Specialist Design Studio FAQ & Rules Clarifications for the Horus Heresy: Age of Darkness Rules v1.1

With the release of The Horus Heresy: Age of Darkness Rulebook, certain rules in the Forge World Horus Heresy Army List and Campaign books may have changed or do not work as intended in the spirit of the game. The following is a compilation of clarifications and the more commonly asked questions which we have received regarding these changes.

Changes made in this version of this document are highlighted in magenta.

Updates and Errata

The Horus Heresy: Age of Darkness Rulebook

Perils of the Warp (Page 29)
Add the following to the end of the first paragraph under the heading **Perils of the Warp**:

If a vehicle suffers Perils of the Warp, it always experiences the Psychic Backlash result on the Perils of the Warp table.

Vehicles and Ordnance Weapons (Page 71)
Replace the entire paragraph headed **Vehicles and Ordnance Weapons** with the following:

Vehicles may fire Ordnance weapons. A vehicle that fires an Ordnance weapon may only make Snap Shots with its other weapons that turn. Unlike other units, vehicles can both move and shoot with Ordnance weapons in the same turn.

Panoply of War (Page 131)
Add the following bullet point to the list of available Super-heavy vehicles under the title Panoply of War:

- Questoris Knight Paladin, Questoris Knight Errant, Questoris Knight Warden, Questoris Knight Gallant, Questoris Knight Crusader, Questoris Knight Dominus, Cerastus Knight-Lancer, Cerastus Knight-Castigator, Cerastus Knight-Acheron, Acastus Knight Porphyrion (all of the following units use the army list entries taken from The Questoris Knight Crusade Army List. In all cases, remove the Household Rank special rule).

Reserves (Page 147)
Under the heading **Arriving from Reserve**, replace the third paragraph with the following:

Some special rules can modify the roll required for a unit to arrive from Reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in Reserve, and a natural roll of a 6 always means that the unit in question arrives from Reserve.

Feel No Pain (Page 164)
Amend the third paragraph to instead read:

"Feel No Pain rolls may not be taken against Destroyer attacks (see page 163), unsaved wounds which have the Instant Death special rule or in instances which state that no saves (of any kind) may be taken."

Special Rules (Page 169)
Under the heading **Preferred Enemy**, add the following at the end of the text:

If a model with this rule makes an attack against a mixed unit which has one or more models to which their Preferred Enemy rule pertains, but is not entirely composed of such models, it may still benefit from the effects of Preferred Enemy for all attacks made against that unit. For example, a model with Preferred Enemy (Independent Characters) may re-roll failed To Hit and To Wound rolls against all of the models in a unit which has been joined by an Independent Character.

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Special Rules (Page 172)
Under the heading **Sniper**, add the following at the end of the text:

If a model making a shooting attack would normally need less than a 4+ to wound thanks to their weapon's Strength, the better To Wound roll is still used. Similarly, if the weapon they are using already has a superior AP value, that AP value is still used.

Attacks with the Blast or Template rules may never benefit from the effects of the Sniper special rule.

Field Artillery Weapons (Page 176)
Replace the quad launcher (frag) weapon profile with the following:

	Range	S	AP	Type
Quad launcher (frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3")

Note: This profile replaces all other instances of the weapon profile for the quad launcher (frag) in all Rulebooks, Campaign books and Army List books.

Graviton Weapons (Page 177)
Replace the **graviton imploder** weapon profile with the following:

	Range	S	AP	Type
Graviton imploder	18"	**	2	Salvo 2/4, Concussive, Graviton Implosion

****Graviton Implosion:** Instead of rolling to wound normally with this weapon, any model which is hit by an attack with this special rule must roll equal to or under their Strength or suffer one wound. Roll 3D6 for armour penetration against targets with an Armour Value. Roll separately for each successful hit.

Note: This profile replaces all other instances of the weapon profile for the graviton imploder in all Rulebooks, Campaign books and Army List books.

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The Horus Heresy: Legiones Astartes – Age of Darkness Army List

Legion Master of Signal Consul (Page 19)
Under the heading **Special Rules**, amend the bullet point **Bombardment** to read:

- **Bombardment –** Once per game, in lieu of firing a weapon in the Shooting phase, a Master of Signal can opt to call in a bombardment attack against the enemy. This attack need not select the same target as any unit to which the Master of Signal is attached and may be made even if he has moved this turn or is embarked upon a vehicle (in which case he must use a Fire Point), but may not be made in the same turn as using his cognis-signum. The attack has the following profile: (as shown on page 19).

Legion Champion Consul (Page 19)
Under the heading **Wargear** add the following bullet point:

- A Legion Champion may take a Paragon blade for +20 points.

Legion Chaplain Consul (Page 20)
Replace the text under the bullet point **Wargear** to read:

Replaces their chainsword or combat blade (or power weapon if in Terminator armour) with a Crozius Arcanum, which is a power weapon (type as shown on model). The Crozius Arcanum is a Chaplain's symbol of office and may not be replaced by any other weapon.

Legion Command Squad (Page 27)
Under the heading **Special Option (Terminator Bodyguard)**, replace the first paragraph with the following:

If the army's Warlord for which the Legion Command Squad has been chosen is a Praetor or special character wearing Terminator armour, or if they are a Primarch, the squad may exchange their Wargear for a set of Terminator armour. If this option is chosen then every member of the squad must be upgraded to the Terminator Bodyguard Wargear selection and has access to the following options, rather than those shown previously (the same type of Terminator armour must be chosen for the entire unit):

Under the heading **Retinue**, replace the text with the following:

A single Legion Command Squad may be chosen as a retinue for a Legion Praetor, Primarch, or Legion special character with the Master of the Legion special rule which is also your Army's Warlord. They may not be taken as part of an army on their own, instead sharing a Force Organisation chart choice with the Warlord they are selected for, nor do they add to the points of a Primarch when determining Lords of War and the 25% rule.

Veteran Tactics (Page 28)
In the Veteran Tactics box-out, replace the bullet point **Marksmen** with the following:

- **Stalkers:** The unit gains the Scout special rule.

Implacable Advance (Page 30)
Replace all of the text under the heading **Implacable Advance** to read:

Units with this special rule are always counted as scoring units in any mission where Troops are also counted as scoring units.

Apothecarion Detachment (Page 32)
Add the following bullet point under the heading **Unit Composition**:

- For the purpose of missions which make use of Victory points for killing units, the Apothecarion Detachment is not considered to be a separate unit, and Victory points cannot be scored for its destruction.

Legion Dreadnought Talon (Page 33)
Under the heading **Dedicated Transport**, replace the bullet point with the following:

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

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Dreadnought Talon (Page 33)
Replace the text under the **Dreadnought Talon** special rule with the following:

A Dreadnought Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash though 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 in a Talon must be placed within 6" of each other, and afterwards are not treated as a vehicle squadron but operate independently as individual units for the purposes of taking any actions, as well for determining Victory points in missions which make use of Victory points for destroying units.

Note: This version of the Dreadnought Talon rule replaces all other instances in Rulebooks, Campaign books and Army List books.

Legion Seeker Squad (Page 48)
Under the heading **Options**, amend the third bullet point to read:

- Any model in the unit may exchange their bolter for a combi-weapon for +5 points each.

Legion Malcador Assault Tank (Page 81)
Under the heading **Unit Type**, amend the text which reads "Vehicle (Super-heavy)" to instead read "Vehicle (Tank)".

Under the heading **Special Rules**, remove the rule "Sub-atomantic Reactor".

Rite of War: Sky Hunter Phalanx (Page 102)
Under the bullet point **Rapid Encirclement**, amend the text to read:

- Units entirely composed of Jetbikes (including those taken as mounts by Independent Characters) may be removed from play at the beginning of their own Movement phase and placed into Ongoing Reserves, as long as they did not arrive from Reserve on the same turn, are not falling back and are not locked in combat. These units must automatically re-enter play from Reserve in the controlling player's next turn using the Outflank special rule.

Augury Scanner (Page 131)
Amend all of the text under the heading **Augury Scanner** to instead read:

This energy scanning device has the effect of alerting the user to the 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, regardless of line of sight. At the end of the enemy Movement phase, if a friendly unit contains at least one model equipped with an augury scanner, all of the ranged weapons in that unit can be fired against any one enemy unit that has arrived from reserve within 18" and line of sight as if it were the controlling player's Shooting phase. If this rule is used, these weapons cannot be fired again until the end of the controlling player's next turn, but the firing models may shoot different weapons if they have any.

