-melta
- Armoured Ceramite
- Extra Armour
- Two wing-mounted Havoc launchers
- Machine Spirit

Special Rules

- Assault vehicle
- Misericord
- Caestus Ram
- Deep Strike

Transport Capacity

- The Legion Caestus can transport 10 models (see Special Rules)

Fire Points

- None

Access Points

- The Caestus has two access points at the front of its hull.

**Note that even though the Caestus is a Flyer, it may choose to ram just as if it were a tank. This attack must be declared at the start of the Caestus' Movement phase.*

Options

- A Caestus Assault Ram may be upgraded with any of the following:
 - Frag assault launchers +10 points
 - Auxiliary drive +10 points
- A Caestus Assault Ram may exchange its Havoc launchers for:
 - Two wing-mounted missile launchers (Frag & krak missiles) +10 points

Caestus Ram

The vessel is purpose built to survive smashing into a heavily armoured structure, and its forward prow is augmented with field generators. When conducting a ram attack, the Caestus' controlling player can roll two dice and pick the higher number when determining if it has penetrated the target's armour and add +1 to any rolls on the Vehicle Damage chart that it uses. The Legion Caestus Assault Ram conducts all of its ramming attacks at Strength 10, in addition to its other rules.

In addition, the Caestus has an invulnerable save of 5+ against any attacks against its Front armour, including any damage it suffers as a result of carrying out a ram or being rammed itself from the front.

Misericord

The ram's two hull booms contain heavily armoured compartments, each fitted with multiple inertial suppression clamps which lock transported troops in place and protect them from impact. As a result, the Caestus Assault Ram has a transport capacity of 10 models, but may only transport models in power armour, artificer armour or Terminator armour (the latter of which do not count as having the Bulky rule in this specific instance).

HEAVY SUPPORT

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

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

SICARAN VENATOR TANK DESTROYER

190 POINTS

HEAVY SUPPORT

The Sicaran Venator is a variant of the Sicaran battle tank which saw extensive use in the opening battles of the Horus Heresy. This pattern replaced the turret-mounted accelerator cannon of the Sicaran with a powerful neutron laser. When coupled with the Sicaran Venator's ferocious speed, the neutron laser is an ideal anti-tank weapon, slicing apart armoured hulls with casual ease and blasting internal compartments and crew with atomic fire.

Conceived in the fires of war, the Sicaran Venator is the result of all the knowledge gleaned from the unnumbered battles of the Great Crusade. Its advanced neutron laser is specially designed to provide the Legiones Astartes with superior firepower, enabling it to destroy any and all xenos threats that might be encountered by the expanding armies of the nascent Imperium.

At the time Horus began his rebellion on the black fields of Istvan V, the Sicaran Venator had only just entered full production and only limited numbers had been inducted into the various Legions. Despite the relative rarity of these vehicles, their combination of durability, speed and firepower ensured that they proved pivotal in a number of battles, surviving where lesser Predator or Vindicator tanks did not.

Armour

	BS	Front	Side	Rear	HP
Sicaran Venator	4	13	12	12	3

Unit Composition

- 1 Sicaran Venator

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Pintle-mounted heavy bolter
- Hull-mounted neutron beam laser
- Extra Armour
- Searchlight
- Smoke launcher

Special Rules

- Dangerous Reactor Core

Options

- The vehicle may take any of the following options:
 - Hunter-killer missile +5 points
 - Dozer blade +5 points
 - Auxiliary Drive +10 points
 - Armoured Ceramic +20 points
- The Sicaran Venator may take one of the following sets of two sponson weapons:
 - Heavy bolters +20 points
 - Lascannon +40 points
- The Sicaran Venator may take one of the following additional pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +5 points
 - Heavy bolter +10 points
 - Heavy flamer +10 points
 - Multi-melta +15 points
 - Havoc launcher +15 points

Neutron Beam Laser

One of the most powerful weapons mounted on any Imperial vehicle of its class, the Hadyxis pattern neutron beam laser was a more compact and sophisticated variant of the arcane neutron laser array found mounted on the far larger Cerberus Heavy Tank Destroyer. While lacking the sheer damage output of the Cerberus' system, its shorter-focused, densely collimated beam at last dealt with the risks of dangerous feedback that had plagued that weapons system. This advance was only made possible by the Archmagos Jun Hadyxis of Phaeton in the closing decade of the Great Crusade, and along with the life of the savant-genius who created it, the secret of the weapon's construction would be lost in the bitter years of war to follow.

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

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

Dangerous Reactor Core

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



LEGION SICARAN BATTLE TANK

165 POINTS



Sicaran Tank

Armour				
BS	Front	Side	Rear	HP
4	13	12	12	3

Unit Composition

- 1 Sicaran Tank

Unit Type

- Vehicle (Tank, Fast)

Wargear

- Twin-linked accelerator autocannon
- Heavy bolter
- Extra Armour
- Searchlight
- Smoke launcher

Options

- The Sicaran may take any of the following upgrades:
 - Hunter-killer missile+5 points
 - Dozer blade+5 points
 - Auxiliary Drive.....+10 points
 - Armoured Ceramite.....+20 points
- The Sicaran may take one of the following sets of two sponson weapons:
 - Heavy bolters+20 points
 - Lascannon+40 points
- The Sicaran may take one of the following additional pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combi-weapon.....+5 points
 - Heavy bolter.....+10 points
 - Heavy flamer.....+10 points
 - Multi-melta+15 points
 - Havoc launcher+15 points

Accelerator Autocannon

The accelerator autocannon is a sophisticated weapon which fires a hail of medium-calibre high velocity shells with great accuracy. Its bursts of cannon fire can rip through heavy armour with repeated shell-impacts or strafe rapidly moving targets with devastating effect.

Weapon	Range	Str	AP	Type
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking

Rapid Tracking: Targets may not take Jink saves against damage from this weapon.

HEAVY SUPPORT

One of the most advanced armoured units in the arsenal of the Great Crusade, the Sicaran battle tank was the exclusive province of the Space Marine Legions. Its introduction was ongoing at the outbreak of the Horus Heresy, and the Warmaster ensured that many examples of this new tank found their way into the armouries of those Legions that would side with him before the outbreak of the civil war.

Designed in concert between the Primarchs Ferrus Manus and Roboute Guilliman, alongside the Magos of the Mechanicum Tempestora Sect, the Sicaran utilises component technologies from various STC patterns such as the Rhino, Land Raider and Hephaestus, to create a high-speed 'destroyer' tank to complement the more commonplace Predator and Land Raider designs.

The primary armament of the main Sicaran variant is the sophisticated Herakles pattern accelerator autocannon. Technologically akin to the heavier calibre ordnance mounted on the Fellblade super-heavy tank, it is a superior rapid-firing and highly accurate weapon. It fires shells at far higher velocities than a standard autocannon, enabling it to successfully track and engage swift moving targets and pinpoint vulnerabilities in enemy armour with lethal precision.





LEGION KHARYBDIS ASSAULT CLAW

235 POINTS

Armour

	BS	Front	Side	Rear	HP
Kharybdis Assault Claw	4	12	12	12	5

Unit Composition

- 1 Kharybdis Assault Claw

Unit Type

- Vehicle (Flyer, Transport, Hover)

Wargear

- Five Kharybdis storm launchers
- Melta-ram
- Frag assault launchers

Special Rules

- Assault Vehicle
- Drop Pod Assault
- Inertial Guidance System
- Independent Machine Spirits
- Heat Blast

Transport Capacity

- The Kharybdis has a transport capacity of 20 models, or can be used to transport a single Dreadnought of any type or a unit of Rapier Carrier teams.

Access Points

- One access hatch beneath the hull. In practice, passengers can disembark at ground level, measuring their disembarkation from the ground level of the main hull.

HEAVY SUPPORT

Employed by many Legions as their primary ship-to-ship assault craft, the Kharybdis is a monstrous drop pod capable of carrying large assault forces through the void and mounting significant firepower to blast a path through defending small craft. The arrival of a flight of these ominous craft, boarding hooks extended as they approach their target, signals the end for the crew of any vessel that dares oppose the Legiones Astartes.

As a fully operational dropship, Kharybdis assault claws also serve as surface-to-orbit transports, a role that allows them to use the firepower of their storm launchers and melta cutters to scour clean their chosen landing zone before disembarking their deadly cargo into the midst of the enemy's shattered formation. Nor do these craft serve solely as infantry transports, many more aggressive commanders employ the Kharybdis as an effective tank hunter, ramming enemy armour in daring low-altitude attack runs, clamping hold with the Kharybdis' hook-claws and burning through even the thickest ceramite plating with melta cutters designed to breach the hulls of starships.



Drop Pod Assault

A Kharybdis, and any unit it transports, must always be held in Reserve and always enters play using the Deep Strike rules, and counts as a Drop Pod for the wider use of the Drop Pod Assault rule for the army. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission. A unit that Deep Strikes via Drop Pod may not assault in the turn it arrives. In the case of the Kharybdis, unlike other Drop Pods it is not immobile, however, after it has landed it is treated as a Flyer with Hover mode (which starts off as hovering after it has arrived via Deep Strike).

Inertial Guidance System

Should a Kharybdis scatter on top of impassable terrain or another model, then reduce the scatter distance by the minimum required to avoid the obstacle if desired.

Independent Machine Spirits

Kharybdis may target different enemy units with each of their weapons.

Heat Blast

Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melta cutters designed to burn their way into the armoured hulls of ships. The Legiones Astartes quickly learned they could also use these systems as a limited form of offence weaponry, dispersing their blasts to incinerate anything nearby on landing, or in the more extreme cases, even scorch a swathe across the battlefield using dangerous low-level flying attacks.

When a model with this rule arrives via Deep Strike, or later when operating as a skimmer in Hover mode, it may if its controlling player wishes inflict a Heat Blast attack. If it does so, then models it is transporting may not disembark or embark on the turn this attack is used.

Heat Blast (Deep Strike): Immediately after the model lands, measure a radius of 3"+D3" horizontally outwards from its main hull (do not count any landing struts, etc). All models caught in the blast suffer a Str 6 AP 5 hit with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack.

Heat Blast (Fire Sweep): If the controlling player wishes, any unit the model passes directly over (i.e., falls directly under its hull during its Movement phase) suffers D6 Str 5 AP 5 hits with no cover saves. Vehicles are struck on their weakest Armour value. This is counted as a flamer-based attack. Hits from this attack are distributed across a unit as the player suffering the attack wishes. Roll a D6 each time this attack is inflicted. On a result of a 1, the Drop Pod itself suffers a penetrating hit.

Melta-ram

Although a Flyer, the Kharybdis may conduct Ram attacks as if it were a Tank while using Hover mode. It may not, however, Ram other Flyers or make such an attack on any turn in which it arrives from Reserve. It also may not conduct a Ram on any turn on which it embarks or disembarks models or uses its Heat Blast attack.

Kharybdis Storm Launcher

These rapid firing missile launchers are designed to provide the Kharybdis with some measure of striking power as it closes with its target and to clear landing zones around the Kharybdis, throwing nearby resistance into disarray as the warriors on board disembark. To this end, the launcher fires clusters of fragmentation and anti-armour warheads, with each launcher controlled independently by on-board augury-arrays.

Weapon	Range	Str	AP	Type
Kharybdis storm launcher	24"	6	5	Heavy 2, Pinning, Twin-linked

LEVIATHAN PATTERN SIEGE DREADNOUGHT TALON

270 POINTS PER MODEL

HEAVY SUPPORT

Developed in the highest secrecy not on Mars, but on Terra, the Leviathan is an alternative development of the highly successful Contemportor. It represents hybrid technologies, some of which it is believed date back to the Age of Strife, which rumours had it were created by the hand of the Emperor directly. The resources required to produce one were immense, equal perhaps even to an Imperial Knight.

Made available to the Legions only in limited quantities before the outbreak of the Horus Heresy, they were highly valued and recognised as savagely powerful siege and hunter-killer units. They placed an onerous and ultimately lethal strain upon their occupants, the Leviathan's incumbent burning brightly but briefly in their second life. Many in the Mechanicum were deeply uneasy over the design, seeing it as purpose-designed to match and indeed destroy the Mechanicum's own battle-automata in some future, unforeseen crisis or dispute.

During the Horus Heresy, Loyalists with access to Terra were able to obtain new Leviathan Dreadnoughts, although never many, while Traitors and isolated forces were reduced to marshalling their few Leviathans carefully or hunting down the relics of the dead from battlefields to be re-commissioned.

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Leviathan Siege Dreadnought	5	5	8	13	13	12	4	4	4

Unit Composition

- 1-3 Leviathan Pattern Siege Dreadnoughts

Unit Type

- Vehicle (Walker)

Wargear

- Two Leviathan siege claws, each with an inbuilt meltagun*
- Two torso-mounted heavy flammers
- Smoke launcher
- Searchlight
- Frag grenades
- Extra Armour

**Note that the bonus close combat attack is already included in the Leviathan Dreadnought's profile.*

Special Rules

- Reinforced Atomantic Shielding
- Crushing Charge
- Dreadnought Talon
- Move Through Cover

Dedicated Transport

- A Leviathan Dreadnought Talon numbering a single Dreadnought may select a Legion Dreadnought Drop Pod or a Kharybdis Assault Claw as a Dedicated Transport. Note that owing to its size, it may not be transported in other types of Drop Pod.

Options

- Any Dreadnought may exchange either of their heavy flammers for a:
 - Twin-linked volkite caliver+5 points each
- Any Dreadnought may exchange either of their Leviathan siege claws with an inbuilt meltagun for a:
 - Leviathan siege drill with an inbuilt meltagun+5 points each
- Any Dreadnought may be equipped with:
 - Armoured Ceramite+20 points each
 - Phosphex discharger+15 points each
- Any Dreadnought may exchange either of their siege claws with inbuilt meltagun for one of the following weapons. Note that for each siege claw so replaced, the Dreadnought loses one attack:
 - Leviathan storm cannon+10 points each
 - Cyclonic melta lance+20 points each
 - Grav-flux bombard+20 points each



Leviathan Weapons Systems

The Leviathan pattern Siege Dreadnought was a platform for a number of arcane and deadly short-ranged weapon systems which only its powerful reactor system could readily supply. These ranged from rapid fire multi-barrelled cannon designed to scythe down infantry, to rapid cycling melta beam weapons for fortress-breaching, to gravitation torsion weapons which created a spiralling vortex of force whose power was amplified by the target's own mass, capable of twisting the most resilient armour into tortured scrap.

Weapon	Range	Str	AP	Type
Leviathan siege claw	-	X2	2	Melee, Wrecker, Severing Cut
Leviathan siege drill	-	X2	2	Melee, Wrecker, Armourbane
Cyclonic melta lance 18"		9	1	Heavy 3, Melta
Leviathan storm cannon	24"	7	3	Heavy 6, Sunder
Grav-flux bombard	18"	†	2	Heavy 1, Pinning, Large Blast (5"), Graviton Collapse*, Torsion Crusher, No Cover Saves
Phosphex discharger6"-18"		5	2	Heavy 3, Barrage, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death

Severing Cut: Each time a non-vehicle model suffers an unsaved wound from this weapon, roll a D6. On a 4+, the model suffers an additional D3 wounds which must be saved separately using the weapon's profile (note that these wounds do not themselves generate more additional wounds).

Torsion Crusher: When a target with an Armour value is struck by this weapon, the amount of Hull Point damage caused by the weapon is doubled.

Graviton Collapse: 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 2D6 or suffer a wound. Against targets with an Armour value, roll 3D6 for armour penetration instead. After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Reinforced Atomantic Shielding

The Leviathan pattern's design saw the most resilient field-augmented protection of any Dreadnought created during the Great Crusade, as well as the most dangerously powerful on-board reactor cells to meet its needs.

A Leviathan Dreadnought has a 4+ invulnerable save. In addition, if the Leviathan suffers a Vehicle Explodes damage result, add +D3 Str and +D3" to the radius of the blast.

Crushing Charge

When charging, the model inflicts 2 Hammer of Wrath attacks and gains +1 Initiative in the Assault phase of any turn in which it has charged.



HEAVY SUPPORT

The Deredeo pattern Dreadnought was developed as an outgrowth of the same project to improve upon the fusion of Terran and Mechanicum technology which gave birth to the first Legiones Astartes Dreadnoughts, such as the *Castraferum* and *Lucifer* patterns. It shares many core components and systems with the hugely successful *Contemptor* class, but rather than being a general assault unit, the Deredeo is an expressly designed heavy weapons platform, intended to combine superior firepower with the flexibility and durability of a Dreadnought chassis.

Deployed in limited numbers to each of the Legions, the Deredeo was treated as a specialist unit as it proved highly resource intensive to produce and maintain, but its undoubted survivability and killing power saw a resurgence in its use after the initial wave of internecine strife during the Horus Heresy, and it was in high demand by Traitor and Loyalist alike from the few Forge Worlds able to fashion them.

DEREDEO PATTERN DREADNOUGHT

185 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Deredeo Dreadnought	4	5	6	13	12	11	4	1	3

Unit Composition

- 1 Deredeo pattern Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- One twin-linked Anvilus pattern autocannon battery*
- Torso-mounted twin-linked heavy bolter
- Smoke launcher
- Searchlight
- Extra Armour

**Note this single weapons system encompasses both autocannon mounts, and may be disabled by a single Weapon Destroyed result.*

Special Rules

- Atomantic Shielding
- Helical Targeting Array

Options

- The Deredeo may exchange its Anvilus pattern autocannon battery for one of the following:
 - Single twin-linked hellfire plasma cannonade.....+35 points
 - Single Arachnus pattern heavy lascannon battery.....+50 points
- The Deredeo may exchange its twin-linked heavy bolter for a:
 - Twin-linked heavy flamer Free
- The Deredeo may be equipped with:
 - Armoured Ceramite.....+20 points
- The Deredeo may be fitted with one of the following carapace-mounted systems:
 - Aiolos missile launcher.....+35 points
 - Atomantic pavaise+50 points



Deredeo Weapons Systems

The Deredeo pattern Dreadnought, with its formidable carrying capacity and battlefield stability, was used as a test-bed platform for a number of advanced Legiones Astartes weapons systems, created from the wisdom won by the centuries of the Great Crusade.

Weapon	Range	Str	AP	Type
Anvilus autocannon battery	48"	8	4	Heavy 4, Sunder
Arachnus heavy lascannon battery	48"	10	2	Heavy 2, Exoshock
Hellfire plasma cannonade (Sustained fire)	36"	7	2	Heavy 4
(Maximal fire)	36"	7	2	Heavy 1, Gets Hot, Large Blast (5")
Aiolos missile launcher	60"	6	3	Heavy 3, Pinning, Independent Tracking

Exoshock: If this weapon successfully scores a penetrating hit on a target, roll a D6. On the roll of a 4,+ a second automatic penetrating hit is inflicted on the same target against which cover saves may not be taken.

Independent Tracking: This weapon may fire at a different target to that of the Deredeo's other shooting attacks if desired and ignores intervening obstacles to line of sight in open terrain. When firing at vehicles, it attacks their Side Armour value.

Atomantic Shielding

The Deredeo pattern shares the Contemptor pattern's system of defensive field generators mounted inside its armour plating, and is powered by the enhanced atomantic power core within.

A Deredeo Dreadnought has a 5+ invulnerable save against shooting attacks and explosions, and 6+ against attacks suffered in close combat. In addition, if the Deredeo suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

Helical Targeting Array

The Helical array's advanced augurs and sophisticated banks of combat-cogitators allow the Dreadnought to track and destroy even the swiftest of targets with ease. However, due to the Helical array's delicacy and ravenous consumption of power, the Dreadnought must be immobile while the system is in operation.

- The Helical Targeting Array grants the Skyfire and Interceptor rules to the Dreadnought's armament, both in the controlling player's player turn and their opponent's following player turn.
- The use of the Helical Targeting Array is optional and should be declared by the controlling player at the beginning of each of their player turns, with the provision that the Dreadnought must remain stationary in the turn for the Helical Targeting Array to be used.
- When the Helical Targeting Array is not used on any given turn, the Dreadnought may fire its weapons normally at ground targets.

Atomantic Pavaise

A highly experimental system developed by the Clave Nuathac sub-cult magos of the Forge World of Anvilus, the atomantic pavaise was created with Zone Mortalis operations in mind, and the idea of turning the Deredeo pattern Dreadnought into a mobile bulwark against the heaviest enemy weapons fire.

This reinforced shield increases the Deredeo's own invulnerable save to 4+ against shooting attacks, and grants friendly infantry models within 3" of the Deredeo's base an invulnerable save of 6+ against shooting attacks or boosts an invulnerable save they already possess by +1 (5+ becoming 4+, etc) to a maximum of 3+.

Note that the pavaise's bonus has no effect on invulnerable saves in close combat, and its benefits do not stack with the effects of other atomantic pavaises, or other special rules, psychic powers or items of wargear which boost an existing invulnerable save.

A Deredeo Dreadnought with an atomantic pavaise adds +D3 to its Blast radius rather than +1 if it explodes, and has an explosion strength of 5.