Note: This profile replaces all other instances of this item of Wargear in all Rulebooks, Campaign books and Army List books.

Combat Shields & Boarding Shields (Page 131)
Replace the section titled **Combat Shields & Boarding Shields** with the following:

Combat Shields
Combat shields confer a 6+ invulnerable save, increased to 5+ in close combat.

Boarding Shields
Boarding shields confer a 6+ invulnerable save, increased to 5+ in close combat. Models which have successfully charged any unit in which the majority of the models are equipped with boarding shields do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, the attackers gain bonus Attacks as normal. Boarding shields are far heavier and more cumbersome than combat shields; models equipped with them cannot claim the extra attack for being armed with an additional close combat weapon, and may not use any weapon with the Two-handed special rule.

Narthecium (Page 132)
Replace the text under the heading **Narthecium** with the following:

While any model carrying this specialised medical and alchemical gear in a unit is in play, all models with the Legiones Astartes special rule, including any Independent Characters with the Legiones Astartes special rule that have joined the unit, gain the Feel No Pain special rule.:

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The Horus Heresy: Legiones Astartes – Age of Darkness Legions

Iron Warriors Legion Specific Units (Page 19)
Tyrant Siege Terminator Squads are Heavy Support choices. Disregard any references to this unit in other Force Organisation slots.

Tyrant Siege Terminator Squad (Page 20)
Under the heading **Wargear,** add the following:

Note that models may fire their combi-bolters in addition to their cyclone missile launchers in the Shooting phase.

The Primarch Perturabo (Page 26)
Under the sub-heading **Relentless Strategist** in the **Special Rules** section, replace the text with the following:

All models in the same army as Perturabo gain Furious Charge while in an enemy's deployment zone. If Perturabo is held in Reserve, he may choose the turn in which he and any unit to which he is attached arrive from Reserve, starting from the first turn of the game, rather than the second.

Under the heading **The Logos**, amend the sub-bullet "Teleport Homer" under the fourth bullet point to instead read "Teleportation Transponder".

Additionally, under the heading **Dedicated Transport: The Tormentor**, replace the text with the following:

Perturabo may take the *Tormentor* as a Dedicated Transport in any game of 3,001 points or more. The *Tormentor* is a unique Shadowsword variant which the Lord of Iron has personally modified, which has the profile listed below. The *Tormentor* does not take up a Lords of War choice and its points value does not contribute towards Perturabo's points value when determining Lords of War and the 25% rule.

The Tormentor — 600 points

	BS	Front	Side	Rear	HP
The Tormentor	4	14	13	12	9

Unit Composition
- 1 Tormentor (Unique)

Unit Type
- Super-heavy Vehicle (Transport)

Wargear
- Volcano cannon
- One hull-mounted twin-linked heavy bolter
- A pair of side sponsons, each with one lascannon and one twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Extra armour

Special Rules
- Torment
- Void Shields (1)

Transport Capacity
- The Tormentor can carry up to 15 models.

Fire Points
- None.

Access Points
- The Tormentor has one access point at the rear.

Torment
If the Tormentor fires all of its weapons at a single target, it gains the Tank Hunters and Monster Hunter special rules for those attacks.

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Rogal Dorn (Page 34)
Under the heading **Wargear**, amend the fourth bullet point "Teleport Homer" to instead read "Teleportation Transponder".

Under the heading **The Aetos Dios**, replace the text with the following:

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

Rogal Dorn may take the *Aetos Dios* as a Dedicated Transport in any game of 3,001 points or more. The *Aetos Dios* is a unique Legion Thunderhawk Gunship variant which has the profile listed below. The *Aetos Dios* does not take up a Lords of War choice and its points value does not contribute towards Rogal Dorn's points value when determining Lords of War and the 25% rule.

The Aetos Dios — 700 points

	BS	Front	Side	Rear	HP
The Aetos Dios	4	12	12	12	9

Unit Composition

- 1 Aetos Dios (Unique)

Unit Type
- Super-heavy Flyer (Hover, Transport)

Wargear
- Hull-mounted turbo-laser destructor
- Four sponson-mounted twin-linked heavy bolters
- Six hellstrike missiles
- Two hull-mounted lascannon
- Armoured ceramite
- Void-crafted hull (included in profile)
- Machine spirit
- Chaff launcher

Special Rules
- Assault Vehicle
- It Will Not Die
- Void Shields (1)

Transport Capacity
- The Aetos Dios has a Transport Capacity of 40 models and may carry Legion Dreadnoughts and Legion Contemptor Dreadnoughts (each counting as 10 models, and may only embark/disembark using the main ramp), Jump Infantry, Bikes and Jetbikes.

Fire Points
- None.

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

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Legiones Astartes (Night Lords) (Page 36)
Under the heading **A Talent for Murder** replace the text with the following:

If any units with the Legiones Astartes (Night Lords) special rule outnumber one or more enemy infantry units during any Initiative step in which they fight in assault, they gain +1 To Hit and To Wound (to a maximum of a 2+). Bulky models count as two models and Very Bulky models as three models on both sides for the purposes of working out when Night Lords outnumber their victims.

Konrad Curze (Page 42)
Under the heading **Special Rules** add the following bullet point:

- Hit & Run

Under the sub-heading **The Nightmare Mantle** in the **Special Rules** section on page 43, replace the text with the following:

Curze's raiment of war was a customised artificer suit, bedecked in grisly trophies of judgement and the flayed skins of those whose sins he saw as particularly egregious or noteworthy. It provides a 2+ armour save and a 4+ invulnerable save. Additionally, on any turn in which he Charges, Konrad Curze may make D3 Hammer of Wrath attacks.

Spearhead-Centurion Castrmen Orth (Page 48)
Under the heading **Spearhead Commander**, replace the first sentence with the following:

At the beginning of the game, Castrmen Orth must be assigned to a single vehicle with either the Tank or Super-heavy Vehicle type which has a Front Armour Value of at least 13.

World Eaters Legion Specific Units (Page 53)
Under the heading **Chainaxes**, replace the text with the following:

Any model with the Legiones Astartes (World Eaters) special rule which is equipped with a chainsword or close combat weapon (or power weapon in the case of models in Terminator armour) may replace this with a chainaxe for free, so long as this is appropriately represented on the model.

The Primarch Angron (Page 58)
Under the heading **Sire of the World Eaters**, replace all of the text with the following:

Angron has the Furious Charge and Feel No Pain special rules. In addition, when making a Consolidation move after combat, he must always move towards the nearest enemy unit. All friendly models with the Legiones Astartes (World Eaters) special rule within 12" of Angron are Fearless.

Legiones Astartes: Ultramarines (Page 60)
Under the heading **Rigid Chain of Command,** add the following to the end of the text:

If Roboute Guilliman is the army's Warlord, the Rigid Chain of Command rule above is ignored. Instead, if Roboute Guilliman is slain, all units with the Legiones Astartes (Ultramarines) special rule in the army must take an immediate Pinning test. In this case the opposing player gains +1 Victory point for Guilliman being slain, in addition to any gained from objectives such as Slay the Warlord and The Price of Failure.

Death Guard Legion Specific Wargear (Page 70)
Under the heading **Power Scythes,** replace the first sentence with the following:

Any character or Independent Character with the Legiones Astartes (Death Guard) special rule which is equipped with a power fist may exchange it for a power scythe for no additional cost.

Zardu Layak, the Crimson Apostle (Page 100)
Under the heading **Special Rules,** amend the seventh bullet point to instead read:

Psyker (Mastery Level 2) Zardu Layak may only generate psychic powers from the Pyromancy or Daemonology – Malefic Powers disciplines.