LEGION WHIRLWIND SCORPIUS

115 POINTS

Armour

	BS	Front	Side	Rear	HP
Whirlwind Scorpion	4	13	12	10	3

Unit Composition

- 1 Whirlwind

Unit Type

- Vehicle (Tank)

Wargear

- Scorpion multi-launcher
- Twin-linked bolter
- Searchlight
- Smoke launcher

Options

- The Whirlwind Scorpion may take any of the following upgrades:
 - Hunter-killer missile+5 points each
 - Dozer blade+5 points each
 - Extra Armour+5 points each
- The Whirlwind Scorpion may take one of the following additional pintle-mounted weapons:
 - Twin-linked bolter+5 points
 - Combi-weapon+5 points
 - Heavy bolter+10 points
 - Heavy flamer+10 points
 - Multi-melta+15 points
 - Havoc launcher+15 points

HEAVY SUPPORT

The term 'Whirlwind' is used amongst the Legiones Astartes to describe a range of vehicle-mounted multiple missile launcher systems, many of which were recovered during the Great Crusade and were undergoing front line trials with various units before the Horus Heresy swept across the galaxy.

The Scorpion was a pattern that had only recently entered service, having been created at the behest of the Space Wolves Legion to aid in the campaign against the fortified bastion-cities of the xenos Ghasulian Sub-realms. Fighting alongside Legion Predators, with which it shares many common armour and drive systems, the Scorpion proved itself well suited to such high-intensity operations and had been approved for service across the entire Legiones Astartes before the outbreak of the war.

Scorpion Multi-launcher

This is a prototype weapons system intended to replace the standard Whirlwind armament which was undergoing battlefield testing at the outbreak of the Horus Heresy. As well as the launcher itself being capable of more rapid fire than its predecessor, the Scorpion's rocket munitions were designed to concentrate their force in a more confined area, greatly increasing their destructive potential.

Weapon	Range	Str	AP	Type
Multi-launcher	48"	8	3	Heavy 1, Barrage, Blast (3"), Rocket Barrage

Rocket Barrage: In a turn in which the vehicle has not moved, the multi-launcher's rate of fire is increased to Heavy 1+D3.

LEGION MALCADOR ASSAULT TANK

275 POINTS

	Armour			
	BS	Front	Side	Rear HP
Malcador Heavy Tank	4	14	13	12 6

Unit Type

- Vehicle (Super-heavy)

Unit Composition

- 1-3 Legion Malcador Assault tanks forming a squadron

Wargear

- Traverse-mounted battle cannon
- Hull-mounted heavy bolter
- Two sponson-mounted heavy bolters
- Searchlight
- Smoke launcher

Special Rules

- Sub-atomic Reactor
- Battle Speed

Options

- The vehicle may exchange its traverse-mounted battle cannon for a:
 - Twin-linked lascannon..... Free
- The vehicle may exchange its hull-mounted heavy bolter for one of the following options:
 - Heavy flamer..... Free
 - Autocannon..... +5 points
 - Lascannon..... +10 points
 - Demolisher siege cannon..... +35 points
- The vehicle may exchange both of its sponson-mounted heavy bolters for one of the following options:
 - Heavy flammers..... Free
 - Autocannon..... +10 points
 - Lascannon..... +15 points
- The vehicle may take any of the following options:
 - Flare shield..... +35 points
 - Armoured ceramite..... +20 points
 - Dozer blade..... +5 points
 - Auxiliary drive..... +10 points
 - Mine plough..... +10 points
- The vehicle may take one of the following pintle-mounted weapons:
 - Twin-linked bolter..... +5 points
 - Combi-weapon..... +5 points
 - Heavy bolter..... +10 points
 - Heavy flamer..... +10 points
 - Multi-melta..... +15 points
 - Havoc launcher..... +15 points
- In a squadron of three, one Legion Malcador may be upgraded to a:
 - Squadron Command Tank..... +35 points

Sub-atomic Reactor

The Malcador assault tanks found in the armouries of the Space Marine Legions are the oldest of their kind still in service, relics manufactured on Terra using facilities dating back to the Age of Strife. While hugely reliable, their power plants—hybrid reactor/combustor engine cores—lack the power of those found on the larger and more powerful war machines that largely replaced them in service.

When rolling on the Thunderblitz and/or Catastrophic Damage tables for the Malcador, roll 2D6 and select the lower result.

Battle Speed

When the Malcador Assault Tank moves Flat Out in the Shooting phase, it may choose to fire its traverse-mounted weapon at its full Ballistic Skill, either before or after the Flat Out move, but may fire no other weapons.

HEAVY SUPPORT

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

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

LORDS OF WAR

An experimental variant based upon the Spartan chassis, the Mechanicum used the Spartan's internal capacity to mount a prototype neutron laser projector and the sizable Atomantic-arc reactors and radiation-shielding needed to operate the weapon. The weapon technology itself had been retro-engineered from Dark Age of Technology battlefield wreckage recovered at great cost on the forbidden sphere of Deep Hyades-VI by Mechanicum Explorators out of Galatea, and some controversy was evident about both its provenance and safety for wider dissemination by the Mechanicum.

Despite its instability, the neutron laser offered a potential rival weapon to the more common turbo-laser systems found on Titans and the Shadowword super-heavy tank destroyer, which was both more compact in size and possessed of enhanced ability to inflict collateral damage. Shortly before the outbreak of the Horus Heresy, preliminary detachments of the Cerberus had been delivered into the service of a number of Space Marine Legions for comprehensive battlefield testing and trial, and were soon pressed to turn their destructive power against the Imperium's own war machines, rather than that of the alien.

LEGION CERBERUS HEAVY TANK DESTROYER 395 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Legion Cerberus	4	14	14	13	6

Unit Composition

- 1 Cerberus Heavy Tank Destroyer

Unit Type

- Super-heavy vehicle

Wargear

- Twin-linked neutron laser battery
- Searchlight
- Smoke launchers
- Flare shield

Special Rules

- Reactor Blast

Options

- A Cerberus Heavy Tank Destroyer may be equipped with one set of two of the following sponson-mounted weapons:
 - Heavy bolters.....+20 points
 - Lascannon.....+40 points
- A Cerberus Heavy Tank Destroyer may take any of the following:
 - Hunter-killer missile+5 points
 - Armoured Ceramite.....+20 points
- A Cerberus Heavy Tank Destroyer may take one of the following pintle-mounted weapons:
 - Twin-linked bolter.....+5 points
 - Combi-weapon.....+5 points
 - Heavy bolter.....+10 points
 - Heavy flamer.....+10 points
 - Multi-melta.....+15 points
 - Havoc launcher+15 points

Reactor Blast

Should the Cerberus lose its last Hull Point, it rolls on the Catastrophic Damage table with a +1 modifier. The vehicle is then removed.

Neutron Laser Battery

The neutron laser is a Dark Age of Technology relic whose secrets are little understood outside the highest circles of the Adeptus Mechanicus and whose powerful blasts, while outmatching any weapon of its size, are prone to dangerous feedback if they encounter anything able to resist the terrible forces they can unleash.

Weapon	Range	Str	AP	Type
Neutron laser battery	72"	10	1	Primary Weapon
				D3 (roll each time the weapon is fired), Concussive, Feedback, Shock Pulse

Feedback

If a weapon with this type fails its Penetration roll against a target vehicle's armour, or fails a To Wound roll against a target model (note that successful armour saves do not count for this) roll a D6. If the result is a 1, dangerous energy feedback along the beam causes the firing model to lose 1 Hull Point or wound.

Shock Pulse

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

LEGION TYPHON HEAVY SIEGE TANK

395 POINTS

LORDS OF WAR

Named for the 'Great Beast' of Terran myth, this siege tank was developed by the Martian Mechanicum simultaneously with the Spartan, with which it shares a basic hull, armour and chassis design. The Typhon is a mobile gun-platform of prodigious strength and carrying capacity designed to operate a single massive piece of siege artillery—the Dreadhammer cannon. The design itself was created in response to a request from the Primarch Peturabo of the Iron Warriors, and also with his direct involvement, who demanded a war engine created for the Space Marine Legions that could rapidly deploy such fortress-breaking firepower to the battle line at speeds greater than the slow crawl of the Imperial Army's heavy batteries—the Typhon was the result. Many observers have labelled it as little more than an 'upscaled' Vindicator in design, and while in some ways this may be true, few can deny its utterly brutal effectiveness in action.

Armour

BS	Front	Side	Rear	HP
Legion Typhon	4	14	14	6

Unit Composition

- 1 Typhon Heavy Siege Tank

Unit Type

- Super-heavy vehicle

Wargear

- Dreadhammer siege cannon
- Searchlight
- Smoke launchers

Special Rules

- Crushing Weight

Options

- A Typhon Heavy Siege Tank may be equipped with one set of two of the following sponson-mounted weapons:
 - Heavy bolters.....+20 points
 - Lascannon.....+40 points
- A Typhon Heavy Siege Tank may take any of the following:
 - Hunter-killer missile.....+5 points
 - Armoured Ceramite.....+20 points
- A Typhon Heavy Siege Tank may take one of the following pintle-mounted weapons:
 - Twin-linked bolter.....+5 points
 - Combi-weapon.....+5 points
 - Heavy bolter.....+10 points
 - Heavy flamer.....+10 points
 - Multi-melta.....+15 points
 - Havoc launcher.....+15 points

Dreadhammer Siege Cannon

The Dreadhammer is a huge siege weapon, modified from the kind of static weaponry usually deployed to slowly pound cities and gargantuan fortresses to dust. The kinetic blast wave produced by the multi-tonne shells it fires alone is enough to liquefy flesh and bone, and the most well-protected bunker provides little defence for those within.

Weapon	Range	Str	AP	Type
Dreadhammer siege cannon	24"/48"	10	1	Primary Weapon 1, Massive Blast (7"), No Cover Saves Allowed

"The Dreadhammer siege cannon has two ranges depending on whether its vehicle has remained stationary or not. If the vehicle that the cannon is mounted on moved in the preceding Movement phase, the weapon has a range of 24". If it did not move, the range is increased to 48".

Crushing Weight

A Super-heavy vehicle with this special rule adds +1 to all rolls on the Thunderblitz table when making a Ram or Tank Shock attack.

LORDS OF WAR

The Falchion utilises a potent weapon combining technologies used in the Fellblade and the Shadowword super-heavy tank. The Falchion's twin-mounted Volcano cannon is one of the most powerful vehicle-mounted, anti-tank weapons in the Imperium's arsenal and it requires such an investment in resources to construct just a single example that its use is limited to the Legiones Astartes. Even then, the Falchion is so rare that most Legions maintain but a handful, reserved for use against the largest of enemy war machines.

The Falchion was developed long before the outbreak of the Horus Heresy and as such its prey was not the enemy Titans it would later see such extensive combat against. As the Great Crusade expanded ever outward, the Expeditionary fleets encountered a staggering array of foes, some of whom were of a truly gargantuan scale. The formless overlord beings of the Psion Reach were so massive they could crush entire armies with their bulk, but they were set to ravaging flame by the touch of the Ultramarines Falchions' Volcanos. When the gravity-defying mountain-fortresses of the Thulos Deeps rejected Compliance, a company of Iron Hands Falchions burned them and their occupants from the skies, scattering all to rubble such that no stone was left standing upon another.

LEGION FALCHION SUPER-HEAVY TANK DESTROYER

525 POINTS

Armour

BS	Front	Side	Rear	HP
3	14	13	12	12

Falchion

Unit Composition

- 1 Falchion

Unit Type

- Super-heavy Vehicle

Wargear

- One twin-linked hull-mounted Volcano cannon
- Two sponson-mounted quad lascannon
- Searchlight
- Smoke launcher

Options

- The vehicle may take any of the following options:

- Hunter-killer missile +5 points
- Auxiliary Drive +10 points
- Armoured Ceramite +25 points
- The Falchion may take one of the following pintle-mounted weapons:
 - Twin-linked bolter +5 points
 - Combi-weapon +10 points
 - Heavy flamer +15 points
 - Havoc launcher +15 points
 - Heavy bolter +15 points
 - Multi-melta +20 points
- The Falchion may be upgraded to take a:
 - Space Marine Legion Crew +15 points
- The falchion may upgrade its twin-linked volcano cannon with a Neutron wave capacitor +35 points

Volcano Cannon

The volcano cannon (so named, it is generally thought, given its tendency to turn rock and stone into spraying magma where it strikes) is an apocalyptically powerful laser weapon designed to level the most reinforced fortification and deal fatal blows to the most colossal of enemy war machines. For all its firepower however, the volcano cannon is an inflexible and maintenance-intensive weapon whose sheer size consumes much of the Falchion's bulk as it does the Shadowword of the Imperialis Auxilia which also fields this weapon as its main armament.

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

Neutron Wave Capacitor

Created during the Horus Heresy when the Legions found their own most powerful war machines turned against them, the neutron wave capacitor was intended to increase striking power of the Falchion's main armament to enable it to combat main-battle Titans.

- The neutron wave capacitor adds the Shock Pulse and Feedback special rules (see page 82) to the Falchion's volcano cannon profile.

LEGION STORMBLADE SUPER-HEAVY TANK 455 POINTS

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

Unit Composition

- 1 Stormblade

Unit Type

- Super-heavy Vehicle

Wargear

- Plasma blastgun
- Hull-mounted heavy bolter
- Searchlight
- Smoke launchers

Options

- A Stormblade may take:
 - Up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter.....+50 points per pair
- A Stormblade may replace any of its sponsons' twin-linked heavy bolters with:
 - Twin-linked heavy flammers.....Free
- A Stormblade may take any of the following:
 - Hunter-killer missile.....+50 points
 - Armoured Ceramite.....+25 points
- A Stormblade may take one of the following pintle-mounted weapons:
 - Twin-linked bolter.....+50 points
 - Combi-weapon.....+50 points
 - Heavy bolter.....+10 points
 - Heavy flamer.....+10 points
 - Multi-melta.....+15 points
 - Havoc launcher.....+15 points
- A Stormblade may be upgraded to a Super-heavy Command tank.....+25 points
- A Stormblade may be upgraded to take:
 - Space Marine Legion Crew.....+15 points

Plasma blastgun

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

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

Space Marine Legion Crew

A Stormblade upgraded to have Space Marine Legion Crew increases its Ballistic Skill to BS 4.

LORDS OF WAR

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

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



LORDS OF WAR

Based upon the same Standard Template Constructor pattern as the Baneblade and Deathhammer super-heavy tanks which form the mainstay of the vast armoured brigades of the Imperial Crusade Army, the Fellblade was a more advanced variant that first saw widespread service, particularly in the Space Marine Legions, in the last decades before the nightmare of the Heresy. The Fellblade was most notable for its use of both Mechanicum Atomantic arc-reactor technology and a reinforced metaplas alloy chassis superior to that of the Baneblade, and the employment of an advanced accelerator cannon as its primary armament—all fruits of technologies restored to humanity by the later conquests of the Great Crusade.

LEGION FELLBLADE SUPER-HEAVY TANK 525 POINTS

Armour

BS	Front	Side	Rear	HP
3	14	13	12	12

Unit Composition

- 1 Fellblade

Unit Type

- Super-heavy vehicle

Wargear

- Turret-mounted twin-linked Fellblade accelerator cannon
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Hull-mounted demolisher siege cannon
- Searchlight
- Smoke launchers

Options

- A Fellblade may exchange its quad lascannon sponsons for:
 - Laser destroyer sponsons..... Free
- A Fellblade may exchange its hull-mounted twin-linked heavy bolters for:
 - Twin-linked heavy flamer Free
- A Fellblade may take any of the following:
 - Hunter-killer missile +5 points
 - Armoured Ceramite..... +25 points
- A Fellblade may take one of the following pintle-mounted weapons:
 - Twin-linked bolter..... +5 points
 - Combi-weapon..... +10 points
 - Heavy flamer..... +15 points
 - Heavy bolter..... +15 points
 - Multi-melta..... +20 points
- A Fellblade may take any of the following upgrades:
 - Super-heavy Command tank +25 points
 - Space Marine Legion Crew..... +15 points

Fellblade Accelerator Cannon

A cogitator-assisted high velocity accelerator cannon designed on the Forge World of Tigrus, the Fellblade cannon is a superior heavy armament able to switch between high density-core armour piercing shells for use against enemy armour and fortifications, and powerful high explosive fragmentation rounds against concentrations of troops. Choose which of the following two profile entries the cannon uses every time it is fired.*

Weapon	Range	Str	AP	Type
Fellblade accelerator cannon				
(HE shell)*	100"	8	3	Ordnance 1, Massive Blast (7")
(AE shell)*	100"	9	2	Heavy 1, Armourbane, Blast (3")
Laser destroyer	36"	9	2	Ordnance 1, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked

LEGION GLAIVE SUPER-HEAVY SPECIAL WEAPONS TANK

625 POINTS



LORDS OF WAR

The Glaive, or Fellglaive as it is sometimes known, is a super-heavy tank pattern related to the Fellblade, but beyond the obvious surface similarities the two tanks are very different. The reason for this divergence lies with the Glaive's primary weapon system, the fearsome and arcane volkite carronade. A device of the Mechanicum whose design is said to originate on Mars in the wars of the Age of Strife, it was not without some acrimony that the Forge Lords agreed to the Emperor's demand for a Legion tank to be created that utilised this weapon. The need however was great, and the Glaive was first deployed against the apex exo-chthon codified as the *Catachi Diabolum* which had proved such a thorn in the Great Crusade's side. Later, the Glaive proved its worth both against the Ork hordes and the stranger xenos monstrosities encountered as the Emperor's crusading armies penetrated the murderous zones surrounding the galactic core.

The effort of constructing practicable numbers of super-heavy tanks around the volkite carronade is considered well worth the staggering expenditure in resources required, for multiple targets and even the largest of xenos abominations are struck down by its ravaging beam before even a portion of its energy is dissipated.

	Armour				
	BS	Front	Side	Rear	HP

Glaive

4 14 13 12 12

Unit Composition

- 1 Glaive

Unit Type

- Super-heavy vehicle

Wargear

- Turret-mounted volkite carronade
- Two sponson-mounted quad lascannon
- Hull-mounted twin-linked heavy bolter
- Searchlight
- Smoke launchers

Options

- A Glaive may exchange its quad lascannon sponsons for:
 - Laser destroyer sponsons.....Free
- A Glaive may exchange its hull-mounted twin-linked heavy bolters for:
 - Twin-linked heavy flammers.....Free
- A Glaive may take any of the following:
 - Hunter-killer missile+5 points
 - Armoured Ceramite.....+25 points

Volkite Carronade

Weapon	Range	Str	AP	Type
Volkite carronade	48"	8	2	Primary Weapon 1, Ignores Cover, Heavy Beam, Deflagrate, Haywire

Heavy Beam: When the weapon is fired, draw a 1" wide line from the end of the gun barrel up to the listed range of the weapon. The initial target for the weapon (the first model in the beam's path) must be an enemy model.

- All models (friend and enemy) caught in the beam area (excepting the firing tank) suffer a hit with the listed profile of the weapon, except Zooming Flyers, Swooping Monstrous Creatures, and Flying Gargantuan Creatures that cannot be affected or targeted.
- Units struck receive a number of hits equal to the number of their models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.
- If the beam strikes a Super-heavy vehicle, Gargantuan Creature or large intact building/fortification (bastion sized or larger), the attack is blocked and its line of effect will go no further. The blocking target will, however, suffer 1+D3 separate hits, rather than just 1.
- If a vehicle transporting models suffers a penetrating hit from the volkite carronade, the occupants inside suffer D6 Str 4 AP- hits with the Deflagrate special rule, in addition to any other effects. Casualties are assigned by the controlling player.



LORDS OF WAR

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

LEGION THUNDERHAWK TRANSPORTER 400 POINTS

Armour

	BS	Front	Side	Rear	HP
Thunderhawk Transporter	4	12	12	10	9

Unit Composition

- 1 Thunderhawk Transporter

Unit Type

- Super-heavy Flyer (Hover, Transport)

Wargear

- Four twin-linked heavy bolters
- Armoured Ceramite

Special Rules

- Loading Vehicles
- Unloading Vehicles

Access Points

- One access hatch on each side of the forward cockpit section.

Transport Capacity

- The Thunderhawk Transporter has a transport capacity of 15 models.
- The Thunderhawk Transporter may additionally carry two Rhino-sized vehicles, or one Land Raider-sized vehicle. These vehicles may contain passengers.

Options

- The Thunderhawk Transporter may take any of the following:
 - Chaff launcher +10 points
 - Armoured cockpit +15 points
 - Illum flares +5 points
 - Flare shield +50 points
 - Ramjet diffraction grid +50 points
 - Void-crafted hull* +35 points
- The Thunderhawk Transporter may carry up to:
 - Six hellstrike missiles +10 points per missile

Loading Vehicles

An empty Thunderhawk Transporter can pick up a stationary vehicle by moving over it whilst in Hover mode. The vehicle cannot have moved this turn. Next turn, the Transporter can move again, taking the vehicle with it.

Unloading Vehicles

Vehicles can disembark from the Transporter very quickly. If it lands (ie, doesn't move in a turn, whilst in Hover mode), then the vehicles carried on board may move as normal.

Void-crafted Hull

Once the Thunderhawk went into mass production during the Horus Heresy to replace lost stockpiles of the larger multi-role Stormbird craft, it was realised that more heavily constructed variants were required for the rigours of prolonged void operations. A Thunderhawk with this upgrade increases its Rear Armour value to 12.



LEGION THUNDERHAWK GUNSHIP

685 POINTS



LORDS OF WAR

The Thunderhawk Gunship was a development of the later Great Crusade, intended to bridge the gap in size and capacity between smaller designs such as the Storm Eagle and the larger and more costly Stormbird and Argo drop ships. Designed to operate in atmosphere and void space, it combined the roles of orbital troop lander, heavy gunship and medium bomber, and proved a highly successful addition to a Legion's fleet. With the outbreak of the wars of the Horus Heresy, both sides ramped up production of Thunderhawks to meet the on-going demands of the war.

Armour

	BS	Front	Side	Rear	HP
Legion Thunderhawk	4	12	12	10	9

Unit Composition

- Thunderhawk Gunship

Unit Type

- Super-heavy Flyer
(Hover, Transport)

Wargear

- Hull-mounted Thunderhawk cannon
- Four sponson-mounted twin-linked heavy bolters
- Six hellstrike missiles
- Two hull-mounted lascannon
- Armoured Ceramite
- Machine Spirit

Special Rules

- Assault Vehicle

Access Points

- One access hatch on each side and a forward assault ramp

Transport Capacity

- The Thunderhawk has a transport capacity of 30 models and may carry Legion Dreadnoughts (counting as 10 models each, and may only embark/disembark using the main ramp), Jump Infantry and Bikes.

Options

- The Thunderhawk cannon may be replaced with:
 - Turbo-laser destructor +90 points
- May replace all six hellstrike missiles with:
 - Six Thunderhawk cluster bombs +60 points
- The Thunderhawk may take any of the following upgrades:
 - Chaff launcher +10 points
 - Armoured cockpit +15 points
 - Flare shield +50 points
 - Ramjet diffraction grid +50 points
 - Void-crafted hull +35 points

Turbo-laser destructor

An immense laser weapon designed to flash-boil hardened ceramite armour and destroy the heaviest of enemy armoured vehicles.

Weapon	Range	Str	AP	Type
Turbo-laser destructor 96"	D	2		Primary Weapon 1, Large Blast (5")

Thunderhawk Cannon

A modified version of a defensive macro-cannon design more commonly found as a defensive turret armament on frigate class warships, the Thunderhawk cannon offers unprecedented firepower for a ground attack craft of the Thunderhawk's size.

Weapon	Range	Str	AP	Type
Thunderhawk cannon 72"	8	3		Primary Weapon 1, Massive Blast (7")

Heavy Bomb Clusters

The pylon-mounted bomb loads of a Thunderhawk are intended to allow it to clear potential landing zones of opposition and conduct ground attack missions in support of a main assault.

Weapon	Range	Str	AP	Type
Heavy bomb	-	6	4	Bomb 1, Apocalyptic Barrage (6), One Use

You can elect to have the Thunderhawk drop one Heavy Bomb Cluster per bombing run. The Thunderhawk has enough bombs to do this three times over the course of a game.

Void-crafted Hull

Once the Thunderhawk went into mass production during the Horus Heresy to replace lost stockpiles of the larger multi-role Stormbird craft, it was realised that more heavily constructed variants were required for the rigours of prolonged void operations. A Thunderhawk with this upgrade increases its Rear Armour value to 12.



LORDS OF WAR

The Mastodon is one of the heaviest assault transports in the arsenal of the Legiones Astartes and one reserved for use against the most heavily fortified positions. Several times the size of a Land Raider, its transport bay can convey up to forty Space Marines through the most perilous of battlefields and protect them even from enemy Titans. The Mastodon's primary role is to deliver these troops directly into the breach created with the siege melta array mounted on its armoured prow. Few fortifications can withstand this fearsome weapon and it is highly unusual for any foe manning such positions to withstand its blinding fires, the Legionaries passing through the melted stone, steel and flesh to press directly into the heart of the enemy position.

Although every Legion possessed Mastodons, they were used only sparingly during the later Great Crusade. Deploying them was a major operation in itself and so they tended only to be utilised in protracted siege operations where one or more entire Legions had amassed overwhelming force to destroy a foe no other was capable of engaging.

As the wars of the Horus Heresy ground onwards however, these heavy assault transports were used in increasing numbers as both sides committed every last effort to destroy utterly their hated foe.

LEGION MASTODON HEAVY ASSAULT TRANSPORT

700 POINTS

Armour

BS	Front	Side	Rear	HP
4	14	14	14	10

Mastodon

Unit Composition

- 1 Mastodon

Unit Type

- Vehicle (Super-heavy)

Wargear

- One fixed forward siege melta array
- Two sponson-mounted heavy flammers
- Two sponson-mounted lascannon
- One turret-mounted Skyreaper battery
- Smoke launchers
- Searchlight
- Armoured Ceramite

Special Rules

- Assault Vehicle
- Enhanced Defensive Fire
- Reinforced Shell
- Void Shields (2)

Transport

- The Mastodon can carry 40 models. It may also carry up to two Legion Dreadnoughts or Contemptor Dreadnoughts as part of its complement, each Dreadnought counting as ten models respectively.

Fire Points

- None

Access Points

- The Mastodon has two access points, one at the front and one at the rear.

Options

- The Mastodon may be upgraded to a:
 - Super-heavy Command Tank.....+20 points
- The Mastodon may mount up to:
 - Four hunter-killer missiles.....+5 points each
- The Mastodon may exchange its Skyreaper battery for a:
 - Command vox relay.....+25 points



Enhanced Defensive Fire

So long as at least one unit occupies the Mastodon, the Mastodon may use Overwatch fire with its sponson-mounted weapons when assaulted. When this is the case, each sponson may be fired once per Assault phase at an assaulting unit within the particular weapon's arc of fire. In the case of the Mastodon's lascannon, this Overwatch fire is carried out at BS 2, and in the case of the Mastodon's heavy flammers, D3+1 automatic hits are inflicted per heavy flamer on the assault unit fired upon.

Reinforced Shell

The Mastodon is designed to withstand withering punishment and endure, and is fitted with a reinforced inner armour shell as well as considerable special defensive measures around its reactor core and munitions stores. As a result, if it is Destroyed, reduce the roll made on the Catastrophic Damage table by -2. If the result rolled is actually '0' or '-1' after this modifier is taken into account, the Mastodon does not Explode, but it instead becomes a broken shell (note that it still counts as being destroyed for the purpose of Victory points or any relevant mission objectives however). Any models transported inside suffer an immediate Strength 4 hit (Vehicles are struck on their weakest Armour value). From this point onwards, its shell is treated as a Ruin rather than a vehicle wreck, with its two doorways counted as being open access points to the interior.

Command Vox Relay

This allows the Mastodon's controlling player to add +1 to or subtract -1 from the results of any Reserve rolls they make while the Mastodon is in play. In addition, should enemy models suffer a Deep Strike Mishap when the Mastodon is in play, the roll suffers a -1 modifier.

Void Shields (2)

While the model's void shields are active, any hits scored by shooting attacks against it strike its void shields instead. The Mastodon has two void shields, each with an Armour value of 12. A Glancing hit or Penetrating hit or any hit by a Destroyer weapon scored against a shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of its controlling player's turns, roll a D6 for each collapsed shield – a roll of 5+ instantly restores it.

Mastodon Weapons

Weapon	Range	Str	AP	Type
Siege melta array	12"	9	1	Heavy 4, Blast (3"), Melta, Stone Burner
Skyreaper battery	48"	7	4	Heavy 5, Skyfire, Twin-linked, Interceptor

Stone Burner: When striking against buildings and fortifications, each Penetrating hit inflicted becomes D3 Penetrating hits.



LORDS OF WAR

The Sokar pattern Stormbird is a dedicated attack lander, developed from the various Warhawk and Nephros class Stormbird assault transports utilised by the Yndonesic Bloc during the Unification Wars on Ancient Terra, and adapted by the Emperor for his early Legions.

The Sokar itself was one of the later patterns developed and was the design precursor to the smaller, more widely produced Thunderhawk Gunship. It was conceived as a specialised, high-durability orbital assault craft—almost a mobile bastion and firebase—which could land a Space Marine strike force and withstand heavy ground fire while its passengers forced a landing zone.

To this end, the Sokar's design features all-round gun turrets and particularly dense composite armour plating comparable to a main battle tank. It is further protected by void shield generators which it can extend to protect disembarking troops and war machines. Multiple thruster units ensure that even if several engines are damaged, the Sokar is still airworthy, making it a powerful if somewhat ungainly flyer. The howl of these huge engines is quite distinctive, even over the din of battle, and along with the bloodshed that follows its appearance, it has earned the Sokar the informal name of the 'Death Bird' among the Imperialis Auxilia.

SOKAR PATTERN STORMBIRD

850 POINTS

Armour

BS	Front	Side	Rear	HP
4	14	13	12	12

Sokar

Unit Composition

- 1 Sokar pattern Stormbird

Unit Type

- Super-heavy Flyer
(Hover, Transport)

Wargear

- Four turret-mounted twin-linked lascannon
- Three twin-linked heavy bolters
- Six wing-mounted Dreadstrike missiles
- Armoured Ceramite
- Machine Spirit
- Dual void shield generator

Special Rules

- Assault Vehicle
- Shield Projection
- Reinforced Structure

Transport Capacity

- The Sokar pattern Stormbird has a transport capacity of 50 models and may carry Dreadnoughts of any type (each counting as 10 models – these Dreadnoughts may only embark/disembark using the rear ramp), Jump Infantry, Rapier batteries, Bikes* and Jetbikes*.
- The Sokar may also transport a single Rhino, including a squad within, occupying 25 models of its transport capacity. The Rhino may only use the rear ramp.

*Counting as Extremely Bulky models.

Access Points

- One access hatch on each side and a rear assault ramp.

Options

- The Sokar may replace all six of its dreadstrike missiles with:
 - Single macro-bomb cluster payload +50 points
 - The Sokar pattern Stormbird may exchange any of its twin-linked lascannon for quad heavy bolters Free
- The Sokar may be upgraded with the ability to use:
 - Orbital strikes +150 points

Dual Void Shield Generator

Whilst the model's void shields are active, any hits scored by shooting attacks against it strike its void shields instead. The Sokar has two void shields each with an Armour value of 12. A Glancing hit or Penetrating hit or any hit by a Destroyer weapon scored against a shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of its controlling player's turns, roll a D6 for each collapsed shield, a roll of 5+ instantly restores it.

Shield Projection

So long as the Sokar is in Hover mode and remains stationary this turn, its controlling player may declare that it is projecting its void shields at the start of their turn. This means that their area extends to cover all units within 12" of the Sokar's main hull and wings in their protection.

Reinforced Structure

The Sokar has an invulnerable save of 5+ against any attacks that have breached its void shields.

Sokar Battle Transporter Weapons

The Sokar carries additional wing-mounted ordnance of prodigious firepower in addition to its defensive turrets, and can also be equipped to serve as a targeting relay for orbital strike craft, allowing shatteringly precise strikes from the edge of space in close support of its assault operations.

Weapon	Range	Str	AP	Type
Dreadstrike missile	120"	10	2	Ordnance 1, Blast (3"), One Use
Macro-bomb cluster	-	8	3	Bomb 1, Sunder, Apocalyptic Barrage (3D6) One Use
Orbital strike	Unlimited	D	1	Primary Weapon 1, Massive Blast (7"), Barrage (Indirect Fire only)

IMPERIAL PRIMUS REDOUBT

650 POINTS

FORTIFICATION

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

Composition

- 1 Primus Redoubt

Terrain Type

- Large building (Armour Value 15, 10 Hull Points) with two Battlements.

Wargear

- 1 double-barrelled turbo-laser destructor turret
- Force dome

Special Rules

- Mighty Bulwark
- Super-heavy Emplacement
- Reactor Breach

Access Points & Fire Points

- The Primus Redoubt has no Fire Points.
- Access points are as per found on the model.

Options

- The Primus Redoubt has a mounting point atop its superstructure which may be upgraded with one of the following weapons:
 - Twin-linked heavy bolter+15 points
 - Twin-linked lascannon+20 points
 - Hyperion air-defence missile launcher+30 points
 - Whirlwind missile launcher (with vengeance & castellan missiles)+35 points
- Each of the Primus Redoubt's battlements may be further upgraded with a single emplaced weapon chosen from the following:
 - Heavy bolter+10 points each
 - Heavy flamer+10 points each
 - Multi-melta+15 points each
 - Lascannon+15 points each
- The Primus Redoubt may also be given upgrades from the Buildings & Obstacles list found in *Codex: Stronghold Assault* if that expansion is being used.

Super-heavy Emplacement

- The Primus Redoubt may only be claimed by an opposing player by embarking models within it – simply moving models onto a Battlement is insufficient to claim it. If no enemy troops are embarked within the Redoubt, it is always claimed by the owning side.
- The Primus Redoubt's turbo-laser turret is never rendered unable to fire as a result of rolls on the Building Damage table.
- The Primus Redoubt's turbo-laser turret is never removed as a result of structural collapse or catastrophic breach damage results, only the total destruction of the Redoubt destroys the weapon.
- While counted as a single building, multiple units may be embarked within the Primus Redoubt, and may simultaneously enter/exit the structure so long as they utilise different access points to do so.

Reactor Breach

Should the Primus Redoubt suffer a Detonation result on the Building Damage chart, after all other effects have been resolved, roll on the Catastrophic Damage table as if it were a destroyed Super-heavy vehicle placing the Apocalyptic Megablast marker in the centre of the turbo-laser turret.

Force Dome

The Primus Redoubt and any units within its boundaries have a 4+ invulnerable save against shooting attacks, increasing to a 3+ against shoot attacks with the Barrage special rule.

Unless a mission has a particular rule to the contrary, the Imperial Primus Redoubt may only be selected as a Fortification choice by an army comprising at least 2,500 points.

FORTIFICATION

Consisting of a system of interlocking modular fortifications, the Castellum Stronghold is a Space Marine tactical fortification intended for front line use. Deployed from orbit by landing craft, it can be swiftly configured and assembled even under heavy fire. The individual components are deployed in drop cradles clad in ablative armour, the remnants of which are jettisoned at the moment the sections are landed, revealing a fully operational stronghold. Such is the skill of the Legiones Astartes that in battle conditions this might take as little as 30 minutes, while the most adept at such operations, in particular the Iron Warriors and the Imperial Fists Legions, take great pride in reducing this time frame even further.

Castellum Strongholds are generally deployed for short lived but high intensity operations where the Space Marines must establish a heavily fortified base in highly contested war zones. In such conditions it can serve as a firebase, artillery redoubt, defensive strongpoint, or platform from which they can launch immediate offensive actions. It is not an unknown tactic for a Castellum Stronghold to be dropped deep behind enemy lines during an on-going battle, sowing confusion and forcing a foe to turn back on themselves to stop their deployments from being destroyed from within.

IMPERIAL CASTELLUM STRONGHOLD

275 POINTS+OPTIONS

Composition

- 1 Castellum Stronghold consisting of a main Bunker and three Bunker Annexes.

Terrain Type

- Multiple-part building with Battlements. This comprises a single Space Marine Castellum Stronghold Realm of Battle tile. The Stronghold consists of an open Deck Area, a main Tacticus Bunker (Large Building, Armour Value 14) and three Bunker Annexes (Medium Buildings, Armour Value 14).

Wargear

- None

Special Rules

- Shielded Gate Barriers
- Defensive Structure

Access Points & Fire Points

- As per model

Options

The Tacticus Bunker and each of the Bunker Annexes may be equipped with the following emplaced weapons. Emplaced weapons may be used by units within their bunker at that unit's BS value, otherwise they use the Automated Fire rules and are utilised by the Castellum's controlling player. These emplacements may not be targeted separately and are considered destroyed when their Bunker is.

- The Tacticus Bunker has two mounting points and so may take two weapons choices, while the Bunker Annexes have one mounting point and so may take a single weapon choice each of the following:
 - Twin-linked heavy bolter+10 points each
 - Twin-linked heavy flamer+10 points each
 - Twin-linked lascannon+20 points each
 - Multi-melta & searchlight+10 points each
 - Hyperios air-defence missile launcher+30 points each
 - Whirlwind launcher+35 points each
 - Icarus lascannon+35 points each
 - Quad gun+50 points each
- The following options may only be taken by the mounts on the Tacticus Bunker in addition to those previously listed:
 - Hyperios command platform'+20 points each
 - Battle cannon turret+50 points each
 - Icarus quad lascannon+75 points each
- In addition, the Tacticus Bunker may be further equipped with any of the following options:
 - Comms relay+20 points
 - Hostile signal jammer+20 points

Shielded Gate Barriers

The main entrances of the Castellum Stronghold are covered not by plascrete and adamantium, but crackling barriers of energy that can be raised or lowered at the will of the fortification's controller.

At the start of each of the controlling player's turns, they may declare whether the gate barriers (see the diagram on page 97) are each raised or lowered – consider them to be raised by default at the start of the game.

- Raised barriers are treated as impassable terrain to the height of the adjoining walls, but do not block line of sight. Wounds inflicted by shooting attacks that pass through a raised shield gate barrier benefit from a 3+ invulnerable save.
- Should the Castellum's Tacticus Bunker be destroyed, the barriers collapse and cannot be raised again.

Defensive Structure

The Castellum Stronghold is a paragon of the military architect's craft, utilising technologies and materials beyond that of mute stone and steel.

The following rules and conditions apply:

- The Battlements of the Castellum Stronghold confer a 4+ cover save for units on top of them.
- Units that Go to Ground anywhere on the Castellum Stronghold tile gain +2 to their cover saves rather than +1.
- The Bunkers of the Castellum Stronghold have a 5+ invulnerable save against shooting attacks directed against them and units within them.

Comms Relay

While the Tacticus Bunker is intact and occupied by a friendly unit, the controlling player's Reserve rolls may be re-rolled.

Hostile Signal Jammer

While the Tacticus Bunker is intact and occupied by a friendly unit, roll a D6 for any enemy unit attempting to Deep Strike either onto the Castellum Stronghold tile or within 12" of its edges. On a result of 4+, the unit suffers a Deep Strike Mishap automatically.

Special Stronghold Mounted Weaponry

Weapon	Range	Str	AP	Type
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Icarus quad lascannon	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Hyperios air-defence missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker

Heat Seeker: A weapon with this special rule can re-roll all failed To Hit rolls against Flyers and Fast Skimmers.

Hyperios Command Platform (Castellum Stronghold)

As long as the Hyperios Command Platform is functioning, all Hyperios missile launchers, quad guns, icarus lascannon and icarus quad lascannon mounted on the Castellum Stronghold resolve any automated fire at BS 3.

In addition, while the command platform is in play, any of the Stronghold's emplaced weapons with the Skyfire special rule may target Flyers and Fast Skimmers in preference to closer models when shooting using the Automated Fire special rule.





+++ LEGIONES ASTARTES HEAVY
LINE/PLANETARY ASSAULT
FORTIFICATION+++

++ MECHANICUM/APOTHEOSIS
ASTARTES++

++ PRODUCTION IDENT: [MkXXIII]
CASTELLUM++

++ MULTIPLE CONFIGURATION++

++ LEGION/FLEET GRADE ISSUE/
DEPLOYMENT++

++ MID/LATE GREAT CRUSADE
FABRICATION LIMITED TO
'ASCENDIT' GRADE FOUNDRIES AND
CENTRALISED LEGION FORGES++

++ DEPLOYED PATTERNS 1Q/2XX/4K++



BUNKER
ANNEXE

EMPLACED WEAPON
MOUNTING POINT

SHIELDED
GATE BARRIER

EMPLACED WEAPON
MOUNTING POINTS

SHIELDED
GATE BARRIERS

TACTICUS
BUNKER

SHIELDED
GATE
BARRIER

SHIELDED
GATE
BARRIER

EMPLACED WEAPON
MOUNTING POINT

BUNKER
ANNEXE

SHIELDED
GATE BARRIER

BUNKER
ANNEXE

EMPLACED WEAPON
MOUNTING POINT

+CASTELLUM STRONGHOLD+

++LEGIONES ASTARTES FORTIFICATION++

++LOGISTICA MILITARUM, ORDINATI MANDATE Z22K.3974++



*"Life is a Prison, Death
Shall be my release, the
Soul is a Torment, Oblivion
its Surcease."*

Axiom of unknown
pre-Imperium origin,

Known to have been
adopted as the mantra of
the gene-cults of Tang-
Auric (M.29) and later by
the Legato Assassinourum
as its third precept (M.30)

LEGIONES ASTARTES APPENDIX: RITES OF WAR

This section contains a number of new Rites of War that a model with the Master of the Legion special rule may use, subject to the usual rules and any limitations listed in the entries themselves.

RITE OF WAR: ORBITAL ASSAULT

One theatre of warfare in which the Space Marine Legions were without peer was the orbital assault. With a sudden, calamitous strike from the void, were hundreds of worlds brought into Compliance during the Great Crusade, their leadership decapitated and their centres of power taken over at a bloody stroke, without the need for a protracted war of conquest.

Effects

- All units in the army eligible to take a Rhino as a Dedicated Transport may instead select Legion Drop Pods or Dreadclaw Drop Pods as Dedicated Transports.
- When taken as part of this Rite of War, talons of Legion Dreadnoughts and Contemptor Dreadnoughts must be given either Dreadclaw Drop Pods or Legion Dreadnought Drop Pods Dedicated Transports and must arrive via Deep Strike. In this case, a talon of multiple Dreadnoughts must attempt to land within unit coherency when they are deployed via Deep Strike, but follow the Dreadnought Talon rules afterwards.
- Units and models in Terminator armour gain the Deep Strike special rule.
- Legion Rapier Weapons Batteries may select Legion Drop Pods as Dedicated Transports.
- Deathstorm Drop Pods may be selected as Fast Attack choices.