Anakatis Kul Blade-Slaves (Page 103)
Under the heading Special Rules, add the following bullet point:

- Chosen Warriors

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Lorgar (Page 105)
Under the sub-heading **Dark Fortune** in the **Special Rules** section, replace the text with the following:

Lorgar has long been shadowed by the Fates of Chaos, and chosen as one of their favoured sons. As a result, the player may re-roll any failed Deny the Witch roll for Lorgar. In addition, once per game, Lorgar's player may elect to force a single enemy model or unit to re-roll all rolls of a 5 or 6 both to To Hit and To Wound Lorgar and any unit he is attached to in a given player turn. Note that Lorgar's player may not use this ability to force re-rolls against a Dedicated Transport that he is embarked upon. The use of this power must be declared before the attacking player rolls any dice for attacks by the nominated model or unit that turn.

Legiones Astartes (Salamanders) (Page 106)

Under the heading **Promethean Gift**, amend the bullet point to read:

- All hand flamers, flamers and heavy flamers used by models with this special rule gain +1 Strength to their listed profile. This special rule also extends to any Salamanders vehicles used by a detachment containing units with this rule. In addition, all enemy flamer-type attacks are -1 Strength when used against units comprised wholly of models with the Legiones Astartes (Salamanders) rule (note, this benefit is not lost if a unit with this rule is joined by the Primarch Vulkan).

Under the heading **Nocturne Born**, amend the bullet point to read:

- A unit with the Legiones Astartes (Salamanders) special rule does not add its Initiative value to Sweeping Advance rolls after winning combat. Additionally, they suffer a -1" penalty to all Run and Charge distances to a minimum of 1".

Vulkan (Page 113)
Under the heading **The Draken Scale**, replace the text with the following:

Vulkan's armour was a marvel of the Imperium and a famed relic in its own right. Its crowning glory was the skull of the great Firedrake Kesare mounted upon the Primarch's shoulder, upon whose image the Legion's symbol was based. The Draken Scale provides Vulkan with a 2+ armour save and a 3+ invulnerable save. It also halves the Strength (round down) of any flamer, fusion, volkite, melta or plasma weapon when rolling To Wound against Vulkan only.

Legiones Astartes (Raven Guard) (Page 114)
Under the heading **by Wing and Talon**, amend the two bullet points to read:

- **Infantry (except models with Terminator armour of any type or the Jump Infantry unit type):** Infiltrate and Fleet
- **Jump Infantry, Bikes and Jetbikes, Infantry in Terminator armour:** Furious Charge

Mor Deythan Strike Squad (Page 116)
Under the heading **Special Rules,** add the following:

- Implacable Advance

Strike Captain Alvarex Maun (Page 119)
Under the heading **The Bleeding Edge**, add the following at the end of the text:

If Strike Captain Alvarex Maun enters play in a vehicle with the Drop Pod Assault special rule, his vehicle must arrive on the first game turn. Alvarex Maun may not enter play embarked upon a vehicle with the Subterranean Assault special rule.

Headhunter Kill Teams (Page 126)
Under the heading **Special Rules,** add the following:

- Implacable Advance
- Preferred Enemy (Infantry)

Under the heading **Dedicated Transport,** replace all of the text with the following:

- A Headhunter Kill Team may choose a Legion Rhino or Dreadclaw Drop Pod as a Dedicated Transport.

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The Horus Heresy: Crusade Imperialis Army Lists

Displacer Matrix (Page 17)
Under the heading **Displacer Matrix**, replace the second paragraph with the following:

The displacer matrix provides a 3+ invulnerable save. In addition, the first time a 1 is rolled when making an Armour or Invulnerable Save for a model equipped with a displacer matrix, the wound is ignored and the model is immediately removed from play and enters Ongoing Reserves. The model must then return to play at the beginning of the controlling player's next turn using the Deep Strike rules, but if any Deep Strike Mishap occurs, they are destroyed. If the model enters Ongoing Reserves in this manner on the final game turn, it is destroyed for the purposes of missions in which Victory points are scored for destroying units.

Lord Marshal Ireton MaSade (Page 25)
Under the heading **Protector of Agathon**, replace the text with the following:

Ireton MaSade has the might and industrial power of an entire stellar domain to call upon to serve his military needs, and the wit to employ such resources effectively on the battlefield. So long as Ireton MaSade is present on the battlefield, the first time any friendly unit (other than a Dedicated Transport, Lords of War choice or Unique unit) in the same detachment as him is destroyed, roll a D6. On a roll of a 5 or 6, a new identical unit is placed in the controlling player's Ongoing Reserves. This effect may only occur once per game.

Malcador and Valdor Tank Variants (Pages 48, 49, 50 & 90)
For all of these unit profiles, under the heading **Unit Type** replace "Vehicle (Super-heavy)" with the Unit Type "Vehicle (Tank)". Note that the Fast type is still in effect where applicable.

Muster of Worlds: Provenances of War (Page 72)
Under the heading **Survivors of the Dark Age**, replace all of the text under the subheading **Option – Advanced Weapons** with the following:

The strength of laspistols, lascarbines, lasrifles, laslocks and rotor cannon used by Grenadier and Platoon Command Cadre squads with this Provenance may be increased by +1 for +20 points per squad. If this option is taken, all such squads in the army must be upgraded. In addition, Grenadier and Platoon Command Cadres with this Provenance may take either a Rhino or Land Raider Proteus as their Dedicated Transports, so long as they number 10 models or less, or a Termite Assault Drill, so long as they number 12 models or less. See the **Legiones Astartes: Age of Darkness Army List** for details and points costs. Efforts should be made to model this upgrade accordingly with suitably ornate or enhanced weapons.

Muster of Worlds: Provenances of War (Page 73)
Under the heading **Traitor Only – Cult Horde**, replace the first sentence with the following:

All eligible units and models with this Provenance gain the Hatred and Stubborn special rules.

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The Horus Heresy: Mechanicum Taghmata Army List

Magos Prime (Page 27)
Under the heading **Ordinator**, replace the text and weapon's profile under the bullet point **Bombardment** with the following:

- **Bombardment –** Once per game, in lieu of firing a weapon in the Shooting phase, an Ordinator can opt to call in a bombardment attack against the enemy. This attack need not select the same target as any unit to which the Ordinator is attached and may be made even if he has moved this turn or is embarked upon a vehicle (in which case he must use a Fire Point). The attack has the following profile:

	Range	S	AP	Type
Bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Armourbane, Barrage, Wrecker, Pinning

Magos Dominus (Page 28)
Under the heading **Patris Cybernetica**, add the following at the end of the text:

A character with this special rule may not join any unit with one or more models with the Flying Monstrous Creature unit type.

Domitar Class Battle-automata Maniple (Page 35)
Under the heading **Graviton Hammer**, replace the text with the following:

Graviton Hammer
More compact variants of the immensely powerful graviton rams found on the Thanatar-Calix Siege-automata, these brutal weapons amplify the blows of the Domitar with crushing waves of gravitational force, and unleash short range blasts of power capable of rupturing flesh and splitting armour.

Note that the Domitar is equipped with two graviton hammers, which have the effect of granting it an additional attack – this is already included in its profile.

In addition to its weapon attacks, units assaulting a model or unit with a graviton hammer always count as making a Disordered Charge when doing so.

Weapon	Range	Str	Ap	Type
Graviton hammer (Assault)	-	10	2	Melee, Concussive, Wrecker
Graviton hammer (Shooting)	Template	*	6	Heavy 1, Concussive, Graviton Wave, Haywire

Graviton Wave: Instead of rolling To Wound with this weapon, any non-vehicle model caught in its effect must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of a '6' always counts as a failure). In addition, any unit which suffers a Morale check as a result of casualties taken from this attack is subject to a -2 Ld modifier.

The Horus Heresy Book Four – Conquest

Relics of the Dark Age of Technology Clarification (Page 222)
The rules for Relics of the Dark Age of Technology, included in the Campaign Rules section of **The Horus Heresy Book Four – Conquest**, are intended for use with and acquired as part of narrative campaigns by prior agreement of all involved parties. In casual games, players should seek the agreement of their opponent before including these powerful items of wargear in their armies and they should not be treated as being part of the standard army list.

The Horus Heresy Book Six – Retribution

Blackshields Allegiances (Page 220)
Under the heading **A Note on Allegiances**, add the following at the end of the text:

Though Blackshields armies may declare as Traitor or Loyalist, neither of these allegiances can trust those who would scratch out the signs of their Legion heritage. All factions treat Blackshields as Distrusted Allies on the Age of Darkness Allies chart, unless otherwise stated in the Blackshields special rules on page 219 of *The Horus Heresy Book Six – Retribution*.