Limitations

- Units that cannot be deployed via Deep Strike, either by having access to the special rule themselves or because they cannot be carried in a transport vehicle that has it (infantry in Drop Pods, for example), **may not be chosen** as part of the army.
- You may not take a Fortification Allied Detachment.
- All units purchased Dedicated Transports in this army must begin the game transported within them.

RITE OF WAR: ARMoured SPEARHEAD

A common main-battle line assault formation, the armoured spearhead is designed to deliver the Legion's main strength into combat while shielding it from the predations of hostile shot and shell. In order to accomplish this, the usual utilitarian transport vehicles employed by the Legion are replaced with heavier armoured tanks from the Legion's reserves, and against such armoured might, few foes can prevail.

Effects

- All units in the army eligible to take a Rhino as a Dedicated Transport may instead select either a Land Raider Phobos or a Land Raider Proteus if they number ten models or fewer as their Dedicated Transport.
- Tank Shocks inflicted by tanks in the force impose an additional -1 Ld penalty.

Limitations

- All units with the Infantry type in the army must either be purchased Dedicated Transports and start the game deployed inside them, or begin play transported inside another vehicle in the army. This in essence means that you may not take more infantry models in your army during selection than you have transport capacity to carry!
- Should all the tanks in the force be destroyed in the battle, then the enemy counts as having scored an additional secondary objective.
- You may not take a Fortification Allied Detachment.

RITE OF WAR: ANGEL'S WRATH

Although the strength of the Legiones Astartes ranged into the tens of thousands in each Legion, often they were confronted with enemies in the hundreds of thousands, even millions strong in open battle. The answer often to this imbalance was to ensure mobility and air supremacy, allowing the Legion's force to rapidly redeploy to strike and strike again without becoming mired amid a sea of foes.

Effects

- Any model with the Jump Infantry type gains the Hit & Run special rule if it did not already possess it.
- Any unit eligible to take a Rhino as a Dedicated Transport may instead take a Storm Eagle Gunship as a Dedicated Transport.
- Storm Eagle and Fire Raptor Gunships that are part of the detachment gain the Strafing Run rule.

Limitations

- Only units with the Jump Infantry, Skimmer and Jetbike types, as well as infantry units which begin the game inside transporting Skimmers and Flyers, may be chosen as part of the force. This in essence means that you may not take more infantry models in your army during selection than you have Skimmer/Flyer transport capacity to carry!
- No unit with the Tank type (unless also a Skimmer or Flyer) may be taken as part of this army.
- You may not take a Fortification Allied Detachment.

RITE OF WAR: PRIDE OF THE LEGION

Each Space Marine Legion had its elite; a core of veterans with experience of countless wars on worlds unnumbered. In battle these veterans, armed and armoured with the finest wargear the Legion possessed, could be deployed together like a clenched fist, focusing and maximising their killing power to destroy the most terrible enemies the Great Crusade faced.

Effects

- Legion Veteran Tactical squads and Terminator squads are Troops choices in the force, and units of either of these types must be selected as the force's compulsory Troops choices. This also includes any Legion specific Terminator squads which are also Elites choices.
- Command squads may take a Land Raider of either the Proteus or Phobos type as a Dedicated Transport.

Limitations

- Should all Legion Veteran Tactical squads and Terminator squads in the force be destroyed in the battle, then the enemy counts as having scored an additional Secondary Objective worth 2 Victory points.
- You may not take an Allied Force Detachment.
- The majority of the units in the detachment must have the Legiones Astartes special rule (so if the detachment comprises seven units, at least four must have the Legiones Astartes rule, for example).



*Shed all fear, all faith, all
hate, all hope,
As knowledge increases, so
too does sorrow,
Unto the traitor, all others
are traitorous*

*The Book of Cold Witness,
Verse CVII
Appendices of the
Apocrypha of Terra*

"Martial vigour and ferocity are virtues, to be sure. But do not throw your force blindly into battle and say that this is vigour. It is not. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. He who fights without understanding the battle he is fighting places himself at the disadvantage."

The Principia Belicosa

RITE OF WAR: ARMoured BREAKTHROUGH

When a Legiones Astartes force gives battle on a planetary scale, it often deploys a mass of far-ranging armoured vehicles, their orders to push ahead of the line companies and punch through enemy lines in order to sow death and confusion in rear areas. Tank commanders in these formations are trained to act under their own initiative, and their vehicles are often equipped with additional fuel reserves and their engines upgraded to achieve even greater range and speed than others of their class.

Effects

- **Armour of the Line:** Legion Predator Strike Armour Squadrons (armed with Predator cannon turret and sponson weapons only) must be taken as compulsory Troops choices in the detachment, and may be taken as additional Troops choices. Legion Sicaran Battle Tanks may be taken as Elites choices in this detachment.
- **Master of Armour:** A single Sicaran Battle Tank or a Predator of any type available in the Legiones Astartes Age of Darkness Army list may be taken as a Company Command vehicle, counting as a HQ choice and for the purposes of selecting this Rite of War only, counts as having the Master of the Legion rule allowing this rite to be taken. The may also be the army's Warlord. If this is the case instead of rolling for a Warlord Trait, this vehicle has the Super-heavy Command Tank vehicle upgrade (regardless of its type) and has +1 BS at no additional cost.
- **Extended Range:** All vehicles with the Tank type that have 3 or fewer Hull Points gain the Fast type if they do not have it already.

Limitations

- All Infantry units that can do so must purchase a Dedicated Transport, and those without the option must be deployed mounted in another vehicle which itself has a Transport capacity. All such vehicles must have the Tank or Super-heavy Tank type.
- The detachment may not have more Flyers or Skimmers (in total) than it has Tanks.
- The detachment may not include any fortifications or Immobile units.

RITE OF WAR: PRIMARCH'S CHOSEN

While the Primarchs of the Legiones Astartes frequently led their Legions from the very front, commanding tens of thousands of their sons in vast, sweeping battles, many also undertook missions on a smaller scale, if of equal or greater strategic import. Primarchs led boarding actions against enemy warships for example, or launched decapitation strikes to seek out and eliminate the foe's high command, accompanied by a select band of their most trusted warriors. It was considered an insurmountable honour to be chosen to fight alongside the Primarch in this manner, and one often reserved for a Legion's pre-eminent company, battalion or chapter.

Effects

- **Lord and Master:** When taken in this detachment, a Primarch is counted as a HQ choice instead of a Lords of War choice, and must be both the detachment's compulsory HQ choice and the army's Warlord. When using this Rite of War, a Primarch may be taken in any size of army.
- **The First:** Legion Veteran Tactical squads or Legion Terminator squads must be taken as compulsory Troops choices for this army.

Limitations

- In addition to the Price of Failure special rule in play when a Primarch is fielded, if the Primarch is slain, all other units in the detachment cease to count as scoring units (but may still count as denial units).
- The number of units with the Legiones Astartes special rule in this detachment must be greater than the units without the Legiones Astartes special rule in total.
- No Lords of War choice may be taken by the detachment.



RITE OF WAR: BRETHREN OF IRON

As the relentless wars of the Horus Heresy ground ever on, few of the Legions were spared suffering losses on an apocalyptic scale. Most found some means of bolstering their ranks, some conventional, others arcane and proscribed. One fairly common method of temporarily filling depleted ranks was to induct allied Cybertetica maniples directly into line units, and some fought with such implacable ferocity that they were granted Legion heraldry and afforded a permanent place in the ranks. Few of these 'iron brethren' survived long however, for they were often used as expendable assault waves attacking ahead of the more valuable and hard to replace Legionaries.

Effects

- **Inducted into the Line:** Castellax Battle-automata maniples may be taken as non-compulsory Troops choices, Vorax Battle-automata maniples may be taken as non-compulsory Fast Attack choices and Domitar Battle-automata maniples may be chosen as non-compulsory Elites choices.
- **Instrument of Command:** Any Techmarine may be equipped with a cortex controller at +15 points.

Limitations

- The detachment may not have more Battle-automata maniples (of any type) than it has squads with the Legiones Astartes special rule.
- At least one model with a cortex controller must be included in the detachment per three cybertetica cortex-equipped units in the detachment.
- No Battle-automata in the detachment may be given the Paragon of Metal special rule.
- A Forge Lord (or Iron-Father or Warsmith) must be taken as the compulsory HQ choice for this detachment if this Rite of War is used as the army's Primary Detachment. Note that this will preclude certain other characters from being included in the detachment, and means in most cases that both a Legion Praetor and a Forge Lord must be taken.
 - The only Consul types that may be included in the detachment are the Forge Lord (see page 20) and the Praevian (see page 22).

RITE OF WAR: FURY OF THE ANCIENTS

Even at the height of the Horus Heresy, it was considered wise to keep those Legionaries interred within the iron form of a mighty Dreadnought in stasis-slumber as much as possible, or else risk the total collapse of their sanity. At times however, circumstance dictated every available Dreadnought be awakened and committed to battle, even at the risk of their minds being sluggish until fully roused by the clamour of war. One such instance was the defence of the World Eaters flagship, the *Conqueror*, when the only warriors on hand to repel an Ultramarines boarding assault were the Dreadnoughts held in stasis at the vessel's heart – those World Eaters assigned to its defence having been unable to resist the urge to join the drop assault on the world of *Armatura* below.

Effects

- **The Awakened:** Legion Dreadnought Talons and Legion Contemptor Dreadnought Talons may be taken as Troops choices and must be taken as compulsory Troops choices for this detachment, but may no longer be taken as Elites choices.

Limitations

- The detachment must contain a Forge Lord and a Primus Medicae.
- The army automatically loses any roll to Seize the Initiative.
- The army may not include an Allied Detachment or Fortifications of any kind.
- For each Dreadnought destroyed from the detachment, the opposing player gains an additional Victory point.



"I was there at the Ulgall Depression, when the second wave turned. When the Word Bearers opened fire on us, I stood agast for what felt like a full hour, though in truth mere seconds must have passed. In the space of those few moments, moments which would change everything, for all time, my entire squad was slaughtered about me. Somehow, the shells and the las blasts passed me by, left me standing amongst the broken and burned and torn dead."

Then the spell was broken, the clamour of betrayal crashed in upon my awareness, a bolt shell struck my left temple, staining my vision blood red. And then, the killing began."

*Legionary Dyisonus Ghry,
3rd Assault Battalion,
Legiones Astartes Raven
Guard,
writing of the Istvan V
DropSite Massacre,
019.M31*





*"I have erred,
and so I must atone.
I lived when I should
have died,
For my punishment I must
become Immortal,
My deeds alone remaining"*

*Oath of the Immortals
The Rule of Ferrus Manus*

RITE OF WAR: OUTCAST SONS

Only long after the Horus Heresy, well into the period known as the Scouring, was the Imperium able to discern something of the awful truth of just how far the Warmaster's treachery had infected the once steadfast Legiones Astartes. Even Legions believed wholly loyal were found to have been tainted in some way, with small contingents of Legionaries, often those serving far from their brethren or on detached duty alongside those more overt in their treachery, siding with the Warmaster. None can say for certain how many White Scars or Iron Hands, for example, served in the ranks of the Traitors, for the records have long since been purged lest any hint of dishonour endure.

This Rite of War represents a small Traitor element of an otherwise loyal Legion driven to betrayal by the force of will or hubris of a powerful and influential leader. Players are, of course, free to use any Rite of War with any Legion as Loyalists or Traitors – this option is provided to focus in on this particular element of a force's character.

Effects

- **Brothers No More:** Characters in the detachment must always issue and accept Challenges against enemy models with the Legiones Astartes special rule. When fighting in a Challenge, such characters have the Preferred Enemy (Legiones Astartes) special rule.
- **Betrayers:** Models in the detachment with the Legiones Astartes special rule may re-roll Sweeping Advances against enemies with the Legiones Astartes special rule.
- **Cut from the Same Cloth:** D3 units in the detachment gain the Scout special rule when the Warlord of the enemy army has the same Legion-specific version of the Legiones Astartes special rule as their own Warlord. This roll is made immediately before Infiltration moves are made.

Limitations

- This Rite of War may only be taken by a detachment whose Warlord has one of the following versions of the Legiones Astartes special rule: Legiones Astartes (Salamanders), Legiones Astartes (Raven Guard), Legiones Astartes (Iron Hands), Legiones Astartes (Imperial Fists), Legiones Astartes (Space Wolves), Legiones Astartes (White Scars), Legiones Astartes (Blood Angels), Legiones Astartes (Dark Angels), Legiones Astartes (Ultramarines).
- The detachment may never have more Elites choices than it has Troops choices.
- The detachment may not take any units marked as only available to a Loyalist army.
- Models from the detachment with the Legiones Astartes special rule count all Allies in the same force as 'By the Warmaster's Command'. This overrides the normal Age of Darkness Allies matrix.

RITE OF WAR: SKY HUNTER PHALANX

A Sky Hunter Phalanx represents a mustering of large numbers of a Legion's fastest anti-grav units, or a specialised chapter consisting entirely of such assets. Sky Hunter Phalanxes are employed to range ahead of large Legion deployments and to engage forward enemy units before they can react, embarking on wide flanking manoeuvres that isolate and then decapitate the foe.

Effects

- **Sky Hunter Elite:** Legion Jetbike Sky Hunter Squadrons may be taken as Troops choices in a Primary Detachment using this Rite of War.
- **Rapid Encirclement:** Jetbikes (including those taken as mounts by Independent Characters) may leave the table in their own Movement phase and be placed into Ongoing Reserves. These units re-enter play using the Outflank special rule.

Limitations

- The only vehicles allowed in the army are those that have the Skimmer or Flyer type.
- All infantry units in the army must begin the game deployed in a Flyer that has sufficient Transport capacity to carry them.
- Other than Infantry transported in Flying Transport vehicles, the only unit types that may be taken are Jet Bikes.
- The army may not include a Fortifications Detachment or an Allied Detachment.

RITE OF WAR: ORPHANS OF BETRAYAL

Though the atrocity committed at Istvan III purged the ranks of the Sons of Horus, Death Guard, Emperor's Children and World Eaters of those who would not follow their Primarchs into treachery, there were other elements of these and other Traitor Legions serving much further afield; at the forefront of distant expeditions or in the households of militant Rogue Traders, for example. Upon returning to the Imperium, some of these small, scattered units rejected their kin's treachery and began a lonely war against their erstwhile brethren, often unacknowledged by either side, their deeds unrecorded or misattributed in the official histories, or else lost to the anarchy that was the Age of Darkness.

This Rite of War represents a small Loyalist element of an otherwise Traitor Legion, shielded from the taint that claimed their brethren by the purity and conviction of a powerful leader. Players are, of course, free to use any Rite of War with any Legion as Loyalists or Traitors – this option is provided to focus in on this particular element of a force's character.

Effects

- **Brothers no More:** Characters in the detachment must always issue and accept Challenges against enemy models with the Legiones Astartes special rule. When fighting in a Challenge, such characters gain Feel No Pain (4+).
- **Bitter Brethren:** All models in the detachment with the Legiones Astartes special rule have the Hatred special rule against enemy Space Marines with the same Legion-specific version of that rule as them.
- **Beyond Fear:** All models in the detachment are immune to the Fear special rule when it is caused by their own Primarch (ie, the enemy Primarch has the same Legion-specific version of the Legiones Astartes special rule as them).

Limitations

- This Rite of War may only be taken by a detachment whose Warlord has one of the following versions of the Legiones Astartes special rule: Legiones Astartes (Sons of Horus), Legiones Astartes (Death Guard), Legiones Astartes (World Eaters), Legiones Astartes (Emperor's Children), Legiones Astartes (Iron Warriors), Legiones Astartes (Word Bearers), Legiones Astartes (Alpha Legion), Legiones Astartes (Night Lords), Legiones Astartes (Thousand Sons).
- The detachment may not take any units marked as only available to a Traitor army.
- The detachment may not include allied Space Marines.
- The detachment may not take any Fortifications.
- The detachment may never have more Heavy Support choices than it has Troops choices.

RITE OF WAR: DROP ASSAULT VANGUARD

A doctrine mastered by the Legiones Astartes in the earliest days of the Great Crusade's expansion into the galaxy, an Assault Vanguard involved massed dropships passing low over the battlefield in order to disgorge jump pack-equipped Assault squads from their open hatches. With the skies over their heads turned black by the descent of the Angels of Death, foes were overwhelmed and few could stand against such a concentration of overwhelming force.

Effects

- **Death from Above:** At least half of the Legion Assault Squads in the army must always enter play using the Deep Strike special rules. At the beginning of the controlling player's first turn, this 'Assault Vanguard' may deploy all of its Legion Assault Squads at once.
- **Darken the Skies:** In the player turn after that in which the Assault Vanguard deploys, enemy models within 12" may only fire Snap Shots against them.
- **Storm of Angels:** In the Assault phase of the controlling player's second Game Turn, all of the Assault Squads of the Assault Vanguard gain the Hit & Run special rule.

Limitations

- Compulsory Troops choices made for a detachment using this Rite of War must be Legion Assault Squads.
- Only units that can deploy via Deep Strike or embarked upon a Transport vehicle with the Flyer type may be taken in the army.
- The army may not include any Immobile units.
- The army may not include a Fortification Detachment or an Allied Detachment.



"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'la Morthia Campaign*



"You will hunt down these 'Shattered Legions'. You will root them out from their shadowed lairs and drive them into the light. You will destroy them. You will finish what we started at Isttvan, you will be my hunter in the void. I will give you ships and warriors that you desire so you remove this irritation, this little thorn, and in doing so you will execute my will and end what was well begun."

Warmaster Horus to
Tybalt Marr, Legion
Command auto-scribe
transcript, prior to Sons of
Horus Legion deployment
to Molech

RITE OF WAR: LEGION RECON COMPANY

All of the Legions maintained bodies of warriors dedicated to the vital battlefield duty of reconnaissance. When the Legion went to war en masse, it was often preceded by such a body, serving as pathfinders and scouts for the main force.

Effects

- **Recon Company:** Legion Recon Squads are compulsory Troops choices in the Primary Detachment.
- **Forward Scouts:** All models deployed onto the table using the Scout or Infiltrate special rules gain the Shrouded special rule during the first Game Turn.
- **Rites of Observation:** When rolling to determine which side takes the first turn and/or to Seize the Initiative, a force using this Rite of War may re-roll the result.

Limitations

- No Heavy Support units may be deployed onto the battlefield during deployment, and must instead be placed into Reserves.
- The force's Primary Detachment must include an additional compulsory Troops choice, which must be filled by a Legion Recon Squad.
- No units or models with Terminator armour of any type may be included in a detachment using this Rite of War.

RITE OF WAR: ZONE MORTALIS ASSAULT FORCE

Though masters of all forms of warfare, the Legiones Astartes are superbly equipped and trained for shock boarding actions, their skill, ferocity and sheer toughness reaching its apex when called upon to fight in the close environs of a deadly Zone Mortalis war zone.

Effects

- **Shock Force:** Legion Terminator Squads may be selected as non-compulsory Troops choices.
- **Teleport Assault:** Any one Legion Terminator Squad included may be given the Deep Strike special rule, representing a teleport assault.
- **Interlocking Defence:** When used in a Zone Mortalis game, a Legion Breacher Squad whose members are all currently in base-to-base contact forming an unbroken chain and neither fleeing nor Pinned may add +1 to all Invulnerable saves.

Limitations

- No unit may include more than 15 models.
- No vehicles other than Walkers may be taken.
- No Super-heavy Vehicles or Gargantuan Creatures may be taken.

RITE OF WAR: SACRIFICIAL OFFERING

A tactic first used by the IIIrd Legion in the construction of such bastions as the Perfect Fortress on the world of Narsis, the Sacrificial Offering uses Auxilia troops as bait, Legion units counter-attacking at the moment the enemy believes their victory complete.

This Rite of War represents a Traitor Legion supported by a larger number of Imperialis Militia support troops which are to be used as cannon fodder to draw the enemy into a trap. As such, it makes an ideal match-up against a Loyalist Shattered Legion force.

Effects

- **Circling the Trap:** All models in the Primary Detachment gain the Outflank special rule and must begin the game held in Reserve.
- **Faith Misplaced:** The army's Allied Detachment gains the Stubborn special rule while in its own deployment zone.
- **Beneath Contempt:** The units of the Allied Detachment never yield Victory points for being destroyed.

Limitations

- The army must include an Allied Detachment drawn from the Imperialis Militia and Warp Cult army list, and this must begin the game deployed.
- The army must include a Fortifications Detachment.
- All Primary Detachment units must begin in Reserve.
- The Primary Detachment may not include any units with the Immobile or the Slow and Purposeful special rules.
- The army may not include any models that deploy using the Deep Strike special rule.
- This Rite of War may only be used in a Traitor army.

LEGION-SPECIFIC RITES OF WAR

The following Rites of War are specific to the Legion indicated and may only be taken by a Primary Detachment with the correlating version of the Legiones Astartes special rule. Many of these Rites focus on a particular Legion-specific unit, while others are inspired by certain events in the Age of Darkness up to around the year 010.M31, whether described in the books of the Forge World Horus Heresy series or the novels published by Black Library.

Rites of War for the Blood Angels, White Scars and Dark Angels are to be found in the respective sections of the Legiones Astartes appendix.