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Gahlan Surlak (Page 249)
Under the heading **Narthecium Primus,** replace the text with the following:

This artificer-wrought narthecium confers Feel No Pain (4+) to Gahlan Surlak, and to all models with the Legiones Astartes special rule in any unit which he has joined. Also, any wounds caused by weapons with the Poisoned special rule against Gahlan Surlak or any unit he has joined must be re-rolled.

Shadrak Meduson (Page 251)
Under the heading **Master of the Shattered Legions,** add the following to the end of the text:

Shadrak Meduson may only gain the benefit of this special rule when acting as part of an army created using the Shattered Legions Theme.

Anacharis Scoria (Page 273)

Under the sub-heading **The Vodian Sceptre** in the **Special Rules** section, replace the weapon profile with the following:

	Range	S	AP	Type
Vodian sceptre	–	+2	2	Melee, Two-handed, Armourbane, Entropic Destroyer

Entropic Destroyer: Whenever this weapon causes an unsaved wound or Hull point, it inflicts D3 additional wounds, or, in the case of a target with an Armour Value, an additional Hull point, on the same model. Invulnerable saves may be taken against these wounds or Hull points, but they may not be replenished or ignored by any means, including Feel No Pain, It Will Not Die or Blessed Autosimulacra rolls. Players may wish to make a note of how many wounds a model has suffered from this weapon for the purposes of tracking how many wounds they may not recover using such abilities.

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The Horus Heresy Book Seven – Inferno

Legiones Astartes (Thousand Sons) (Page 209)
Under the heading **Cult Arcana**, replace the third bullet point with the following:

- Each Cult Arcana has an associated psychic discipline. Units belonging to a particular Cult Arcana may only generate powers from their matching psychic discipline.

Thousand Sons Legion Specific Units (Page 210)
Under the heading **Legion Specific Units, Osiron pattern Dreadnought Talons** are an Elites choice. Disregard any references to this unit in other Force Organisation slots.

Thousand Sons Legion Specific Wargear (Page 210)
Under the heading **Arcane Litanies**, amend the first sentence to read:

The bearer of Arcane Litanies ignores the first Perils of the Warp result which they suffer. This effect may only occur once per game.

Osiron Dreadnought – Thousand Sons Contemptor Dreadnought Variant (Page 211)
Under the heading **Osiron Dreadnoughts**, amend the first paragraph to read:

Any Legion Contemptor Dreadnought Talon taken as part of a Thousand Sons Detachment may be upgraded to an Osiron pattern Dreadnought Talon for +50 points per model. If a Talon is upgraded in this manner, all Legion Contemptor Dreadnoughts in the Talon must be upgraded to Osiron pattern Dreadnoughts. An Osiron pattern Dreadnought Talon retains all of the options and rules of a Legion Contemptor Dreadnought Talon in addition to the following: (as on page 211)

Castellax-Achea Battle-automata Maniple (Page 213)
Under the heading **Wargear**, amend the second bullet point to read:

- Two power fists, each with an in-built bolter with Asphyx shells.

On the final bullet point under the heading **Options**, amend the reference to 'Aether-flame cannon' to instead read 'Aether-fire cannon'.

Sekhmet Terminator Cabal (Page 214)
Under the heading **Special Rules**, remove the asterisks and phrase 'A Sekhmet Terminator Cabal may choose its powers from the Telekinesis or Pyromancy disciplines'. In addition, add the following bullet point:

- Implacable Advance

Under the heading **Options**, amend the second bullet point to instead read:

Any model in the squad may exchange their force weapon for one of the following:
- Single lightning claw.....Free
- Power fist.....+5 points
- Chainfist.....+10 points

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Magnus the Red (Page 220)

Replace the profile of this unit with the one below:

Magnus the Red

495 points

Primarch of the Thousand Sons, The Sorcerer of Prospero, The Crimson King, The Logos Maxima, The Cyclopean Giant

Magnus the Red was unique among the Primarchs. While all of the Emperor's sons were transcendent beings, forged not just of physical matter but of psychic force, in some this quality was channelled into superhuman physicality, but others held the power to manipulate the Warp either directly or subconsciously as prophetic foresight, preternatural stealth or an aura of majesty beyond the mortal. But above all his brothers, Magnus the Red was the most numinous, a psyker of prodigious power. It is said that alone amongst his Primarchs, Magnus met the Emperor in the Realm Beyond long before they met in the flesh.

Magnus' very essence boiled with psychic potential, to the extent that his physical form seems likely to be more a matter of will, or a reflection of a deep spiritual imprint than a mere physical constraint, and those who fell under his cyclopean gaze would feel their thoughts and substance to be no more opaque than glass, and their innermost secrets laid open beneath the Crimson King's stare. In battle, Magnus the Red fought like a mythical god; fire wreathed him and followed in his wake like a burning cloak, and solid matter was unmade with a gesture. Armies of mere mortals, powerless before him, would fall to their knees, weeping as their nightmares danced before their eyes. It was said that the paths of the future were laid bare before him and no artifice or subtlety of warcraft could deceive the Primarch of the Thousand Sons. Such power though came at the price of suspicion and fear, even by those who called him brother.

But destruction and war was only a means to an end for Magnus. Possessed of a supreme intelligence and a hunger for knowledge, he saw himself and his Legion as creators of the future. Others might think of themselves as working for the betterment of Mankind, even of being bearers of the Imperium's ideals, however Magnus saw another path. To him the Great Crusade, and each step on its bloody path, was a step from the darkness of ignorance into the light of reason and knowledge. Beyond this he also saw a second ascension, that from the mundane confines of the human mind to the transcendent potential of a psychic race. It was this obsession and belief which drove him to achieve all that he did, and also that which would chain him and his Legion to a future of damnation.

	WS	BS	S	T	W	I	A	Ld	Sv
Magnus the Red	7	5	7	6	6	6	4	10	2+

Unit Composition
- 1 (Unique)

Unit Type
- Infantry (Character)

Wargear
- The Horned Raiment
- The Blade of Ahn-Nunurta
- Arcane Litanies
- Psyfire Serpenta

Special Rules
- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die,
  Master of the Legion, Precision Shots, Precision Strikes)
- Sire of the Thousand Sons
- Arch-Sorcerer
- The Eye of the Crimson King
- Phantasmal Aura
- Very Bulky

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Sire of the Thousand Sons
Any unit that Magnus the Red joins has the Fearless special rule. All models with the Legiones Astartes (Thousand Sons) special rule in the same army as Magnus the Red may use his Leadership value rather than their own for the purposes of Morale checks and Pinning tests, as well as any Leadership tests taken as a result of psychic powers while he is in play. All Reserve rolls made for units in an army with Magnus the Red as its Warlord may be re-rolled if his controlling player wishes.

Sekhmet Squads and Legion Terminator Squads may be taken as Troops choices for a Thousand Sons Primary Detachment with Magnus the Red as its Warlord, and no restriction owing to Cult Arcana applies to the compulsory units of the army (see page 209).

Arch-Sorcerer
Magnus the Red is a Psyker with a psychic Mastery Level of 5 and he harnesses Warp Charge points on a result of 3+ when attempting to manifest psychic powers. For Magnus the Red to suffer Perils of the Warp, his controlling player must roll three or more 6s when attempting to manifest psychic powers (rather than the usual two), and any result of a '1' on the Perils of the Warp table is re-rolled.

Magnus the Red randomly generates five powers from a combination chosen from the following psychic disciplines: Telekinesis, Pyromancy, Divination, Telepathy, Sanctic Daemonology and Biomancy. You may, for example, generate two powers from Biomancy, two from Telepathy and one from Divination.

The Horned Raiment
Magnus' armour was believed to be as much a thing of tangible psychic force and Empyreal energy as it was a physical construction, shifting form and appearance as he willed, and the means by which it protected him was proof against the most savage weapons despite its often primitive appearance.

The Horned Raiment provides Magnus the Red with a 2+ armour save and a 4+ invulnerable save. In addition, if he is struck by a weapon with the Destroyer special rule, the amount of wounds it inflicts is reduced by 1.

The Blade of Ahn-Nunurta
Taking the distinctive shape of the weapon of the Prosperine war god of ancient myth, this force blade combined ancient lore with Imperial weapons technology and was lethal to living creature and battle engine alike.

Weapon	Range	Str	AP	Type
Ahn-Nunurta	–	+2	1	Melee, Force, Two-handed

Psyfire Serpenta
A hand gun of prodigious size seemingly conjured to his grasp at need, there was always some debate even among Magnus' Legion whether this powerful plasma-type weapon was truly a device or simply a manifestation of his psychic powers in physical form.

Weapon	Range	Str	AP	Type
Psyfire serpenta	15"	8	2	Assault D3, Soul Blaze

The Eye of the Crimson King
When selecting targets for his psychic powers, all models within range are assumed to be in line of sight (except those inside transport vehicles or buildings). All such attacks have the Ignores Cover special rule.

Phantasmal Aura
Magnus the Red was a creature of vast powers whose very form and stature seemed to shift as he willed it. Coupled with his facility for precognition, in battle these abilities allowed him to seem out of step with reality when he wished it, often causing the attacks of his foes to pass by ineffectually.

Enemy attacks directed at Magnus the Red or any Infantry unit he has joined suffer a -1 penalty To Hit (to a maximum of 6+). Barrage weapons directed at Magnus the Red or any Infantry unit he has joined add +1 to the rolled Scatter distance where applicable.

The Unrestrained Might of the Crimson King
Though his critics claimed Magnus tampered with powers beyond his ability to control, the Crimson King was in fact highly disciplined, exercising both restraint and caution in his manipulations of the Warp, knowledgeable as he was of the potential for dire consequences for those who drank of power too deeply and too quickly. However, when his ire was set aflame, Magnus was capable of unleashing the truly devastating extent of his powers.

For an additional cost of +175 points, Magnus may unleash his unrestrained might and gain the following special rules: Infernal Bargain and Mind Wrath.

Infernal Bargain
It is said of Magnus the Red that to counteract the effects of the Flesh Change upon his Legion, he struck a compact with the very essence of the Warp itself, sacrificing a part of himself in exchange for the knowledge required.

Once per game if Magnus is in play, he may choose to cancel the results of a single Perils of the Warp roll anywhere on the table.

Mind Wrath
Magnus the Red's control over psychic force was terrifying, seamlessly channelling powers that might cost the mind and sanity of others to manifest, forces none but the Emperor Himself could outmatch.

When manifesting any **Witchfire** power, Magnus the Red's controlling player can declare the use of Mind Wrath. This must be done before any dice are rolled to manifest the power in question. The required Warp Charge to manifest the power is increased by +2. However, if the power is successfully manifested, add D6 to any listed Strength value (to a maximum of 10) and double the listed range.

Space Wolves Army Selection (Page 223)
Replace all of the text under the heading **Space Wolves Army Selection** with the following:

When selecting units in a Legiones Astartes (Space Wolves) detachment, the following alterations and provisions apply:

- A Space Wolves Detachment must fulfil their compulsory HQ choice with either a Praetor, Centurion (representing a Wolf Lord or Claw Leader respectively) or Unique character with the Legions Astartes (Space Wolves) rule. Other HQ choices or Consul types may not be selected as compulsory HQ choices in this detachment.

- A Space Wolves Detachment must also include at least one HQ choice per 1,000 points or part thereof in the army regardless of the Force Organisation chart being used and the maximum available number of HQ choices. These additional HQ requirements may be fulfilled by any HQ choice available to the army. For example, when using the standard Crusade Force Organisation chart, in detachments of 1,000-1,999 points at least two HQ choices must be included. In detachments of 2,000-2,999 points however, at least three HQ choices must be included, and in detachments of 3,000-3,999 points at least four HQ choices must be included, and so on, exceeding the maximum of three HQ choices available. In all such cases where there is a limit to the number of HQ choices available, an additional HQ choice is made available that must be filled by a Space Wolves Detachment, per 1,000 points.

- The Chaplain, Librarian and Primus Medicae Consul types are not available to a Space Wolves Detachment (being replaced with the Priest of Fenris – see page 234).

- A Space Wolves Detachment must fulfil its compulsory Troops choices with Grey Slayer Packs (see page 230). All other Troops choices found in a Space Wolves Detachment gain the Support Squad special rule (if they do not already possess it). Note that when making use of a Rite of War which stipulates that another unit can be taken as a compulsory Troops choice, a Space Wolves detachment may instead take that unit to fulfil its compulsory Troops choices in order to meet the requirements of that Rite of War.

Space Wolves Unique Rite of War: The Bloodied Claws (Page 225)
Replace instances of 'Furious Assault' with 'Furious Charge'.

Fenrisian Wolf (Page 226)
Replace instances of 'Panic tests' with 'Morale checks'.

The Frost Blades (Page 227)
Amend the second paragraph to read:

Any Space Wolves Independent Character with a power weapon may exchange this for a frost blade (frost sword, frost axe or frost claw) for +5 points or a great frost blade for +10 points.

Additionally, in the weapon profiles, amend the first weapon's name 'Frost blade' to read 'Frost sword'.

Grey Slayer Pack (Page 230)
In the **Options** selection, under the following bullet point, replace the reference to 'frost weapon' with 'frost blade':

- 'The Huscarl may take one of the following options:
  - Exchange their close combat weapon for a frost weapon…'

Warrior's Mettle (Page 231)
Under the heading **Warrior's Mettle**, amend the second paragraph to read:

Models with this special rule may not voluntarily Go to Ground, but may re-roll failed Pinning tests and may make Charge moves after running or after firing their bolters, suffering -1 to their Charge distances if they do so. If an Independent Character which does not have the Warrior's Mettle special rule joins a unit of Grey Slayers, they may not benefit from this rule until that Independent Character leaves the unit. Legion Apothecaries which join a unit with this special rule are considered to be wholly a part of the unit they have joined and may benefit from this special rule.

Priest of Fenris (Page 234)
Increase this unit's Initiative characteristic to 5.

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Leman Russ (Page 238)
Under the sub-heading **The Armour of Elavagar** in the Special Rules section, replace the second paragraph with the following:

The Armour of Elavagar gives its wearer a 2+ armour save and a 4+ invulnerable save (which is increased to 3+ against flamer, melta and plasma type weapons of any kind). In addition, enemy models in base contact with Leman Russ suffer a penalty of -1 To Hit him in assault (to a maximum of 6+).

Sisters of Silence Kharon Pattern Acquisitor (Page 270)
Under the heading **Transport Capacity**, add the following bullet point:

- This Vehicle may not carry any models with the Bulky, Very Bulky, or Extremely Bulky special rules.

Secutarii Axiarch (Page 289)
Under the heading Special Rules, add the following bullet point:

- Independent Character

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Acastus Knight Porphyrion (Page 296)
Replace the profile of this unit with the following:

Acastus Knight Porphyrion — 560 points

One of the most heavily armed and armoured of all the Knight chassis in service, the Acastus Knight Porphyrion rivals in terms of size and power that of the Scout Titans of the Legio Titanicus. Armed with either the Ironstorm missile pod or Helios Defence missiles and twin-linked magna-lascannon, it is truly a force to be reckoned with on any battlefield.

				Armour					
	WS	BS	S	Front	Side	Rear	I	A	HP
Acastus Knight Porphyrion	4	5	10	14	13	12	3	3	8

Unit Composition
- 1 Acastus Knight Porphyrion

Unit Type
- Vehicle (Super-heavy Walker)

Wargear
- Two twin-linked magna lascannon
- Two autocannon
- Ironstorm missile pod
- Ion shield

Special Rules
- Household Rank (Questoris only)
- Blessed Autosimulacra (Mechanicum Taghmata only)
- (Super-heavy Walker) Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash and Strikedown (All)

The Acastus Knight Porphyrion may be taken as a Lords of War choice in a Mechanicum Taghmata or Knights Questoris Crusade army. It may be taken in other armies as an Engine of Destruction and is considered to be included in the Panoply of War list (see page 130-131 of the Horus Heresy: Age of Darkness rulebook). If selected as an Engine of Destruction, this model does not gain the Household Rank or the Blessed Autosimulacra special rules.