SONS OF HORUS UNIQUE RITE OF WAR: THE LONG MARCH

Even before the advent of the Warmaster's heresy, the Sons of Horus Legion was honoured as the first among equals. After Istvan V, they formed the main body of the Traitors' great advance towards Terra, a relentless, all-conquering host that swept all before it and against which no world could stand.

This Rite of War represents the Sons of Horus as they fought across countless battlefields on the long march that would see them conquer such worlds as Manachea, Dagonet, Dwell, Molech and countless others, a march that would eventually carry them to the Throneworld of Terra itself.

Effects

- **Relentless March:** Infantry units with the Legiones Astartes (Sons of Horus) special rule gain one of the following special rules from the beginning of its own player turn until the end of its opponent's next player turn when the majority of its models begin that player turn in the area indicated:
 - Relentless – in friendly deployment zone.
 - Fleet – in No Man's Land (ie, neither its own or its opponent's deployment zone where this is relevant to the mission being played).
 - Crusader – in the enemy's deployment zone.
- **The Warmaster's Portion:** As Horus' own, the Legion benefitted from the finest equipment and the greatest surplus of arms and munitions of any Legion. On the first turn of the game, a detachment using this Rite of War may re-roll all To Hit rolls of a 1. In addition, Legion Terminators may be chosen as non-compulsory Troops choices in this detachment.

Limitations

- This Rite of War may only be used by a Sons of Horus army belonging to the Traitor faction, and may not be used in conjunction with the Shattered Legion special rules.
- The detachment may not include any models with the Slow and Purposeful special rule, unless they deploy via Deep Strike or begin the game carried in a Transport vehicle.
- Detachments using this Rite of War may not take a Fortification Detachment or an Allied Detachment.

DEATH GUARD UNIQUE RITE OF WAR: CREEPING DEATH

As the Horus Heresy ground onwards, the Death Guard unsealed ever more forbidden arsenals and unleashed ever more potent weapons long denied to the Legiones Astartes by edict of the Emperor himself. At length, they were able to concentrate such weapons along the line of advance, creating a rolling bombardment of chemical munitions and a relentless rolling chem-fog from which the Death Guard would assault in lockstep, somehow untouched by weapons able to render entire forests to fetid swamps.

Effects

- **Mist-clad:** Infantry models in the detachment gain a cover save of 5+ when in open ground so long as no enemy model is present within 12".
- **Bio-phage Bombardment:** Before the game begins, after both sides have deployed (including Scouts and Infiltrators), roll a D6 for every piece of terrain representing a wood or jungle on the table. On a roll of 4+, the terrain is reduced to a fetid chemical mire. Any cover save it afforded is worsened by -1, and it counts as dangerous terrain to any model that does not have the Legiones Astartes (Death Guard) special rule.
- **Toxin Weapons:** All frag grenades and missiles in the detachment are increased to Strength 5.

Limitations

- This Rite of War may only be used by a Death Guard army belonging to the Traitor faction, and may not be used in conjunction with the Shattered Legion special rules.
- The army using this Rite of War must include a Siege Breaker Legion Consul.
- In games where one side is the Attacker and the other the Defender, the side using this Rite of War must always be the Attacker.
- Detachments using this Rite of War may not take a Fortification Detachment or an Allied Detachment.

'We are the anvil; now behold the hammer.'

Calla Drackenholt
Captain, 23rd Company,
Imperial Fists Legion
The Battle of
Nighthaven Landing



"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, IIIrd Legion

WORLD EATERS UNIQUE RITE OF WAR: THE CRIMSON PATH

From the earliest days of the Great Crusade, the XIth Legion was known for its Legionaries' willingness to pay even the highest butcher's bill in exchange for victory. At times it was observed that they seemed able to shrug off injuries that should have laid them low, somehow staving off death for the few moments more that it took to close upon the breach so that World Eater and enemy might die together in the mutual embrace of death. This horrifying spectacle grew ever more common as the Legion's descent into damnation accelerated, until, by the advent of the Shadow Crusade, it was almost a standard battle doctrine in certain assault companies.

Effects

- **Forlorn Hope:** All infantry models in the army with the Legiones Astartes (World Eaters) special rule have the Feel No Pain special rule while within the enemy's deployment zone. Models that already have Feel No Pain improve their roll by +1 (to a maximum of 3+).
- **Unto Death:** Independent Characters with the Legiones Astartes (World Eaters) special rule gain the It Will Not Die special rule while within the enemy's deployment zone. Independent Characters that already have this special rule improve the roll by +1 (to a maximum of 4+).

Limitations

- In missions in which the Attrition and/or Linebreaker Secondary Objectives are in play, the opposing player earns an additional +1 Victory point for each of these objectives the World Eaters player does not fulfil.
- A detachment making use of this Rite of War may not include any Immobile units or units with the Slow and Purposeful special rule.
- Detachments using this Rite of War may not take a Fortifications Detachment or a Space Marine Allied Detachment.

EMPEROR'S CHILDREN UNIQUE RITE OF WAR: 3RD COMPANY ELITE

In the aftermath of the Dropsite Massacre on Istvan V, the Emperor's Children experienced something of an existential crisis. The Primarch Fulgrim withdrew from his Legion for long months, for reasons that would not be understood for some time. In his absence, passions long held in check by duty and devotion were unleashed, and experiments begun at the earliest stages of the Legion's fall found a foothold amongst willing subjects.

This Rite of War represents a concentration of Emperor's Children Legionaries who have submitted themselves to implantation with sonic shriekers or who bear the fearsome sonic weaponry of the Kakophoni into battle. In particular, it may be used to represent the 3rd Company of the Emperor's Children under Captain Marius Vairosean in the early days of their damnation.

Effects

- **Chosen of Vairosean:** Kakophoni squads may be taken as Troops choices in a detachment using this Rite of War, and all Kakophoni squads in the army gain the Relentless special rule.
- **Sonic Assault:** Any Infantry unit equipped with power armour or artificer armour may take sonic shriekers at +2 points per model. All eligible models in a squad must be so equipped if this option is taken.

Limitations

- This Rite of War may only be used by an Emperor's Children army belonging to the Traitor faction.
- Detachments using this Rite of War may not take a Space Marine Allied Detachment.
- Any allies taken in the army count as one level worse than normal on the Age of Darkness Allies Matrix (Fellow Warriors become Distrusted Allies, for example).

WORD BEARERS UNIQUE RITE OF WAR: LAST OF THE SERRATED SUN

The Serrated Sun Chapter of the Legiones Astartes Word Bearers were the first sons of Lorgar to walk the Path of the Ruinous Powers, and most of its Legionaries fell in battle at the hands of the betrayed Raven Guard at the Istvan V Dropsite Massacre. Later on, the chapter's legacy would be passed on to the Vakrah Jal, but for a time the survivors of the Serrated Sun formed a vengeful, dedicated and utterly damned elite within the XVIIth Legion and maintained the specialised drop assault doctrines at which it had once been unequalled.

Effects

- **Company of Monsters:** Gal Vorbak Dark Brethren may be taken as Troops in a Primary Detachment using this Rite of War. All units of Gal Vorbak have access to Legion Drop Pods and Anvillus Pattern Dreadclaw Drop Pods as Dedicated Transports, and must take one of these options.
- **Drop Elite:** Any unit with access to a Rhino armoured transport as a Dedicated Transport may instead take a Legion Drop Pod.
- **Burning Sun:** Enemy units within 12" of the landing point of a Deep Striking Legion Drop Pod or Anvillus Pattern Dreadclaw Drop Pod must take a Pinning test after the vehicle's final position is determined.

Limitations

- All infantry units in the army must deploy via a Deep Striking Drop Pod, by teleportation if such an option is available or be transported inside a Flyer that has sufficient Transport capacity to carry them.
- The army may not include any Immobile units.
- The army may not include a Fortification Detachment or an Allied Detachment.

NIGHT LORDS UNIQUE RITE OF WAR: HORROR CULT

For many in the Night Lords Legion, the outbreak of the Horus Heresy precipitated an unstopping of a barely contained well of horrors. Fuelled by the blood of those they betrayed upon the black sands of the Urgan Depression, the Legion set itself upon a crusade of blood and terror, ostensibly in the name of the Warmaster and in furtherance of his cause. In reality, many were simply giving license to the very worst devils of their nature with little or no regard for the strategic plans of the Warmaster or even their own Primarch. The worst of these were the Night Raptor squads, who flocked together into bodies that were as much cult as battlefield formation, their commanders the high priests of horror unleashed for the sheer terror it evoked in its foes.

Effects

- **Raptor Cult:** Night Raptor Squads may be taken as Troops choices in a detachment using this Rite of War.
- **Beyond Judgement:** Any squad may be equipped with Trophies of Judgement (granting the squad the Fear special rule) at a cost of +25 points per squad.
- **Talons of Fear:** Any infantry squad of ten or more models in this detachment may take a Kharybdis Assault Claw as a Dedicated Transport.

Limitations

- Models in a detachment using this Rite of War that have the Legiones Astartes (Night Lords) special rule must always declare a charge if there is an enemy model they can harm in melee within 12" in the Charge sub-phase.
- A detachment using this Rite of War may not take a Fortifications Detachment or a Space Marine Allied Detachment.
- This Rite of War may not be taken by a detachment belonging to the Loyalist faction.



'Some may say, "What has he done" and call me mad priest, fallen vizier. My answer shall be as ever it has, simply that I have done what must be done.'

*Lorgar,
Primarch of the Legiones
Astartes Word Bearers*



"Victory lies not in iron,
but in mettle."

Samerik Gun Clan Axiom

IRON WARRIORS UNIQUE RITE OF WAR: THE IRONFIRE

A siege doctrine conceived by the Warsmith Idriss Krendl in the aftermath of the fall of the Schadenhold Bastion, the Ironfire Protocol facilitates the rapid capture of Loyalist strongholds without the need to commit an entire Grand Company, thus serving the Warmaster's orders to the Iron Warriors to topple Loyalist fortresses ahead of the march on Terra. Corrupted mind-impulse technology taken from the Forge World of Diamat allowed Iron Warriors gunners to interface with their weapons so closely that they could target heavy ordnance with preternatural accuracy, allowing them to unleash a rolling bombardment ahead of assault units closing on enemy positions.

Effects

- **Rolling Bombardment:** Barrage weapons targeted at any point within 12" of a friendly Iron Warriors unit deviate D6" instead of 2D6". Having resolved such a barrage attack, leave a counter at the point the blast marker was centred upon. Subsequent barrage attacks targeted at any point that is both within 18" of one of these 'Ironfire counters' and within 6" of a friendly Iron Warriors unit do not deviate at all. If a Shooting phase passes without any new Ironfire counters being placed, all such counters in play are removed at the end of the phase.
- **Ride the Ironfire:** Iron Warriors units within 6" of an Ironfire counter are Fearless.

Limitations

- In a mission where one side is the Attacker and the other the Defender, the side using this Rite of War must always be the Attacker.
- Detachments using this Rite of War may not take a Fortifications Detachment or a Space Marine Allied Detachment.

ALPHA LEGION UNIQUE RITE OF WAR: HEADHUNTER LEVIATHAL

The activities of the Alpha Legion throughout the Great Crusade and the Horus Heresy were ever shrouded in mystery, few more so than the operations of its elite Headhunters. Though no first-hand eye witness accounts describe such missions in reliable detail, secondary evidence of such operations being carried out has been discovered the length and breadth of the war-torn Imperium.

Effects

- **Headhunter Elite:** A detachment using this Rite of War must take Headhunter Kill Teams as their compulsory Troops choices, and may take Headhunter Kill Teams as additional Troops choices.
- **Sudden Strike:** If your army's Primary Detachment is using this Rite of War, you may re-roll the dice to see who gets the first turn.
- **False Flags:** Any enemy unit that declares a ranged attack against an Alpha Legion unit in the first Game Turn must first pass a Leadership test, unless it has itself been fired upon by an Alpha Legion unit that turn. If the test is passed, the unit may fire as normal, but if failed, it may not fire at all in that Shooting phase. Overwatch fire is unaffected.

Limitations

- The Alpha Legion must kill the enemy Warlord by the end of the game – if they do not, their opponent earns an additional D3 Victory points at the end of the game.
- Any vehicles in the Alpha Legion army must begin the game held in Reserve.
- Detachments using this Rite of War may not take an Allied Detachment (they can't afford to leave witnesses!).



IMPERIAL FISTS UNIQUE RITE OF WAR: HAMMERFALL STRIKE FORCE

Originally constituted as a template for landing forces deployed from the mighty Phalanx – the flagship of the Legiones Astartes Imperial Fists – a Hammerfall strike force is a concentration of elite, ship-borne units deployed for the purpose of enacting sudden and overwhelming boarding or landing actions against a foe that must be destroyed without mercy or quarter. The force utilises rare and invaluable teleportarium arrays to teleport transponder-equipped warriors into the heart of a battle, the arcane devices ensuring they materialise in a flash of golden light so intense that enemy warriors are temporarily blinded.

Effects

- **Landing Force:** Phalanx Warder Squads may be taken as Troops choices in a detachment using this Rite of War.
- **Teleport Array:** Teleport transponders may be taken by any Infantry unit with the Legiones Astartes (Imperial Fists) special rule at +15 points for a squad and +10 points for an Independent Character.
- **Blinding Luminescence:** Units deploying by Deep Strike via teleportation gain the Shrouded special rule from the moment they are placed on the table until the beginning of their next player turn. In addition, every enemy unit within 12" and line of sight of the Deep Striking unit must take a Blind test at the end of the phase.

Limitations

- Any vehicles taken in the army must begin the game held in Reserve.
- The army may not include a Fortifications Detachment or an Allied Detachment.

ULTRAMARINES UNIQUE RITE OF WAR: VIGIL OPERTII MISSION

The Vigil Opertii is a largely unseen and unhallowed wing of the XIIth Legion's military strength, and it serves to underpin the Legion's control of its home domain of Ultramar. Its activities are shrouded in mystery but thought largely to focus on counter-insurgency and internal policing operations, and at times in longer term post-Compliance actions where the population of a newly conquered world retains some element of recidivist intent.

This Rite of War represents one possible iteration of a Vigil Opertii force, built around a core of Legion-bonded, augmented warriors, perhaps aspirants who fell short of full Legion induction but who remain useful nonetheless, led by a cadre of Legion veterans. Such forces may be used in a variety of situations, but would be highly appropriate for use against a Traitor Imperialis Militia force or perhaps an Alpha Legion force attempting to subvert Loyalist control of a contested region.

This Rite of War is very much the opposite side of the coin to the Sacrificial Offering Rite of War presented earlier, demonstrating a Legiones Astartes force fighting alongside mortal allies instead of using them as cannon fodder.

Effects

- **Vigil Auxilia:** All infantry units in the Allied Detachment in this army have the Infiltrators special rule.
- **Sacred Duty:** All infantry units in the Allied Detachment have the Implacable Advance special rule and therefore count as scoring units regardless of their battlefield role.
- **Overseers:** Legion Recon squads lose the Support Squad special rule and may therefore be taken as a compulsory Troops choices.

Limitations

- The army must include an Allied Detachment drawn from the Loyalist Imperialis Militia and Warp Cult army list, and this must take the Gene-crafted and Warrior Elite Provenances.
- The Allied Detachment may not include Inducted Levy Squads.
- This Rite of War may only be used by an army belonging to the Loyalist faction.
- The Primary Detachment must include a Legion Vigilator.



"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*



"Be like unto the quenched blade fresh from tempering; cold and hard on the exterior, the red heat of the forge burning unseen within."

From the Uncollected Writings of Ferrus Manus

IRON HANDS UNIQUE RITE OF WAR: COMPANY OF BITTER IRON

Like the other Legions betrayed at Istvan V, the Iron Hands did not consolidate into a single, united body again for several years. Many surviving Iron Hands joined Shadrak Meduson's Shattered Legion attack-cells, while others rallied to the banner of the Red Talon. Some Iron Hands units fought their way back to Medusa, and considering themselves to have failed in their duty to the Legion and to their Primarch, cast off their Clan icons, renounced their companies and formed themselves into units of Medusan Immortals. Steeped in self-loathing and bitterness, these forces resolved to sell their lives dearly fighting the Traitors that had laid the Iron Hands so low.

Effects

- **Company of Immortals:** A detachment using this Rite of War may take Medusan Immortals as Troops choices.
- **Immortal Hatred:** All units in the Primary Detachment with the Legiones Astartes (Iron Hands) special rule gain the Hatred (Traitors) special rule.
- **Bitter Duty:** Medusan Immortals are Stubborn when the majority of a unit's models are inside the enemy's deployment zone.

Limitations

- This Rite of War may only be used by an army that belongs to the Loyalist faction, and may not be used in conjunction with the Shattered Legions Theme.
- An army using this Rite of War may not take an Allied Detachment.
- The army may not include Ferrus Manus.

RAVEN GUARD UNIQUE RITE OF WAR: LIBERATION FORCE

In the aftermath of the Dropsite Massacre it was feared that Lord Corax, Primarch of the Raven Guard, had fallen, but in fact he had survived and led several thousand of his sons on a ninety-eight day campaign of vengeance and survival before his force was extricated from Istvan V. Having returned to the Legion's home world, Corax led the Raven Guard on a campaign to liberate the peoples of numerous worlds across the southern Imperium whose leaders had declared for the Warmaster. With each world freed from the yoke of treachery another Loyalist army was raised, and the scales of justice tipped but a fraction back in favour of Terra.

Effects

- **Freedom Fighters:** Once per game, declared by the Raven Guard player at the beginning of a Game Turn of their choice, every model in the army gains the Zealot special rule for the remainder of that Game Turn.
- **Slayer of Tyrants:** When playing a mission that uses the Slay the Warlord Secondary Objective, the controlling player earns not 1 but D3 Victory points for achieving this Victory Condition.
- **Lead by Example:** Should the army include an Allied Detachment drawn from the Imperialis Militia and Warp Cults army list, models from that detachment are Fearless within 6" of any model that has the Legiones Astartes (Raven Guard) special rule.

Limitations

- This Rite of War may not be used by an army making use of the Shattered Legions Theme.
- An army making use of this Rite of War may not take a Fortifications Detachment or any units with the Immobile or Slow and Purposeful special rules.
- This Rite of War may only be used by a detachment belonging to the Loyalist faction.

SALAMANDERS UNIQUE RITE OF WAR: THE AWAKENING FIRE

For decades, the Legiones Astartes Salamanders had drawn strength from the teachings of their Primarch, through the doctrines and rituals of the Promethean Cult. When Lord Vulkan was lost to his sons upon the bloody killing ground of the Urgall Depression, those few Legionaries who had not been assigned to the Istvan V Retribution Fleet turned to the Promethean Cult for succour, plumbing its hidden depths for some guidance as to how they should overcome their unfathomable loss. In time, a new strand of belief would emerge, one that challenged the accepted foundation of the Imperial Truth upon which the Imperium had been built.

Effects

- **Devils from the Dark:** Infantry models in a Primary Detachment using this Rite of War that have the Legiones Astartes (Salamanders) special rule cause Fear.
- **Unto the Fires:** In missions that make use of the Random Game Length scenario special rule, the Salamanders player may declare that the game is to be played for one more Game Turn should the roll indicate it ends.
- **Fury of the Salamander:** Librarians in a Primary Detachment using this Rite of War have access to the Fury of the Salamander psychic power (see below). This counts as a Pyromancy power and may be chosen instead of Flame Breath as an alternative Primaris Power so long as the Librarian meets the requirement for the Psychic Focus special rule (see The Psychic Phase chapter of the *Warhammer 40,000* rulebook).

Limitations

- A Primary Detachment making use of this Rite of War must include a Legion Chaplain.
- The Primary Detachment may include no more than one of each of the following: Jump Infantry; Jet Bikes; Skimmers; Flyers.
- The army may not include the Primarch Vulkan.
- The army may not make use of a Fortification Detachment or an Allied Detachment.

Fury of the Salamander Warp Charge 3

The loss of their Primarch led certain adherents of the Promethean Cult to explore its mysteries still deeper in a quest to overcome their loss and redefine their existence in a universe without Lord Vulkan. Certain of those gifted of psychic powers had revealed to them something of the elemental power of their home world, and using the fire-rites of the Promethean Cult became adept at harnessing it as a terrifying weapon.

Fury of the Salamander is a **beam** with the following profile:

	Range	Str	AP	Type
Fury of the Salamander	18"	5	1	Assault 1, Elemental Horror

Elemental Horror: Units that suffer casualties from this power must make a Morale check regardless of how many casualties are actually caused. The test is made with a penalty to the target's Leadership value equal to the number of wounds the unit lost.



"By fire and by blade are we both sustained and judged."

Sergeant Kol'khon,
Legiones Astartes
Salamanders
The Battle of Bel Granicus



BATTLES IN THE AGE OF DARKNESS CORE MISSIONS

The following six missions represent the clash and counter-clash of the bitter civil war of the Horus Heresy.

Victory Conditions

In all cases, in addition to the listed victory conditions for any particular Battles in the Age of Darkness mission, completely destroying the enemy force is always a victory. If at any point, unless specified by the particular mission, a side has no models present on the table, their opponent has won.