Options
- The Acastus Knight Porphyrion may be upgraded with:
  - Occular augmetics ..... +10 points
- The Acastus Knight Porphyrion may upgrade any of its autocannon to the following options:
  - Irad-cleanser ..... Free
  - Lascannon ..... +10 points each
- The Acastus Knight Porphyrion may exchange its Ironstorm missiles for:
  - Helios Defence missiles ..... Free

Household Rank (Questoris only)
When used as part of the Questoris Knight Crusade army list, the model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules as shown in the Questoris Knight Crusade Army special rules, but may not be chosen for those of the rank of Scion Aspirant or Scion Uhlan.

Blessed Autosimulacra (Mechanicum Taghmata only)
When used as part of a Mechanicum Taghmata army list, the Acastus Knight Porphyrion has the Blessed Autosimulacra special rule. If it has suffered Hull Point damage at the end of the controlling player's turn, roll a D6. On a 6, one lost Hull Point is restored.

Ion Shield
When the Knight is deployed, and subsequently at the start of each of the opposing side's Shooting phases, the Knight's controlling player must declare which facing each Knight's ion shield is covering. The choices are front, left side, right side or rear.

The Knight has a 4+ invulnerable save against all hits on that facing until the start of the opposing side's next Shooting phase. Its ion shields are repositioned before any attacks are carried out in the Shooting phase and may not be used to make saving throws against close combat attacks.

Occular Augmetics
The Knight has the Night Vision special rule and may re-roll results of a 1 on the Vehicle Damage table and Destroyer Weapon Attack table, which are inflicted by their shooting attacks at a range of 12" or less.

Acastus Knight Porphyrion Weapons

Weapon	Range	Str	AP	Type
Magna lascannon	72"	10	2	Ordnance 2, Large Blast (5")
Ironstorm missile pod	72"	6	4	Ordnance 1, Massive Blast (7")
Helios defence missiles	60"	8	2	Heavy 2, Skyfire, Interceptor
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1

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Vultarax Stratos-Automata Maniple (Page 294)
Replace the profile of this unit with the one below:

Vultarax Stratos-automata Maniple

175 points

	WS	BS	S	T	W	I	A	Ld	Sv
Vultarax Stratos-automata	3	4	4	6	4	3	2	8	3+

Unit Composition
- 1 Vultarax Stratos-automata

Unit Type
- Flying Monstrous Creature

Wargear
- Vultarax arc blaster
- Two Setheno pattern havoc launchers
- Enhanced targeting array
- Searchlight

Special Rules
- Cybernetica Cortex* (Stratos-automata)
- Reactor Blast
- Night Vision
- Atomantic Shielding
- Linked Neural-nodes

**For the purposes of this special rule, a Stratos-automata counts as a Battle-automata, except that the Methodical provision does not apply, and in the case of the Target Priority provision of the special rule, the controlling player may always attempt to target the nearest enemy Flyer or Flying Creature rather than just the closest enemy model when this special rule comes into effect.*

A *Vultarax Stratos-automata Maniple is a Fast Attack choice for the Mechanicum Taghmata army list as found in the Mechanicum Taghmata Army List book.*

Options
- The maniple may include:
  - Up to two additional Vultarax Stratos-automata ..... +175 points each
- The maniple may be upgraded to have:
  - Blessed Autosimulacra ..... +10 points per model
    (*If this is chosen, all models in the maniple must be so upgraded*).
- Any Vultarax may be upgraded to be equipped with:
  - Stratos-automata power blades ..... +15 points each

Reactor Blast
When a model with this special rule loses its last wound, roll a D6. On the result of a 6, it explodes, inflicting a Str 4 AP- hit on all models within D6" – in the case of the Vultarax, measure from the edge of the model's base.

Vultarax Weapons Systems

Weapon	Range	Str	AP	Type
Vultarax arc blaster	24"	6	5	Heavy 3, Shred, Haywire
Setheno pattern havoc launcher	48"	5	5	Heavy 2, Blast (3"), Twin-linked, Setheno-Djinn
Stratos-automata power blades	–	As User	2	Melee, Rending, Paired Weapons

Setheno-Djinn: Successful cover saves against this attack must be re-rolled.

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

Linked Neural-nodes: *The Stratos-automata share a sensory network which allows them to act in perfect synchronisity, their every individual flight action or targeting prompt is immediately distributed amongst the maniple, however this shared cognitive system is vulnerable to backward error propagation.*

All voluntary actions undertaken by this unit (such as Changing Flight Mode) must be undertaken by the whole unit. If the unit elects to make a Vector Strike, only one Vector Strike attack is made for the whole unit. Additionally, if any model in the unit fails a Grounded test, all of the models in the unit suffer a Strength 9 hit and are Grounded, as described in the *Age of Darkness Rulebook*.

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Frequently Asked Questions

General FAQ

Some units have multiple versions of rules available across PDF downloads, Campaign books and Army List books – which one should I use?

When referring to unit entries and rules which have appeared in multiple publications, the entry in the latest relevant Rulebook or Army List book takes priority unless that is not the latest publication (e.g., if there has been a more recent downloadable rules PDF), in which case the latest version of this FAQ takes priority).

Age of Darkness Rulebook FAQ

Are the Rules for taking Lords of War in books such as The Crusade Imperialis Army Lists and Mechanicum Taghmata Army List overridden by the rules for taking Lords of War in *The Horus Heresy: Age of Darkness Rulebook*?

Yes.

On page 177 of the *Age of Darkness Rulebook,* combi-volkite chargers and combi-grenade launchers aren't 'one use', is this intentional?

Yes. This is intended to balance these varieties of combi-weapons against combi-plasma gun and combi-meltagun weapons.

What profile should I use for plasma grenades?

Plasma grenades are assault grenades (see page 182 of the *Age of Darkness Rulebook*).

Can Warlord Traits and other special rules which are determined after Army Creation have an effect on Army Creation, e.g., to fulfil Rite of War restrictions?

Yes, but only if these Warlord Traits or special rules are chosen by the controlling player and not rolled for randomly. In this case, make a note of which Warlord Trait or other special rule you have chosen for the game during Army Creation, and explain this to your opponent before the game begins.

For example, the Alpha Legion unique Rite of War: The Coils of the Hydra states that 'Infantry squads that do not have either a Dedicated Transport or the ability to Infiltrate or Deep Strike may not be chosen as part of the force'. An Alpha Legion player may choose during Army Creation that they will be using their Mutable Tactics special rule to Infiltrate their infantry units during this game, thus fulfilling this criteria.

Is it possible to field multiple HQs with a provision that they must be the army's Warlord?

You may only do this in the case of a Primarch. 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 subordinate characters). With the exception of a Primarch and subordinates, however, you may not include more than one model with this limitation in any particular army.

What is meant when a rule states that you must be within the given range of an ability or effect to benefit from its effect? Is this different to when you must be within an area which constitutes an objective?

To be within an area of effect, any part of the base of the model (or hull in the case of models such as vehicles without a base) must be within that range. This is also the case when controlling an objective marker, as described on page 146 of the *Age of Darkness Rulebook*.

In the case of missions which require a unit to be within a defined area of the table to score (such as the opposing player's deployment zone), all models in the unit must be within that area to be considered to be scoring. A single unit may still only ever attempt to control a single objective at a time, even if they are within a scoring area and within the controlling range of an objective marker simultaneously. The controlling player may choose which objective the unit controls.

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If a vehicle has used a weapon described as 'One Use' and then suffers a Weapon Destroyed result on the Vehicle Damage table, can this One Use weapon be destroyed?

No, after a weapon with limited uses has been expended, it is no longer considered to be a part of the vehicle and can neither be destroyed nor repaired. However, if the weapon has not yet been used, it is considered to be a part of the vehicle and can be destroyed.

Army Lists FAQ

Can I upgrade Unique special/named characters with weapons and wargear from their Army's armoury, e.g., can I give Iron-Father Autek-Mor a Cyber-familiar because the rules say any Iron Hands character may take one?

No, unique units may never be altered, with the exception of options that are specifically listed on their profile. They are already equipped with all of the weapons and wargear they need!

What is "standard Terminator armour"?