Selecting a Mission

Having selected your armies for fighting the battle, determine which Age of Darkness mission you will be playing. This may be done either by mutual agreement or by randomly rolling for the mission on the following table:

Mission Table

- | D6 | Mission |
|----|-----------------|
| 1 | Blood Feud |
| 2 | Onslaught |
| 3 | Shatter Strike |
| 4 | Dominion |
| 5 | Tide of Carnage |
| 6 | War of Lies |

The Heresy-era Battlefield

Remember that for an enjoyable game, where neither close combat or ranged units will over-dominate, it is recommended that a mixture of terrain, some able to block line of sight for large vehicles (such as rocky crags, industrial machinery, ruins and buildings) and some providing cover mainly to infantry (such as craters, woods, jungle, swamps, debris fields, hills and wreckage), is used.

When put together, this terrain should have a sufficient footprint to cover between a quarter and a third of the surface of the playing area. A good rule of thumb here is five or six larger pieces of scenery (roughly 12" x 12" each) as well as three to six pieces of smaller 'scatter terrain', which can comprise a mixture of pieces roughly 6" x 6" or of larger miniatures bases made up as terrain, such as stacks of barrels, containers, sinkholes, small craters, small vehicles, scrap piles, etc.

Placing Terrain

After you have determined what mission you are playing, you must then place terrain from your collection to set up the battlefield. Terrain may be placed by the simple expedient of each player taking turns to place an individual piece or so that they form an attractive battlefield, and can be themed in 'sets' (a power generator and industrial buildings, etc) or simply placed roughly evenly across the table and then randomised via the use of a Scatter die and 2D6. For ease of play, try to leave a gap of at least 2" between each discreet area of terrain to allow the clear passage of infantry models.

Depending on which mission you are fighting, there may also be specific instructions on the terrain and its set-up. In addition, if you are playing through a particular campaign, you may have a certain style of terrain or special rules you can use to further theme your battlefield (such as the Istvan III battlefield terrain rules found in *The Horus Heresy Book One – Betrayal*).

Determine Deployment Map

After the terrain has been set up, you must determine each player's deployment zones.

First the deployment map is determined. This may be done either by mutual agreement or by randomly rolling on the deployment map table found below.

Once the deployment map has been decided on, the players should roll off. The winner of the roll-off selects one of the deployment zones to be theirs, and their opponent then takes the opposite deployment zone.

Deployment Map Table

- | D6 | Deployment Map Type |
|----|---------------------|
| 1 | Clash of the Line |
| 2 | Dawn of War |
| 3 | Search and Destroy |
| 4 | Hammer and Anvil |
| 5 | Ambush! |
| 6 | Vanguard Strike |

Warlords

In a Battles in the Age of Darkness game, each army must have a Warlord selected from its Primary Detachment. Unless specified by a unit special rule or Force Organisation chart rule to the contrary, this must be chosen from among the army's character models with the highest Leadership values by the owning player.

Special Characters

The various Horus Heresy-era army lists contain special characters for the Loyalists and Traitors. Each of these special characters is unique, so a player cannot include multiples of the same special character in an army, and if playing in team games, they should not be duplicated if possible across a single side. Special characters roll for their Warlord Traits as normal unless noted in their profile.

BATTLES IN THE AGE OF DARKNESS SECONDARY MISSION OBJECTIVES

The following is a summary of the main additional secondary objectives used in Battles in the Age of Darkness missions. Which particular secondary objectives are to be used will be listed in the mission that is being played.

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.

Attrition

The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

DEPLOYMENT MAPS

1. Clash of the Line

Clash of the Line has two opposing arrowhead-shaped deployment zones. When deploying in either of these zones, no unit can be deployed within 12" of the centre of the table during standard deployment.

The player's own table edge is the narrow edge which forms the rear of their 'arrowhead'.

2. Dawn of War

If players are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

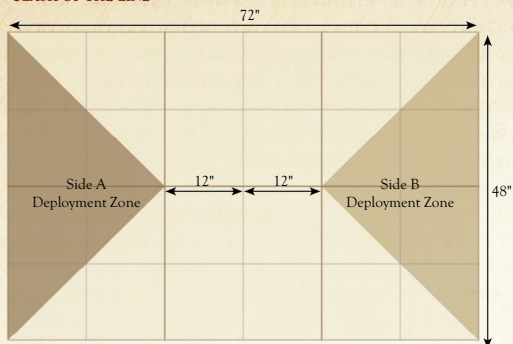
For Dawn of War battles, a player's table edge is the long table edge touching their own deployment zone.

3. Search and Destroy

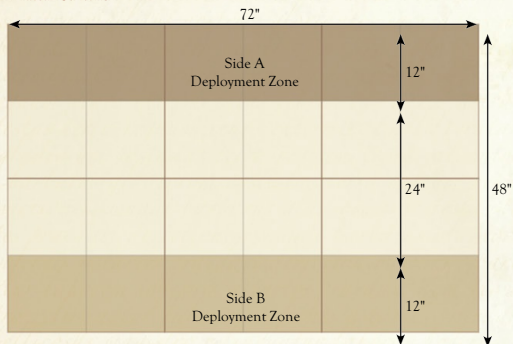
The Search and Destroy deployment map divides the table into four equal quarters. Each quarter constitutes a deployment zone. Units may not be deployed into the circular 18" diameter area at the centre of the table.

A player's table edges are any which form part of their deployment area.

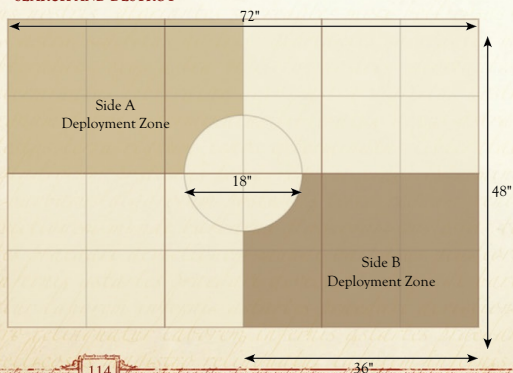
CLASH OF THE LINE



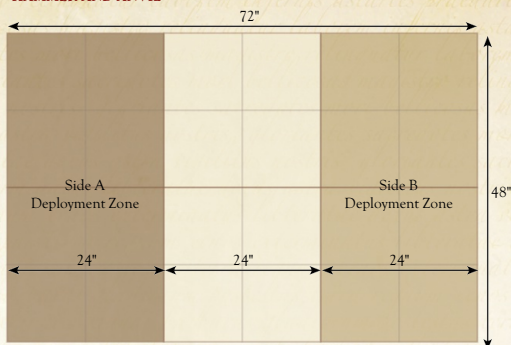
DAWN OF WAR



SEARCH AND DESTROY



HAMMER AND ANVIL



4. Hammer and Anvil

If players are using the Hammer and Anvil deployment map, the table is divided into two equal halves across its width.

For Hammer and Anvil battles, a player's table edge is the short table edge touching their own deployment zone.

5. Ambush!

The Ambush! deployment map divides the table into three areas: a central defender's area (representing the force being ambushed) and two deployment areas on the narrow table edges which are both available to the opposing player, representing the 'attacking' forces that have set up the ambush.

The player winning the roll-off may opt to take the part of the Attacker or the Defender, and their opponent then takes the opposing deployment type.

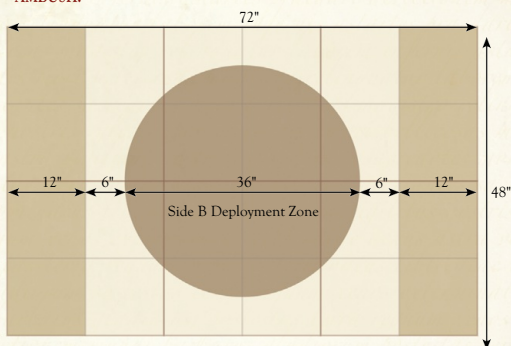
The narrow table edges are the Attacking player's, while the long table edges are the Defending player's (with any of the Defender's Reserves entering by the long edges, representing reinforcements rushing to relieve the ambushed force).

6. Vanguard Strike

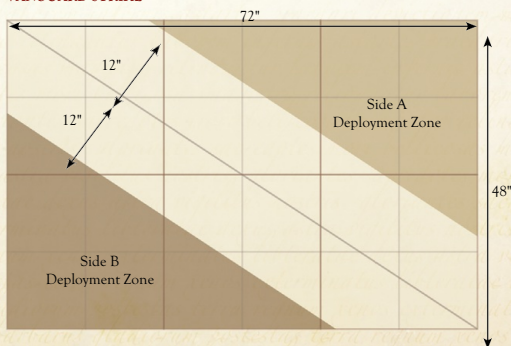
If using the Vanguard Strike deployment map, the board is divided into two equal halves across its diagonal. The players then agree which diagonal deployment zone each will play or can instead randomise to decide.

For Vanguard Strike battles, a player's table edge is the long table edge that touches their own deployment zone.

AMBUSH!



VANGUARD STRIKE



MISSION 1 - BLOOD FEUD

"Blood will have Blood, Sorrow piles upon Sorrow, Vengeance breeds Vengeance."

Ancient Terran Proverb

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units placed in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.
- Each player should determine their Blood Feud target (see the Victory Conditions section).

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

This mission's victory conditions are achieved by the destruction of the enemy's fighting strength, with a particular strategic target in mind whose loss will cripple their foe. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Death Toll: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

Blood Feud: After setting up and deploying the armies, but before play begins, each player should secretly note down a particular unit type from the list below. At the end of the game, the player's Blood Feud target is revealed. Each player gains an additional Victory point for each unit of the type they have chosen which has either been destroyed or is Falling Back at the end of the game.

Blood Feud Targets

- Infantry (all types except Independent Characters): +1 Victory point
- Independent Characters: +2 Victory points
- Vehicles with the Tank type: +1 Victory point
- Super-heavy Vehicles: +2 Victory points
- Vehicles with the Walker type: +1 Victory point
- Vehicles with the Super-heavy Walker type: +2 Victory points
- Vehicles with the Flyer or Super-heavy Flyer type: +2 Victory points
- Monstrous Creatures and Gargantuan Monstrous Creatures: +2 Victory points
- Bikes, Jetbikes and Skimmers: +1 Victory point

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.*

**Note that this is in addition to any points gained via Blood Feud, etc.*

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)

MISSION 2 - ONSLAUGHT

"Victory is won by the precise application of superior force at the point of maximum vulnerability. All else —deft manoeuvre, honour, glory, skill-at-arms— all are worthless trivia in comparison, no matter what pretty lies my brothers may spout to the contrary."

Perturabo, Primarch of the Iron Warriors

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys first using the Staged Deployment special rule (see Mission Special Rules), followed by the second player.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.
- After both sides have deployed, including Infiltrators and after Scout redeployments have been made, each player places a single objective marker in their opponent's deployment zone and further than 6" away from any table edge, with the player that deployed first placing the first objective.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

The Onslaught mission represents an attempt to break the enemy line through shock and brute force. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Onslaught Attack: Any enemy unit destroyed in the first game turn is worth 1 Victory point.

Seize the Tactical Objectives: If a player has control of the tactical objective in their opponent's deployment zone at the end of the game, that player gains 5 Victory points.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- Staged Deployment

Staged Deployment

Rather than deploy their entire army at once, the player who deploys first deploys a single unit on to the table, then their opponent deploys a unit, in the staged deployment order shown below.

After this has been done, the two players continue to alternate deployment of their units until they have both fully deployed (except any units held in Reserve, etc).

It is entirely possible that one side will run out of units to deploy before the other. If this is the case, then the player with the larger number of units may deploy their remainder as they wish after their opponent has run out.

Staged Deployment Order

- 1st Fortifications
- 2nd Lords of War units
- 3rd Heavy Support units
- 4th Troops units
- 5th Elites units
- 6th Headquarters units
- 7th Fast Attack units

MISSION 3 - SHATTER STRIKE

"It is not enough to take from an enemy their life—rather take from them also their places of safety, their allies, their homes and their loved ones. Crush all those in their care, lay their chattels to waste and then drive them alone and naked into the darkness. Take everything they have and burn it for the mere pleasure of seeing the ash crackle between your fingers, and call it nothing more than a beginning."

Jaghatai Khan

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who deploys second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

The victory conditions of this mission are tied to taking ground from the enemy. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Shatter Strike: At the end of the game, each player scores 2 Victory points for every scoring unit in their opponent's deployment zone, and 1 Victory point for every denial unit in their opponent's deployment zone.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- The Price of Failure (If Lords of War units are used)

MISSION 4 - DOMINION

"And where my hand shall strike, the foes of Mankind shall be laid waste; so shall I be the hammer of the Emperor, and I shall never tire."

Attrib. Ferrus Manus before the Battle of K'ear Madoo

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- Place mission objectives in accordance with the Mission Special Rules section.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc. are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

The victory conditions of this mission are achieved by first taking objectives in the heart of the war zone and then retaining control of them through the course of the battle. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Dominion Objectives: At the start of each player's turn, they gain 1 Victory point for each tactical objective they control. These Victory points are kept even if that objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain D3 extra Victory points.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains D3 additional Victory points.

"Note that the rewards for these secondary objectives are higher than normal."

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)
- Night Fighting (see the *Warhammer 40,000* rulebook)
- The Price of Failure (if Lords of War units are used)
- Dominion Objectives

Dominion Objectives

This mission uses five objective markers. During the game's set up, but before deployment has been determined, the players take turns in placing one objective each in the area of the table outside of the players' deployment zones until all of the objectives have been placed. These markers may not be placed within 6" of each other or a table edge.

Alternative – Objective Terrain

Rather than use objective markers, if both sides agree, individual pieces of terrain may instead be specified as the mission's objectives. It is suggested in this case that three pieces of objective terrain be used, which must be fully located outside of either player's deployment zones and suitably marked to identify them. Each should be distinct and easily identifiable, and have a suggested total size of no less than 6" on each side and no more than 12" on each side, and be substantial enough to provide cover to infantry models inside them. Suitable types of terrain include ruins, large shell craters, redoubts, derelict buildings, vehicle wrecks, etc.

In order to claim or deny a piece of objective terrain, a valid unit must have at least one model within 6" of the centre of the terrain's ground level. A unit may never claim or deny more than a single piece of objective terrain at once.

MISSION 5 - TIDE OF CARNAGE

"All I wish to hear from your imperfect world is the silence of its dead."

*Lord Commander Lothreal Sabine of the Emperor's Children,
Communiqué to the Judicator of Nalislarr*

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

The victory conditions of this mission are achieved by forcing the enemy back from the battlefield. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Tide of Carnage: Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it. In order to claim a sector, a side must have one or more scoring units in the sector and the enemy must have no scoring units left in that sector.

The sectors of the battlefield are defined as follows:

- Player's own deployment zone:
3 Victory points
- No Man's Land (the area of the battlefield which is not covered by either deployment zone): 5 Victory points
- Opposing player's deployment zone:
7 Victory points

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- Heavy Armour

Heavy Armour: In addition to the usual scoring units, all vehicles with the Tank type, as well as Super-heavy ground vehicles and Super-heavy walkers, are also classed as scoring units in this mission.

MISSION 6 - WAR OF LIES

"In any battle, great or small, the most insignificant of terrain and the most worthless of ground can for minutes, or perhaps hours, become so valuable that the blood of heroes and the wealth of an army's supply does not outweigh it. The true general knows when such a price is worth spending, and when the butcher's bill is sheer folly to pay."

Roboute Guilliman, ext. 'On War'

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- A single objective marker is placed as close to the centre of the battlefield as possible. Each player then takes turn placing two objective markers each elsewhere on the battlefield, no closer than 12" from another objective marker, and no closer than 6" from any table edge.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

The victory conditions of this mission reflect the anarchy and uncertainty of civil war, where goals desperately fought over and bled for may ultimately prove worthless. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Death Toll: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

War of Lies: At the end of the game, roll a D6 on the following table to determine the worth—if any—of each objective controlled by the player at the end of game. Roll once for each objective.

D6	Result
1	No Victory points
2-3	1 Victory point
4	2 Victory points
5	3 Victory points
6	Minus D3 Victory points

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)

LEGIONES ASTARTES SPECIAL RULES

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. In addition each individual Legion has its own idiosyncrasies and character—the product of their gene-seed and unique warrior culture.

- Units with this special rule may always attempt to regroup normally regardless of casualties.
- Units will also have additional special rules and abilities specific to their Legion.

A Space Marine may only have one such 'named' rule, eg, Legiones Astartes (Sons of Horus). Space Marine units from a different Legion may only be included using the Allies rules (see the *Warhammer 40,000* rulebook) in conjunction with the Allies in the Age of Darkness chart found on page 14.

Unlisted Legions: *If you are using this army list to represent a Legion which does not yet have its own unique Legiones Astartes rule, you may instead add either the Stubborn or Furious Charge special rule to the standard provisions of this rule in the interim.*

Automated Artillery

Unlike standard artillery, Automated Artillery does not require crew in order to function. It is not removed from play due to a lack of crew and each gun must be destroyed normally before it is removed. Automated Artillery cannot move and cannot charge. If assaulted they do not Pile In and cannot be locked in combat; their attackers will hit automatically, but must roll To Wound normally. If a unit of Automated Artillery loses an assault nothing happens, there are no Sweeping Advances, no Pile Ins and no Consolidation moves. The Automated Artillery remains in place and may fire normally in future turns. If the Automated Artillery wins an assault, the enemy must take a Morale check as normal, although the artillery piece cannot Consolidate or make a Sweeping Advance.

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 against 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 fighting in a game of *Warhammer 40,000: Apocalypse*, no force 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 Space Marine Legion Praetor entry on page 17)
- Precision Strikes
- Precision Shots

Chosen Warriors

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 rules associated with the Character type.

Battlesmith

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

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

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

"Peace? There can be no peace in these times. We fight not merely for victory, but for survival, for the control of the destiny of humanity! There can be no higher calling, no cause greater and more worthy of sacrifice. Any man who calls for peace is an enemy as much as the traitor who seeks your life—treat them with the contempt they deserve."

*Rogal Dorn
Primarch of
the Imperial Fists*

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.

Immobile (Artillery Type)

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 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 unit be held in Reserve.

Space Marine Legion Crew

A Super-heavy tank upgraded to have Space Marine Legion Crew increases its Ballistic Skill to BS 4.

Squadron Command Tank

A squadron command tank is outfitted with enhanced command and control systems, such as mimetic data-links and predictive cogitators, which allows a veteran commander to better lead their squadron, co-ordinate their squadron's fire with deadly accuracy and otherwise wreak havoc upon an enemy.

Unless the squadron command tank has been destroyed, all the 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 rules.

Squadron command tanks should always be modelled appropriately with additional equipment or markings to identify them on a battlefield.

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, provide resolve and impetus to any allied forces.

- If a vehicle has been upgraded to a Super-heavy command tank, all allied infantry units within 24" may re-roll failed Morale checks.

Co-axial Weapon

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.

Flyers and the Deep Strike special rule

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, 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 deploying 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 a 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.

*"Blood will have blood,
Sorrow piles upon
Sorrow, Vengeance
breeds Vengeance."*

Ancient Terran Proverb

LEGIONES ASTARTES WARGEAR

This section of the Legiones Astartes Age of Darkness Army list details the weapons and equipment used by the Space Marines in the era of the latter Great Crusade and at the outbreak of the cataclysmic wars of the Horus Heresy, along with rules for using them in your games of Warhammer 40,000. Weapons that are used by multiple units are listed here, while unique items belonging to special characters and units are listed with their profile.

RANGED WEAPONS

Archaeotech Pistol

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

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

Avenger Bolt Cannon

This fires a relentless stream of heavy, high velocity, mass reactive shells, making it highly effective against foes that attack in large concentrations of massed infantry. So heavy is this torrent of fire that even heavily armoured targets are in danger, their armour torn to ragged shreds under the relentless rain of explosive impacts.

Weapon	Range	Str	AP	Type
Avenger bolt cannon	36"	6	3	Heavy 7

Combi-bolter

Designed as a tactically flexible weapon for employment in the Terminator armour project, a combi-bolter is in essence two standard pattern bolters slaved to fire together. It is a bulky and somewhat crude, but very effective, weapon prototype that was gaining widespread use at the time of the Heresy.

Weapon	Range	Str	AP	Type
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked

Combi-weapons (Heresy-era)

These are boltguns that incorporate a modified secondary weapon system with limited ammunition. Only one weapon may be fired at a time, with the boltgun component unlimited in its use while the secondary component may only be used once during the game. The following secondary weapon types are available to combi-weapons in Heresy-era games:

- Flamer
- Meltagun
- Plasma gun
- Grenade launcher (frag or krak – choose which type when fired)
- Volkite charger

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 reactor core systems to power. As a result, they are primarily used for

dedicated siege warfare or starship breaching assaults by specialised operators such as Techmarines and Mechanicum Destructors. More rarely, larger conversion beamer weapons are mounted on a vehicle chassis with advanced control mechanisms and an abundance of reactor power such as the Contemptor pattern Dreadnought.

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.

Weapon	Range	Str	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")
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration

Firing Calibration (Heavy Conversion Beamer only): The power requirements and targeting calculations needed to effectively use this weapon means that it may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

Deredeo Weapons Systems

The Deredeo pattern Dreadnought was used as a test-bed platform for a number of advanced Legiones Astartes weapons systems, created from the wisdom won by the centuries of the Great Crusade.

Weapon	Range	Str	AP	Type
Anvilus autocannon battery	48"	8	4	Heavy 4, Sunder
Arachnus heavy lascannon battery	48"	10	2	Heavy 2, Exoshock
Hellfire plasma cannonade (Sustained fire)	36"	7	2	Heavy 4
(Maximal fire)	36"	7	2	Heavy 1, Gets Hot, Large Blast (5")
Aiolos missile launcher	60"	6	3	Heavy 3, Pinning, Independent Tracking

Exoshock: 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.

Independent Tracking: This weapon may fire at a different target to that of the Deredeo's other shooting attacks if desired and ignores intervening obstacles to line of sight in open terrain. When firing at vehicles, it attacks their Side Armour value.

Demolisher Cannon

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

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

Field Artillery Weapons

The Legions utilise a variety of support weapons, including shell-firing heavy guns of different calibres, and missile launch systems for bombardment and heavy assaults against fortified positions. One of the most common is the Whirlwind launcher, a variant of the Rhino chassis able to utilise different warhead payloads, while the quad launcher (colloquially known as a 'Thudd gun') is favoured against enemies that attack in a great horde such as the Orks. The Medusa's devastating if short ranged cannon is favoured for close siege assaults.

Weapon	Range	Str	AP	Type
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Quad 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 Saves
(Splinter)	12"-36"	2	4	Heavy 4, Barrage, Blast (3"), Rending
(Phosphex canister shot)	12"-36"	4	3	Heavy 4, Barrage, Blast (3"), Poisoned (3+), Crawling Fire*, Lingering Death*
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
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 Saves
Hyperios warhead	48"	8	3	Heavy 1, Skyfire, Heat Seeker, Interceptor

*See page 127.

Frag Assault Launchers

Any unit charging into close combat on the same turn it disembarks from a transport vehicle equipped with frag assault launchers counts as having frag grenades.

Heat Seeker: Failed To Hit and AP rolls of a 1 must be re-rolled.

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

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

Graviton Weapons

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

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

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

Grenade Harness

An auxiliary weapon system fitted to Terminator armour, the grenade harness unleashes a barrage of fragmentation charges at the foe as the Terminator charges. The grenade harness is a one-shot weapon, and when it is fired, the firing Terminator and any squad they have joined count as having assault grenades in the Assault phase of that turn.

Weapon	Range	Str	AP	Type
Grenade harness	8"	3	-	Assault 2, Blast (3"), One Use

Havoc Launcher

Widely utilised as an additional assault weapon system mounted on vehicles in the Space Marine Legions, the havoc launcher is a simple but effective multi-barrelled rocket launcher that fires clusters of high explosive munitions.

Weapon	Range	Str	AP	Type
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked

Kheres Pattern Assault Cannon

A prototype weapons system incorporated into the advanced Contempror pattern Dreadnought, the Kheres is a high velocity cannon which uses electrically driven spinning barrels to maintain a massive rate of fire. Thanks to this relentless torrent of explosive shells, this assault cannon can chew and tear its way through the most heavily armoured foe. More compact assault cannon were entering limited use with the Terminator-armour equipped forces of several Legions at the beginning of the Horus Heresy.

Weapon	Range	Str	AP	Type
Kheres	24"	6	4	Heavy 6, Rending

Leviathan Weapons Systems

The Leviathan pattern Siege Dreadnought was a platform for a number of arcane and deadly short-ranged weapon systems which only its powerful reactor system could readily supply. These ranged from rapid fire multi-barrelled cannon designed to scythe down infantry, to rapid cycling melta beam weapons for fortress-breaching, to gravitation torsion weapons which created a spiralling vortex of force whose power was amplified by the target's own mass, capable of twisting the most resilient armour into tortured scrap.

Weapon	Range	Str	AP	Type
Leviathan siege claw	-	X2	2	Melee, Wrecker, Severing Cut
Leviathan siege drill	-	X2	2	Melee, Wrecker, Armourbane
Cyclonic melta lance	18"	9	1	Heavy 3, Melta
Leviathan storm cannon	24"	7	3	Heavy 6, Sunder
Grav-flux bombard	18"	†	2	Heavy 1, Pinning, Large Blast (5"), Graviton Collapse ¹ , Torsion Crusher, No Cover Saves
Phosphex discharger	6"-18"	5	2	Heavy 3, Barrage, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death

Severing Cut: Each time a non-vehicle model suffers an unsaved wound from this weapon, roll a D6. On a 4+, the model suffers an additional D3 wounds which must be saved separately using the weapon's profile (note that these wounds do not themselves generate more additional wounds).

Torsion Crusher: When a target with an Armour value is struck by this weapon, the amount of Hull Point damage caused by the weapon is doubled.

Graviton Collapse: 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 2D6 or suffer a wound. Against targets with an Armour value, roll 3D6 for armour penetration instead. After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

Needle Pistol

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

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

Laser Destroyer

The laser destroyer is a powerful reactor-charged anti-tank weapon that uses multiple laser generators to fire staggered near-simultaneous blasts of energy focused on a single target point. This has the effect of disintegrating the densest armour in a series of powerful impacts micro-seconds apart, making the weapon able to vapourise a tank or shatter an armoured bulkhead in a single blazing volley.

Weapon	Range	Str	AP	Type
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked

Magna-melta

Heavy, vehicle-mounted, short ranged, area-effect heat cannon, magna-meltas were originally designed for space assault craft to enable them to turn a large cubic volume of starship hull-plating to liquid slag. A weapon of this magnitude's effects on less durable targets such as battle tanks and living matter are unsurprisingly catastrophic.

Weapon	Range	Str	AP	Type
Magna-melta	18"	8	1	Heavy 1, Melta, Large Blast (5")

Phosphex Bombs & Medusa Shells

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. 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 tissue, 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.

Weapon	Range	Str	AP	Type
Phosphex bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Phosphex shell (Medusa)	36"	5	2	Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death

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

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

Plasma Weaponry [Crusade Era]

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

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

Predator Cannon

The Predator carries a heavy duty, turret-mounted autocannon which, thanks to its extensive ammunition supply, reinforced barrel and the turret's sophisticated on-board auto-loader systems of exclusively Martian manufacture, is able to sustain a far higher rate of accurate fire than an equivalent weapon of its class.

Weapon	Range	Str	AP	Type
Predator cannon	48"	7	4	Heavy 4

Rad Grenades & Rad Missiles

Special issue weapons commonly only employed against the most dangerous of xenofoms, rad grenades and warheads detonate with a short, intense burst of radiation and shower the immediate area with highly contaminated fallout. As well as direct damage, these can be used to bombard an area, and have the effect of debilitating rather than slaying outright, rendering a target vulnerable to further injury.

Rad Grenades: These are special grenades that count neither as assault or defensive grenades, but have their own unique effect. During a turn in which a unit equipped with rad grenades launches an assault, or is themselves assaulted, the enemy unit(s) suffer a -1 penalty to their Toughness until the end of the Assault phase. Note: This does affect the victims' instant death thresholds.

Rad Missiles: These Terran-devised missiles, a horror of the gene-war anarchy of Old Night, use custom-loaded warheads that combine high explosive charges with inner fragmentation cases made from highly radioactive isotopes, usually harvested from decommissioned fission reactor shells. This creates an intensely toxic weapon that inflicts a hideous death, and can poison and lay low the most resilient organism.

Weapon	Range	Str	AP	Type
Rad missile	48"	4	3	Heavy 1, Blast (3"), Fleshbane, Rad-phase

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

Reaper Autocannon

Designed as a support weapon for the Tactical Dreadnought Armour project, the Reaper is a compact, rapid-firing autocannon which depends on the weight and strength of Terminator armour to stabilise the weapon and cope with its massive recoil.

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

Rotor Cannon

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

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

Shroud Bombs

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

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

Sicaran Tank Weaponry

The advanced Sicaran Tank was used to mount highly compact weapons of surpassing power, the further implementation of which was thwarted by the outbreak of the Horus Heresy.

Weapon	Range	Str	AP	Type
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking

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

Rapid Tracking: Targets may not take Jink saves against damage from this weapon.

Space Marine Legion Super-heavy Vehicle Weapons

Weapon	Range	Str	AP	Type
Siege meltar array	12"	9	1	Heavy 4, Blast (3"), Melta, Stone Burner
Skyreaper battery	48"	7	4	Heavy 5, Skyfire, Twin-linked, Interceptor
Volkite carronade	48"	8	2	Primary Weapon 1, Ignores Cover, Heavy Beam, Deflagrate, Haywire
Neutron laser battery	72"	10	1	Primary Weapon D3 (roll each time the weapon is fired), Concussive, Feedback, Shock Pulse
Dreadhammer siege cannon	24"/48"	10	1	Primary Weapon 1, Massive Blast (7"), No Cover Saves Allowed

'The Dreadhammer siege cannon has two ranges depending on whether its vehicle has remained stationary or not. If the vehicle that the cannon is mounted on moved in the preceding Movement phase, the weapon has a range of 24". If it did not move, the range is increased to 48".'

Stone Burner: When striking against buildings and fortifications, each Penetrating hit inflicted becomes D3 Penetrating hits.

Heavy Beam: When the weapon is fired, draw a 1" wide line from the end of the gun barrel up to the listed range of the weapon. The initial target for the weapon (the first model in the beam's path) must be an enemy model.

- All models (friend and enemy) caught in the beam area (excepting the firing tank) suffer a hit with the listed profile of the weapon, except Zooming Flyers, Swooping Monstrous Creatures, and Flying Gargantuan Creatures that cannot be affected or targeted.
- Units struck receive a number of hits equal to the number of their models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.
- If the beam strikes a Super-heavy vehicle, Gargantuan Creature or large intact building/fortification (bastion sized or larger), the attack is blocked and its line of effect will go no further. The blocking target will, however, suffer 1+D3 separate hits, rather than just 1.
- If a vehicle transporting models suffers a penetrating hit from the volkite carronade, the occupants inside suffer D6 Str 4 AP-hits with the Deflagrate special rule, in addition to any other effects. Casualties are assigned by the controlling player.

Feedback: If a weapon with this type fails its Penetration roll against a target vehicle's armour, or fails a To Wound roll against a target model (note: successful armour saves do not count for this), roll a D6. If the result is a 1, dangerous energy feedback along the beam causes the firing model to lose 1 Hull Point or wound.

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

Special Issue Bolter Munitions

The following are special issue bolter munitions utilised by certain elite Space Marine units and, while often uniquely effective, were either too specialised or simply too difficult to produce to enter widespread issue.

Tempest Bolt Shells: These are specialised munitions which replace the standard mass-reactive core and armour-piercing tip of a bolt round with a fragmentation shell encasing a powerful micro-explosive proximity charge. This has the effect of showering a target with a murderous storm of shrapnel. These heavier rounds however lack range compared to standard bolt shells.

Weapon	Range	Str	AP	Type
Tempest bolt shells	18"	3	6	Rapid Fire, Blast (3")

Kraken Bolt Shells: Kraken bolts are specialised boltgun shells with an enhanced adamantium core and improved propellant utilised by Seeker squads. They have superior armour-piercing properties and increased range, but the expense and resources required to create them keep them limited in issue.

Weapon	Range	Str	AP	Type
Kraken bolt shells	30"	4	4	Rapid Fire

Scorpius Bolt Shells: Individually hand-crafted by the Techmarines of a Legion's armoury, these specialised shells utilise a two-stage warhead which contains a micro-guidance system and a needle-like sabot-dart which vaporises to molten heat when striking an armoured target. Scorpius bolts are rare and temperamental munitions which are hand loaded into a bolter for firing.

Weapon	Range	Str	AP	Type
Scorpius bolt shells	24"	5	2	Heavy 1, Shred

Tempest Rockets

An antiquated design now being phased out in favour of more powerful munitions, Tempest rockets are nevertheless simple and reliable ballistic weapons able to deal with moderately armoured targets and shoot down enemy aircraft.

Weapon	Range	Str	AP	Type
Tempest rocket	60"	6	4	Heavy 1, Sunder, One Shot

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

Volkite Weapons

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

Weapon	Range	Str	AP	Type
Volkite serpenta	10"	5	5	Pistol, Deflagrate
Volkite charger	15"	5	5	Assault 2, Deflagrate
Volkite caliver	30"	6	5	Heavy 2, Deflagrate
Volkite culverin	45"	6	5	Heavy 4, Deflagrate
Volkite carronade	48"	8	2	Primary Weapon 1, Ignores Cover, Heavy Beam, Deflagrate, Haywire

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

CLOSE COMBAT WEAPONS

A Note on Power Weapons: Wherever in this book's profile list a model is described 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 (see the *Warhammer 40,000* rulebook) may be freely chosen so long as they are clearly depicted on the model.

Breacher Charge

These are used to destroy armoured emplacements and shatter fortifications and barricades. Much like melta bombs these powerful electrochemical explosive charges are too bulky and cumbersome to easily throw like a grenade, and also pose some risk to their user at close range, but are extremely destructive in skilled hands.

A model that has a breacher charge may use it in an assault instead of using their normal attacks or weapons. The model makes a single attack. Place the Blast (3") template anywhere in base contact with the attacking model so that it covers the enemy. The template may not be placed so that it covers friendly models. Roll to hit against the majority Weapon Skill of the enemy (buildings, emplacements and stationary vehicles are hit automatically and no roll is needed). On a successful hit, the template remains where it is. On a miss, roll the Scatter dice and flip the template over in the direction shown if an arrow result is rolled (re-roll the Hit symbol if needed until an arrow is shown).

Weapon	Range	Str	AP	Type
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker

Chainaxe

A savage weapon that had its origins within the World Eaters Space Marine Legion, and the black-humoured whims of its master, the Primarch Angron, chainaxes feature heavier blades and more powerful motors than the more common Legion chainsword. Better able to pierce armour in the hands of a skilled wielder (and all but unusable otherwise), there were those, even before the Heresy, who wondered at the development of such a weapon, seemingly designed as much for the displays of fountaining gore it created as its effectiveness in battle.

Weapon	Range	Str	AP	Type
Chainaxe	-	+1	4	Melee

Charnabal Sabre

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

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

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

Combat Blades

Combat blade is a catch-all category which describes a variety of lethal hand-to-hand weapons favoured by the Space Marine Legions, the exact form varying from Legion to Legion by its culture and tradition. They range from heavy razor-edged chain-bayonet, to adamantite gladius and Thule-alloy battle-axes that would be too heavy for an unaugmented human to wield.

Weapon	Range	Str	AP	Type
Combat blade	-	As User	-	Melee

Power Scythes

Any character or Independent Character with the Legiones Astartes (Death Guard) special rule eligible to take a power fist as part of their options may instead take a Deathshroud power scythe for the same listed cost.

Weapon	Range	Str	AP	Type
Power scythe	-	+1	2	Melee, Reaping Blow, Two-handed

Reaping Blow: Models using a weapon with this special rule fight at -1 Initiative in assault. In addition, if the wielder is in base contact with more than one enemy model at the Initiative step in which they fight, they gain +1 attack.

Digital Lasers

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

Digital lasers provide +1 Attack in close combat.

Dreadnought Chainfist

Much as power fists are sometimes augmented with heavy chainblade attachments designed to carve and rend armour, tear open bulkheads and pulverise fortifications, so too is this principle applied to Dreadnought close combat weapons to even greater effect. As the power core of the Dreadnought and the strength of its mechanical frame are far superior to Terminator armour, they wield these fearsome weapons as easily as a human warrior might a simple blade.

Weapon	Range	Str	AP	Type
Dreadnought chainfist-		x2	2	Melee, Armourbane

Lascutter

These are powerful, albeit extremely unwieldy, industrial tools used for cutting through armoured bulkheads and working otherwise impermeable ores that make use of a disruption field-assisted short range laser arc. They are utilised in siege warfare where they can make for a devastating if makeshift close-quarter weapon.

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

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

Machinator Array

Akin to the servo-arm employed by Techmarines and Mechanicum Engineers, a Machinator array is a far more complex and intricate system of manipulators, augmetic body replacements, inbuilt tools, sensors and energy arc-projectors utilised by the most able magos of the Machine Cult. Each is unique to the magos who bears it implanted into their flesh and cerebral cortex, and depended upon more than their own weak flesh.

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

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

Paragon Blade

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

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

Murderous Strike

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

Servo-arm

A servo arm is a heavy industrial claw-limb and manipulator array often directly spliced into a Techmarine's or Magos Adept's nervous system. As well as making for a powerful tool, they can also be welded in battle as a clumsy but savagely powerful weapon.

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

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

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

Siege Wrecker

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

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

Wrecker

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

EQUIPMENT

Armoured Ceramite

Additional heavy ceramite plating fitted to a vehicle allows it to withstand extremes of heat and radiation. Plating of this kind is commonly fitted to orbital strike craft to enable them to withstand the rigours of 'crash' re-entry from space into a planet's atmosphere, and also to certain siege vehicles to protect them from thermal energy weapons. A vehicle with this wargear is not subject to the additional D6 armour penetration caused by weapons with the Melta special rule.

Armoured Cockpit (Flyers)

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

Armoured Track Guards

A vehicle equipped with Armoured Track Guards has a 4+ save against any Immobilised results on the Vehicle Damage table (note that Hull Point damage from such an attack is still inflicted, but the Immobilised result is ignored).

Artificer Armour

Forged by the master craftsmen of the Mechanicum, these superior variations of power armour are often highly embellished with ciphers of strength and durability, while some of wildly differing designs are far older than the present age and owe their origins to the forgotten zenith of human technological might. Artificer armour confers a 2+ Armour save.

Augury Scanner

This energy scanning device has the effect of alerting the user to the concealed presence or imminent arrival of enemy troops in the vicinity, even if concealed, and can even detect the tell-tale electro-gravitic disruption effect on local space that presages teleport transfers. Models cannot be deployed using the Infiltrate special rule within 18" of a model with an augury scanner. Enemy models deployed using Deep Strike within this range can also be attacked by a unit carrying an augury scanner in the Shooting phase as if their Rapid Fire and Heavy weapons (if they have any) had the Interceptor special rule.

Auxiliary Drive

The standard patterns of Imperial vehicles are often customised by the Legions that field them, and in some cases are test beds for technology either designed or recovered in the field by the Magos and Techmarines that maintain them. One common form of such customisation is the fitting of backup and auxiliary drive systems such as secondary galvanic motors or outrigger thrusters to keep a vehicle mobile for short periods even if its main motive drive becomes damaged. A vehicle with an auxiliary drive may repair Immobilised results it suffers on a D6 roll of 4+ at the start of the controlling player's Movement phase.

Bomb Cluster (Flyers)

A weapons system with the Bomb Cluster type may drop as many bombs as its controlling player wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run – this must be a model the Flyer has passed over that turn. The initial bomb dropped scatters D6" and bombs dropped after that scatter the same way as additional barrage blasts from a Multiple Barrage (see the *Warhammer 40,000* rulebook).

Cameleoline

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

Cognis-signum

An advanced array of sensory devices, cogitator-assisted communications and telemetry arrays built into a purpose-modified suit of power armour, these enable the wearer to co-ordinate battlefield data with blinding speed. A model with this wargear automatically counts as having an augury scanner and has the Night Vision special rule. In addition, in lieu of the model equipped with the cognis-signum firing a weapon in the Shooting phase, a single designated unit of the controlling player's choice within 6" of the signum-equipped model (other than Independent Characters or Super-heavies) gains a bonus of +1 to their BS for that Shooting phase.

Combat Shields & Boarding Shields

A combat shield is a wrist-mounted shield or buckler containing a small field generator that enables it to withstand great amounts of damage, while boarding shields are larger, bulkier versions of the same. These were favoured by assault units employed by Breacher squads for protection in the confined close quarter fighting of starship boarding actions and siege attacks. Although these shields' smaller size and weaker defensive field mean they offer nothing like the protection of the prototype Legiones Astartes storm shields that were beginning to enter service at the time of the Horus Heresy, they remained a valued part of a Legion's armoury.

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

Cortex Controller

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

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

Optional Heavy Support: For each cortex controller present in a Space Marine detachment, 0-1 of the following units from the Mechanicum Taghmata army list are available as Heavy Support options: Thallax Cohort*, Castellax Battle-automata Maniple, Vorax Battle-automata maniple.
"If purchased a Triaros as a Dedicated Transport, this may not transport Space Marine models of any kind."

Cyber-familiar

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

A Cyber-familiar adds +1 to its owner's invulnerable save (to a maximum of 3+) or an invulnerable save of 6+ if they do not already possess one. In addition they allow them to re-roll failed characteristic tests other than Leadership tests and failed Dangerous Terrain tests. The Cyber-familiar may be either modelled as part of the character equipped with them, or on separate bases and kept in coherency, however they are discounted as models for game purposes, have no separate profile, make no attacks, need not be transported, etc, and are simply moved out of the way in combat or if they interfere with the game.

Flare Shield

Another of the Mechanicum's specialised systems that only their high adepts truly understand, a flare shield is a directional electromagnetic flux field generator rumoured by some to be a product of Dark Age technology from a source best left forgotten. A flare shield operates against shooting attacks that strike the vehicle's front arc. It reduces the strength of attacks by weapons with the Template or Blast type by -2, and other shooting attacks' Strength by -1. A flare shield has no effect on close combat attacks or attacks inflicted with the Destroyer special rule.

Ground-tracking Auguries

Utilising similar systems to those carried by the Land Raider Proteus, ground tracking auguries are jealously guarded by the Mechanicum. They are fitted to sub-orbital craft operating as scouts at the leading edge of the Great Crusade, sophisticated scanners and advanced cognis-interpreters allowing for the detection and analysis of even the most well-concealed ground target. A Flyer equipped with this system gains the Strafing Run special rule.