If a rule makes reference to standard Terminator armour, it is not specifying a particular pattern. In these instances, its pattern is that which is represented on the physical models used, and only a single type of Terminator armour may be chosen for that unit when included in your army. Please refer to page 133 of *The Horus Heresy: Legiones Astartes – Age of Darkness Army List* for available types of Terminator armour.

Do Primarchs have particular patterns of Terminator armour?

Unless specifically stated otherwise, Primarchs are always considered to wear a unique type of armour for game purposes, with its rules described in their unit entry. Any references to a Primarch wearing Terminator or Artificer armour are purely for descriptive purposes and do not affect their abilities in game.

When I arrive from reserve with a Terrax Pattern Termite Assault Drill using the Subterranean Assault special rule, can I choose to place the Large Blast marker on top of another unit before determining scatter?

No, the Blast marker must not be initially placed on top of impassable terrain or within 1" of another model.

Some of Cassian Dracos Reborn's Cyberthurgy powers change his Wounds characteristic or compare this to his enemy, how is this possible? (*The Horus Heresy Campaign Book Six – Retribution,* page 252)

When using Cybertheurgy powers, references to Wounds should be exchanged with Hull points when referring to Cassian Dracos.

In the Talons of the Emperor Army List (*The Horus Heresy Book Seven – Inferno,* page 241-282), what stats does the Misericordia have?

The Misericordia is a symbol of office for the Legio Custodes; it has no in-game use and can be ignored on any unit entry which lists it as a piece of wargear.

Can unique or named characters which are also Dreadnoughts (e.g., Rylanor, Telemechrus) take a Dreadnought Drop Pod as a Dedicated Transport?

Yes, the following special character Dreadnoughts may take a Legion Dreadnought Drop Pod as a Dedicated Transport option:

- Rylanor the Unyielding
- Honoured Telemechrus
- Cassian Dracos

  Note that these special character Dreadnoughts may also embark upon any super-heavy transport that can otherwise transport Legion Contemptor Dreadnoughts.

Please note that the following may not take a Legion Dreadnought Drop Pod as a Dedicated Transport option:

- Word Bearers Mhara Gal Tainted Dreadnought
- Cassian Dracos Reborn

In all cases where a unique character Dreadnought is eligible to choose a Dedicated Transport, these special character Dreadnoughts must take a Legion Dreadnought Drop Pod as their Dedicated Transport.

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Sevatar's 'Master of Ambush' Warlord Trait is different to the Trait listed in the main Age of Darkness Rulebook, despite having the same name. Which version should I use?

In this instance only, Sevatar gains the benefit of both the Master of Ambush Warlord Traits listed on his profile (*Legiones Astartes – Age of Darkness Legions* page 41) and the entry in the *Age of Darkness Rulebook* on page 137.

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Playtest Rules Errata 1.0

The following rules and profiles are designed to supplement, rather than replace those found in The Horus Heresy: Age of Darkness Campaign books and Rulebooks. While we consider the rules presented in this section of this document to be optional, we would encourage you to use them in your games and provide us with your opinions and feedback. This feedback will then help to inform the final rules in a future publication.

Please let us know what worked well as a part of these rules and also what could be improved (and how), by sending us an email with the subject line "PLAYTEST" to HeresyFAQ@gwplc.com. We would appreciate if you could please ensure that you only use this subject line when referring to rules presented in this section of the document, and send us a separate email for any other feedback.

The Horus Heresy: Legiones Astartes – Age of Darkness Army List

Legion Rapier Weapons Battery (Page 35), Field Artillery Weapons (Page 125)

Replace the Rapier Quad Launcher weapon profiles with the following:

Rapier Quad Launcher

Weapon	Range	Str	AP	Type
Frag shell	12"-60"	5	5	Heavy 1, Twin-linked, Barrage, Large Blast (5")
Shatter shell	36"	8	4	Heavy 4, Sunder
Incendiary shell	12"-60"	4	5	Heavy 1, Twin-linked, Barrage, Large Blast (5"), Ignores Cover Saves
Splinter shell	12"-36"	2	4	Heavy 1, Twin-linked, Barrage, Large Blast (5"), Rending
Phosphex canister shot	12"-36"	4	3	Heavy 1, Barrage, Large Blast (5"), Poisoned (3+), Crawling Fire, Lingering Death

Legion Moritat Consul (Page 21)
Replace the text under the heading **Chain Fire** to read:

- When attacking with Pistol weapons in the controlling player's Shooting phase, the Moritat may declare a Chain Fire attack instead of making their normal shooting attacks. While making a Chain Fire attack, a Moritat may roll To Hit six times each with up to two Pistol type weapons in the current Shooting phase.
- Chain Fire attacks' To Hit rolls may never be re-rolled, and weapons which do not roll To Hit may not make Chain Fire attacks. When making a Chain Fire attack for weapons with the Gets Hot or Melta special rules, roll each hit individually; if a 1 is rolled, stop rolling To Hit for that weapon immediately. No further To Hit rolls may be made with that weapon for the remainder of the phase.
- After making a Chain Fire attack, a Moritat may not declare a Charge in the following Assault phase.

Additionally, remove the **Chain Fire Overheat!** heading and rule.

Legion Herald Consul (Page 24)
Under the heading **Special Rules,** add the following:

- Fearless
- Implacable Advance

Under the **Wargear Restrictions** subheading, remove the restriction which prohibits a Legion Herald from taking Terminator armour as a Wargear option.

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Legion Praevian Consul (Page 22)
Under the **Wargear Restrictions** subheading, add the following:

- The Legion Praevian may not take a Jump pack.

Additionally, replace the text under the heading **Legion Inductees** to read:

The unit of Battle-automata to which a Praevian is attached may choose either the benefits of the special rules listed below based on the version of the Legiones Astartes special rule possessed by the 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. Note that the Battle-automata themselves do not possess the Legiones Astartes special rule and do not benefit from the Legiones Astartes rule possessed by the Praevian.

- **Dark Angels**: All Battle-automata in the unit gain the **Monster Hunter** special rule.
- **Emperor's Children:** All Battle-automata in the unit gain the **Crusader** special rule. For +5 points per model, all Battle-automata in the unit may take sonic shriekers.
- **Iron Warriors:** All Battle-automata in the unit gain the **Wrecker** special rule. For an additional +10 points per model, all Battle-automata in the unit may take Blessed Autosimulacra.
- **White Scars:** All Battle-automata in the unit gain the **Swift Action** White Scars special rule.
- **Space Wolves:** All Battle-automata in the unit gain the **Counter-attac**k special rule.
- **Imperial Fists:** All Battle-automata in the unit gain the **Tank Hunters** special rule and gain +1 to their BS when using any boltguns.
- **Night Lords:** All Battle-automata in the unit gain the **Talent for Murder** Night Lords special rule and each count as three models for the purposes of this rule. For an additional +10 points per model, all Battle-automata in the unit may choose to gain the **Acute Senses** special rule and Trophies of Judgement.
- **Blood Angels:** All Battle-automata in the unit gain the **Encarmine Fury** Blood Angels special rule.
- **Iron Hands:** All Battle-automata in the unit may take Blessed Autosimulacra at no additional cost.
- **World Eaters:** All Battle-automata in the unit gain the **Rage** special rule.
- **Ultramarines**: If they remain stationary during a turn, all Battle-automata in the unit may make Snap Shots at BS 2 until the beginning of the controlling player's next turn.
- **Death Guard:** All Battle-automata in the unit gain the **Feel No Pain (6+)** special rule. All Battle-automata in the unit may choose to upgrade their Flame weapons to have Chem-munitions at no additional cost.
- **Thousand Sons:** All Battle-automata in the unit improve their invulnerable save by +1.
- **Sons of Horus:** All Battle-automata in the unit gain the **Merciless Fighters** Sons of Horus special rule and each count as three models for the purposes of this rule. For an additional +5 points per model, all Battle-automata in the unit may take Banestrike bolter rounds for any boltguns they have.
- **Word Bearers:** All Battle-automata in the unit gain the **Hatred (Everything)** special rule.
- **Salamanders:** All Battle-automata in the unit gain the **Promethean Gift** Salamanders special rule. For an additional +5 points per model, all Battle-automata in the unit may upgrade a single weapon they possess to be **Master-crafted**.
- **Raven Guard:** All Battle-automata in the unit gain the **Furious Charge** and **Fleet** special rules.
- **Alpha Legion:** All Battle-automata in the unit gain the **Preferred Enemy** special rule, selected at the beginning of the game against their choice of one of the following: Infantry, Vehicles or Monstrous Creatures. For an additional +5 points per model, all Battle-automata in the unit may take Banestrike bolter rounds for any boltguns they have.