Illum Flares (Flyers)

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

Infra-red Targeting

A vehicle equipped with Infra-red Targeting gains the Night Vision special rule.

Flare or Chaff Launchers (Flyers)

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

Legion Vexilla and Standard

Each Space Marine maintains the ancient military tradition of the battle standard being a rallying point and spur to glory. These icons

vary greatly from Legion to Legion depending on their particular martial culture. Be they be a tattered flag that has weathered the shot and shell of a hundred battlefields, a burning steel standard or a trophy rack bedecked with the heads of slain xenos, it is in the shadow of such banners and icons that battles are won or lost. From the vexilla displaying a particular squad's proud colours to the great standards of the Legions' chapters and companies, it is beneath such banners that countless worlds have been conquered and scores of inhuman empires have been trampled into the dust.

- Legion Vexilla – A unit with a Legion Vexilla may re-roll failed Morale checks.
- Legion Standard – All of the controlling player's units with the Legiones Astartes special rule within 6" of a Legion Standard (including its bearer) are Fearless.

Legion Space Marine Bike

To some greater or lesser extent, each Space Marine Legion deploys a number of Bike and Attack Bike squadrons as battlefield scouts, pursuit and shock troops. Some are based on venerable patterns such as the Iron Shadow predating the Dark Age of Technology, while others, such as the Wyvern which was developed on the far flung worlds of humanity in response to local conditions, have been considerably up-engined and armoured for Space Marine use. Space Marine Bikes and Attack Bikes use the standard rules found in the *Warhammer 40,000* rulebook.

Legion Space Marine Scimitar Jetbike

Rare and deadly machines, whose compact and extremely powerful grav-repeller motors are limited in production to only a handful of sources in the galaxy-spanning Imperium, Space Marine Scimitar Jetbikes are a glorious sight in battle, and often the last one an enemy sees. Space Marine Scimitar Jetbikes operate under the standard rules for Jetbikes found in the *Warhammer 40,000* rulebook. Any character model that selects a Scimitar Jetbike as an option gains both +1 Toughness and improves its Armour save to 2+ if it is lower than this.

Machine Spirit

Certain vehicles of the Space Marine Legions, most notably the Land Raider and its variants, are outfitted with a far more powerful control and cogitation system than usually found in armoured vehicles, whose Machine Spirit verges on the dangerously near-sentient. This bellicose machine-entity not only supports the crew's actions in combat, but also predicts them, and can even take over if they have become incapacitated or stunned, prosecuting its own coldly savage attacks. A vehicle equipped with a Machine Spirit gains the Power of the Machine Spirit special rule.

Mine Plough

A vehicle equipped with a mine plough rolls 2D6 when making a Dangerous Terrain test instead of just one dice. The test is only failed if the result of both rolls is 1s. In addition, whenever the vehicle moves through an enemy Infantry unit as part of a Tank Shock move and is not destroyed, the enemy unit takes D3+1 S2 AP- hits.

Narthecium

While the Apothecary who carries this specialised medical and alchemical gear is still alive, all Space Marine models in their squad and any Space Marine Independent Characters that have joined it have the Feel No Pain universal special rule.

Nuncio-vox

Usually fitted into a modified power armour backpack, a nuncio-vox is a beacon and communications array that allows a Space Marine unit to remain in constant co-ordination with other elements of their Legion – be they in a neighbouring region or in orbit high overhead. This allows precision reinforcements to be deployed nearby and strikes to be targeted with deadly accuracy. If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 6" of a unit equipped with a nuncio-vox, then it will not scatter. When barrage weapons are being used by the controlling player, line of sight may be drawn from any model in their force equipped with a nuncio-vox as well as the firing model itself (range is still drawn from the firing model, etc). Note that the nuncio-vox model must already be on the table at the start of the turn for it to be used (and cannot be used from inside a vehicle).

Power Armour

Made from high grade composite armour plating over an augmenting musculature of electro-fibre bundles, power armour features its own energy systems, sensors and environmental seals. Legiones Astartes power armour is the signature wargear of the Space Marine Legions and subject to an on-going evolution in design stretching back to the Thunder Warriors of the Unification Wars of Terra, fused with the wisdom of the Mechanicum of Mars and technological relics recovered over the years of the Great Crusade. At the outset of the Horus Heresy, the most common patterns employed by the Legions are the 'Crusade' and 'Maximus' types, with the 'Iron' pattern favoured for siege and close assault work, although there are considerable customised panoplies and many other Legion-specific sub-patterns in service. Power armour provides a 3+ Armour save.

Ramjet Diffraction Grid

Using similar technology to the flare shield, this system channels the plasma heat and radiated waste of the Primaris-Lighting's powerful engines into a scattering superheated plasma field in the aircraft's wake, leaving a fiery, comet-like trail. This reduces the Strength value of incoming shooting attacks from its side and rear arcs by -1, but means the model cannot benefit from cover saves thanks to Night Fighting.

Refractor Fields & Iron Halos

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

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

Suspensor Web

These rare and highly sophisticated devices attach to portable heavy weapons systems partially negating their weight (if not their bulk), allowing them to be wielded in the manner of an assault weapon, although at a reduced effective range.

A heavy weapon with a suspensor web effectively allows the firer to treat the weapon as having the type Assault rather than Heavy (meaning that they can move and fire at full WS, etc) when firing in the Shooting phase

at targets at up to half the weapon's usual maximum range. This has no other effect, such as on Snap Shots when charged, etc.

Example: A heavy bolter with a suspensor web, which is usually a Range 36", Heavy 3 weapon, can instead be used as if it were Range 18", Assault 3 weapon if the player wishes in their Shooting phase.

Terminator Armour

Terminator armour features a powerful support exoskeleton and internal energy supply, but pays for its unparalleled protection with bulk. A model in Terminator armour has the Relentless and Bulky special rules, and is not able to make Sweeping Advance moves unless otherwise specified. They also may not be transported in Rhino APCs. Terminator armour affords a 2+ armour save and a 5+ invulnerable save. Depending on its particular pattern, Terminator armour may also confer additional rules and abilities to its wearer.

If a unit has the option of taking Terminator armour but does not specify a particular pattern, such as the Legion Terminator Squad entry, its pattern is that represented on the physical models used, and only a single type of Terminator armour may be chosen for the unit when included in your army.

Cataphractii Pattern Terminator Armour: *One of the first issued Tactical Dreadnought armour patterns, the Cataphractii suits were even more heavily protected than their contemporaries, with slab-like ceramite pauldrons housing additional shield generators. This design has the unfortunate side effect of overtraining the armour's exoskeleton and slowing the wearer dangerously, however. This difference led to the pattern's declining use with some Legions at the outbreak of the Horus Heresy.*

In addition to the effects and rules listed previously for Terminator armour, models in Cataphractii pattern armour cannot make Run moves or Overwatch attacks. Also, their invulnerable save is increased to 4+. Models that join a unit in Cataphractii armour may themselves not make Run moves or Sweeping Advances while with the unit, but may make Overwatch attacks as normal for them. If a unit is joined by a model in Cataphractii armour, the unit is prevented from making Run moves or Sweeping Advances while the model is with them.

Tartarus Pattern Terminator Armour: *This was an advanced pattern of Terminator armour developed late on during the Great Crusade in parallel with the Maximus pattern power armour, and was considered a technological masterwork. Tartarus armour is more streamlined and power efficient than its predecessors, making it more agile and providing short bursts of extra speed when needed, but was also more difficult and resource intensive to manufacture. Regardless of this, it had become one of the most widely circulated patterns issued in the decades before the outbreak of the Heresy.*

In addition to the effects and rules listed previously for Terminator armour, models in Tartarus armour may make Sweeping Advances in combat unlike other patterns of Terminator armour. If a model with Tartarus pattern armour is joined by a character equipped with a different pattern of Terminator armour or vice versa, this ability is lost.

A note on unique and variant Terminator armour: *If a unit is described as being equipped with a particular additional variant of Terminator armour, such as the Gorgon Terminators of the Iron Hands, or as wearing a personalised and unique suit, such as the armour worn by the Primarch Horus, the rules for this armour will be provided in the unit's description and should not be inferred from elsewhere.*

Ranged Weapons

Weapon	Range	Str	AP	Type
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking
Aiolos missile launcher	60"	6	3	Heavy 3, Pinning, Independent Tracking
Anvilus autocannon battery	48"	8	4	Heavy 4, Sunder
Arachnus heavy lascannon battery	48"	10	2	Heavy 2, Exoshock
Archaeotech pistol	12"	6	3	Pistol, Master-crafted
Avenger bolt cannon	36"	6	3	Heavy 7
Bolter special ammunition (Kraken bolt shells)	30"	4	4	Rapid Fire
(Scorpius bolt shells)	24"	5	2	Heavy 1, Shred
(Tempest bolt shells)	18"	3	6	Rapid Fire, Blast (3")
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked
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")
Cyclone missile launcher (Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2
Cyclonic melt lance	18"	9	1	Heavy 3, Melta
Deathstorm frag launcher	48"	5	4	Heavy 2, Blast (3"), Pinning
Deathstorm krak launcher	48"	8	3	Heavy 3
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")
Dreadhammer siege cannon	24"/48"	10	1	Primary Weapon 1, Massive Blast (7"), No Cover Saves Allowed
Dreadstrike missile	120"	10	2	Ordnance 1, Blast (3"), One Use
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Electromagnetic storm charge	-	3	4	Bomb 1, Haywire, Large Blast (5"), Concussive, One Use
Executioner plasma destroyer	36"	7	2	Heavy 3, Blast (3")
Fellblade accelerator cannon (HE shell)	100"	8	3	Ordnance 1, Massive Blast (7")
(AP shell)	100"	9	2	Heavy 1, Armourbane, Blast (3")
Grav-flux bombard	18"	1	2	Heavy 1, Pinning, Large Blast (5"), Graviton Collapse, Torsion Crusher, No Cover Saves
Graviton cannon	36"	Special	4	Heavy 1, Large Blast (5"), Concussive, Graviton Pulse, Haywire
Graviton gun	18"	Special	4	Heavy 1, Blast (3"), Concussive, Graviton Pulse, Haywire
Grenade harness	8"	3	-	Assault 2, Blast (3"), One Use

Ranged Weapons

Weapon	Range	Str	AP	Type
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked
Heavy bomb	-	6	4	Bomb 1, Apocalyptic Barrage (6), One Use
Heavy conversion beamer				
Up to 18"	6	-		Heavy 1, Large Blast (5"), Firing Calibration
18"-42"	8	4		Heavy 1, Large Blast (5"), Firing Calibration
42"-72"	10	1		Heavy 1, Large Blast (5"), Firing Calibration
Hellfire plasma cannonade (Sustained fire)	36"	7	2	Heavy 4
(Maximal fire)	36"	7	2	Heavy 1, Gets Hot, Large Blast (5")
Hellstrike missile	72"	8	2	Heavy 1, Sunder, One Use
Hyperios air-defence missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Icarus quad lascannon	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Kheres assault cannon	24"	6	4	Heavy 6, Rending
Kraken penetrator heavy missile	36"	8	1	Heavy 1, Missile, Armourbane, One Use
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked
Leviathan storm cannon	24"	7	3	Heavy 6, Sunder
Lightning gun	18"	7	5	Heavy 1, Shred, Rending
Macro-bomb cluster	-	8	3	Bomb 1, Sunder, Apocalyptic Barrage (3D6), One Use
Magna-melta	18"	8	1	Heavy 1, Large Blast (5"), Melta
Master of Signal bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Barrage
Medusa phosphex shell	36"	5	2	Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Needle pistol	12"	2	5	Pistol, Poisoned, Rending
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse
Neutron laser battery	72"	10	1	Primary Weapon D3 (roll each time the weapon is fired), Concussive, Feedback, Shock Pulse
Orbital strike	Unlimited	D	1	Primary Weapon 1, Massive Blast (7"), Barrage (Indirect Fire Only)
Phased plasma-fusil	24"	6	3	Salvo 2/3

Weapon	Range	Str	AP	Type
Phosphex bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Phosphex bomb cluster	-	5	2	Bomb 2, Barrage, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death, Deadly Cargo, One Use
Phosphex discharger	6"-18"	5	2	Heavy 3, Barrage, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (10")
Predator cannon	48"	7	4	Heavy 4
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
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 Saves
(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
Rad missile	48"	4	3	Heavy 1, Blast (3"), Fleshbane, Rad-phage
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked
Reaper autocannon battery	36"	7	4	Heavy 4, Twin-linked
Rotor cannon	30"	3	6	Salvo 3/4
Scorpius multi-launcher	48"	8	3	Heavy 1, Barrage, Blast (3"), Rocket Barrage
Siege melta array	12"	9	1	Heavy 4, Blast (3"), Melta, Stone Burner
Skyreaper battery	48"	7	4	Heavy 5, Interceptor, Twin-linked, Skyfire
Storm launcher (Kharybdis)	24"	6	5	Heavy 2, Pinning, Twin-linked
Sunfury heavy missile	36"	6	3	Heavy 1, Missile, Large Blast (5"), Blind, Gets Hot, One Use
Tempest rocket	60"	6	4	Heavy 1, Sunder, One Shot
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")

Weapon	Range	Str	AP	Type
Volcano cannon (Falchion)	120"	D	2	Primary Weapon 1, Large Blast (5")
Volkite caliver	30"	6	5	Heavy 2, Deflagrate
Volkite carronade	48"	8	2	Primary Weapon 1, Haywire, Ignores Cover, Heavy Beam, Deflagrate
Volkite charger	15"	5	5	Assault 2, Deflagrate
Volkite culverin	45"	6	5	Heavy 4, Deflagrate
Volkite serpenta	10"	5	5	Pistol, Deflagrate
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 Saves
(Hyperios warhead)	48"	8	3	Heavy 1, Skyfire, Interceptor
Xiphon rotary missile launcher	60"	8	2	Heavy 2, Cluster Warhead, Terminal Tracking

Melee Weapons

Weapon	Range	Str	AP	Type
Anbaric claw	-	5	4	Melee, Rending
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker
Charnabal sabre	-	As User	-	Melee, Rending, Duellist's Edge
Chainaxe	-	+1	4	Melee
Combat blade	-	As User	-	Melee
Dreadnought chainfist	-	x2	2	2 Melee, Armourbane
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome
Leviathan siege claw	-	X2	2	Melee, Wrecker, Severing Cut
Leviathan siege drill	-	X2	2	Melee, Wrecker, Armourbane
Machinator array	-	+1	2	Melee, Unwieldy, Shred, Armourbane
Paragon blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon
Power scythe	-	+1	2	Melee, Reaping Blow, Two-handed
Servo arm	-	8	2	Melee, Unwieldy
Siege wrecker	-	10	2	Melee, Concussive, Wrecker, Specialist Weapon

The special rules for the weapons in this summary can be found on the following pages:

- **Page 124:** Firing Calibration; Exoshock
- **Page 125:** Independent Tracking; Heat Seeker; Shell Shock; Sunder; Graviton Pulse
- **Page 126:** Severing Cut; Torsion Crusher; Graviton Collapse
- **Page 127:** Lingering Death; Crawling Fire; Rad-phage; Shock Pulse; Rapid Tracking
- **Page 128:** Stone Burner; Heavy Beam; Feedback; Shock Pulse; Sunder
- **Page 129:** Deflagrate; Duellist's Edge; Reaping Blow
- **Page 130:** Cumbersome; Murderous Strike; Wrecker

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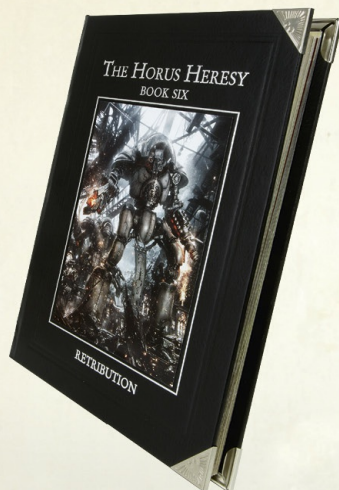
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BOOK SIX - RETRIBUTION

The Horus Heresy Book Six – Retribution is a supplement for Warhammer 40,000 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 new 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.

The Horus Heresy Book Six – Retribution is a complete expansion for the Warhammer 40,000 game – it requires the *Warhammer 40,000* rulebook, the *Legiones Astartes – Age of Darkness Army List* and the *Mechanicum Tagmata Army List* books to use its contents.



BOOK FIVE - TEMPEST

The Horus Heresy Book Five – Tempest is a supplement for Warhammer 40,000 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 new and updated rules for the Ultramarines, the Word Bearers and Imperial Titans, as well as a new Imperialis Militia & Cults army list, and new units for the Legiones Astartes Crusade Army list and the forces of the Mechanicum.

The Horus Heresy Book Five – Tempest is a complete expansion for the Warhammer 40,000 game – it requires the *Warhammer 40,000* rulebook and the *Legiones Astartes – Age of Darkness Army List* book to use its contents.

THE HORUS HERESY®

The *Horus Heresy* series of supplements are complete expansions for the Warhammer 40,000 game – they require the Warhammer 40,000 rulebook and the *Legiones Astartes – Age of Darkness Army List* book to use their contents.

BOOK ONE - BETRAYAL

The Horus Heresy Book One – Betrayal is a supplement for Warhammer 40,000 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 Istvan 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 Istvan 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.



BOOK TWO - MASSACRE

The Horus Heresy Book Two – Massacre is a supplement for Warhammer 40,000. The book is lavishly illustrated in full colour and contains extensive background information on the dark deeds leading up to the Istvan 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 Istvan 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 THREE - EXTERMINATION

The Horus Heresy Book Three – Extermination is a supplement for Warhammer 40,000. Detailed within are the histories of four Space Marine Legions: the Raven Guard, Iron Warriors, Alpha Legion and 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 described in your own exciting tabletop battles.

This book presents a complete 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.



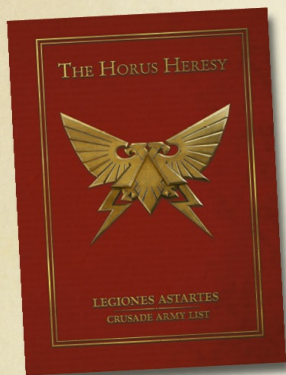
BOOK FOUR - CONQUEST

The Horus Heresy Book Four – Conquest is a supplement for Warhammer 40,000 dealing with the Warmaster's invasion of the northern Imperium having revealed his treachery at the Istvan 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.

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THE HORUS HERESY[®]

LEGIONES ASTARTES



CRUSADE ARMY LIST

This book provides you with updated and revised rules to field the armies of the Legiones Astartes – whether Loyalist or Traitor – in games of Warhammer 40,000 set during the tumultuous Horus Heresy.

Compiled within are rules for the Space Marine Legions as they fought at the close of the Great Crusade and throughout the opening confrontations of the Horus Heresy. Included are unit entries for such mighty leaders as Praetors and Consuls, elite warriors such as Terminators and Destroyers, and line units such as Legion Tactical, Support and Assault Squads. Furthermore, numerous specialist units are included, such as Breacher Squads, Seekers, Techmarine Covenants and Apothecarian Detachments.

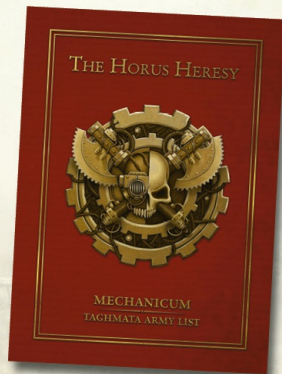
The army list also contains some of the most destructive and ingenious engines of war used by the Legiones Astartes as they prosecuted the Emperor's Great Crusade – vehicles such as the Glaive Super-heavy Tank, the Javelin Attack Speeder, the Sicaran Venator Tank Destroyer and numerous other vehicles, weapons and units for your Space Marine Crusade army.

MECHANICUM TAGHMATA ARMY LIST

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

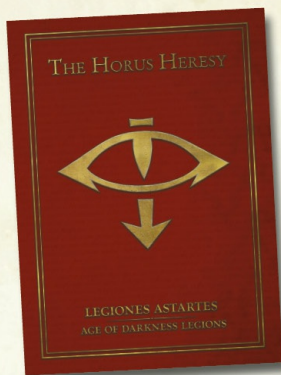
It brings together in one book the various Mechanicum forces found in the first five volumes of Forge World's Horus Heresy series and is an invaluable gaming resource for the Mechanicum player, as well as including new units such as the devastatingly powerful Mechanicum Ordinatus Ulator and Sagittar.

Contained within are rules for fielding a Taghmata Ommissiah army, as well as two variants of this core list: the Legio Cybernetica Battle Cohort and the Ordo Reductor War Covenant, as well as individual profiles and rules for the war machines and warriors of the Mechanicum and the arcane and powerful magos who lead them. Also included are updated rules for the Age of Darkness expansion for Warhammer 40,000 and the core Age of Darkness missions.



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LEGIONES ASTARTES



AGE OF DARKNESS LEGIONS

This book provides you with updated and revised rules to field units, characters and even the mighty Primarchs of the Legiones Astartes in your Space Marine Crusade army in games of Warhammer 40,000 set during the galaxy-wide civil war that was the Horus Heresy.

Compiled within are rules for the Primarchs of thirteen of the Legiones Astartes, allowing you to field these demigod-like warrior-leaders in your Space Marine Crusade 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.

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