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Legion Destroyer Squad (Page 29)
Replace the profile of this unit with the one below:

Legion Destroyer Squad — 115 points

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

Unit Composition
- 4 Legion Destroyer 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
- Hardened Armour
- Counter-attack

Dedicated Transport
- A Legion Destroyer Squad may choose a Rhino or Land Raider Proteus as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see *The Horus Heresy: Legiones Astartes Age of Darkness Army List* page 98), other Dedicated Transport options may be available for the squad.

A Legion Destroyer Squad may be taken as an Elites choice in a Legiones Astartes Space Marine army.

Options
- The Legion Destroyer Squad may take:
  - Up to 5 additional Legion Destroyer Space Marines ..... +15 points each
- The entire squad may take melta bombs ..... +25 points
- The entire squad may be equipped with Jump packs ..... +5 points per model (if this option is chosen, 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) ..... +20 points each
  - Hand flamer ..... +10 points each
  - Plasma pistol ..... +10 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

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Palatine Blade Squad (Page 11)
Replace the profile of this unit with the one below:

PALATINE BLADE SQUAD — 135 POINTS

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

Unit Composition
- 4 Palatine Warriors
- 1 Palatine Prefector

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

Wargear
- Bolt pistol
- Charnabal sabre
- Frag and krak grenades
- Power armour
- Artificer armour (Prefector only)

Special Rules
- Legiones Astartes (Emperor's Children)
- Chosen Warriors
- Counter-attack

Dedicated Transport
- A Palatine Blade Squad may choose a Rhino as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see *The Horus Heresy: Legiones Astartes Age of Darkness Army List* page 98), other Dedicated Transport options may be available for the squad.

A Palatine Blade Squad may be taken as an Elites choice in an Emperor's Children Legiones Astartes Space Marine army.

Options
- The Palatine Blade Squad may take:
  - Up to five additional Palatine Warriors ..... +15 points each
- Any member of the squad may exchange their Charnabal sabre for one of the following:
  - Power sword ..... +2 points each
  - Power lance ..... +2 points each
  - Phoenix power spear ..... +10 points each
- The Palatine Prefector may:
  - Exchange their bolt pistol for a plasma pistol ..... +10 points
- The Palatine Prefector may also be equipped with:
  - Melta bombs ..... +5 points
- Any Palatine Warrior may exchange their power armour for:
  - Artificer armour ..... +10 points each

  If this option is taken, every Palatine Warrior in the squad must be upgraded in this way.
- The entire squad may be equipped with:
  - Sonic shriekers ..... +2 points each
  - Jump packs ..... +5 points each

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Phalanx Warder Squad (Page 31)
Replace the profile of this unit with the one below:

Phalanx Warder Squad — 190 points

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

Unit Composition
- 9 Phalanx Warders
- 1 Warder Sergeant

Unit Type
- Phalanx Warder: Infantry
- Warder Sergeant: Infantry (Character)

Wargear
- Boltgun
- Bolt pistol
- Boarding shield
- Frag and krak grenades
- Power armour

Special Rules
- Legiones Astartes (Imperial Fists)
- Hardened Armour
- Shield Wall
- Counter-attack

Dedicated Transport
- A Phalanx Warder squad may choose a Land Raider Proteus or Land Raider Phobos if they number 10 models, or if 10 models or more a Spartan Assault Tank, as a Dedicated Transport.

A Phalanx Warder Squad may be taken as a Fast Attack choice in an Imperial Fists Legiones Astartes Space Marine army.

Options
- The Phalanx Warder squad may take:
  - Up to 10 additional Phalanx Warders ..... +12 points each
- Any model may replace their boltgun with a:
  - Power axe ..... +5 points each
- For every five models in the unit, one Phalanx Warder may replace their boltgun with one of the following weapons:
  - Combi-weapon ..... +5 points each
  - Flamer ..... +5 points each
  - One breaching charge ..... +10 points each
  - Melta gun ..... +15 points each
  - Plasma gun ..... +15 points each
  - Thunder hammer ..... +15 points each
- One Phalanx Warder may be upgraded to carry a:
  - Legion vexilla ..... +15 points
- One Phalanx Warder may be upgraded to carry a:
  - Nuncio-vox ..... +10 points
- The Warder Sergeant may exchange their bolt pistol or their boltgun for one of the following:
  - Power weapon (any type) ..... +5 points
  - Power fist ..... +10 points
  - Plasma pistol ..... +10 points
  - Thunder hammer ..... +15 points
  - Solarite power gauntlet ..... +15 points
- The Warder Sergeant may take any of the following:
  - Upgrade to artificer armour ..... +10 points
  - Melta bombs ..... +5 points
- The entire squad may take:
  - Melta bombs ..... +50 points

Shield Wall
Phalanx Warders are renowned for their close order discipline and defensive tactics, shielding their comrades from harm in the press of melee with selfless bravery. If an unengaged unit with this special rule has at least three models remaining, it gains a bonus of +1 Weapon Skill in any turn in which the unit has been charged by the enemy. Friendly models and characters joining this squad also benefit from this special rule so long as at least three models with the Shield Wall special rule still survive.

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Medusan Immortals Squad (Page 47)
Replace the profile of this unit with the one below:

Medusan Immortals Squad

205 points

	WS	BS	S	T	W	I	A	Ld	Sv
Medusan Immortal	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	4	4	4	4	1	4	2	9	3+

Unit Composition
- 9 Medusan Immortals
- 1 Veteran Sergeant

Unit Type
- Medusan Immortal: Infantry
- Veteran Sergeant: Infantry (Character)

Wargear
- Bolt pistol
- Boltgun
- Frag and krak grenades
- Boarding shield
- Power armour

Special Rules
- Legiones Astartes (Iron Hands)
- Gun Them Down
- Feel No Pain (5+)
- Hardened Armour

Dedicated Transport
- A Medusan Immortals Squad may choose a Land Raider Proteus or a Land Raider Phobos as a Dedicated Transport if it numbers 10 models or less, or a Spartan Assault Tank if it numbers 20 models or less.

A Medusan Immortals Squad may be taken as an Elites choice in an Iron Hands Legiones Astartes Space Marine army.

Options
- The Medusan Immortals may take:
  - Up to 10 additional Medusan Immortals ..... +12 points each
- Any Medusan Immortal and/or the Veteran Sergeant may exchange their boltgun for a:
  - Volkite charger ..... +2 points each
- Any Medusan Immortal and/or the Veteran Sergeant may exchange their boltgun for a:
  - Chainsword or combat blade ..... Free
- For every five models in the squad, one Medusan Immortal may exchange their boltgun for one of the following:
  - Flamer ..... +10 points each
  - Melta gun ..... +15 points each
  - Graviton gun ..... +15 points each
  - Lascutter ..... +10 points each
- The Veteran Sergeant may replace their boltgun and/or their bolt pistol for one of the following (no option may be taken more than once):
  - Plasma pistol ..... +10 points
  - Power weapon ..... +10 points
  - Single lightning claw ..... +15 points
  - Power fist ..... +15 points
  - Thunder hammer ..... +20 points
- The Veteran Sergeant may take any of the following:
  - Upgrade to artificer armour ..... +10 points
  - Melta bombs ..... +5 points
  - One breaching charge ..... +5 points

Gun Them Down
A Medusan Immortals Squad may not attempt to make Sweeping Advances. Instead of rolling to make a Sweeping Advance, the controlling player may choose to have the Medusan Immortals shoot as if it were their Shooting phase against a single squad falling back away from them in combat. However, weapons with the Blast special rule may not be fired when making a Gun Them Down attack and any type of Template weapon inflicts D3 automatic hits on the fleeing unit, resolved at its normal Strength and AP value instead of using the template to allocate hits. This is done before any falling back models are moved and casualties are selected as in the Shooting phase.

This attack may only be made so long as after the target unit falls back, the Medusan Immortals would no longer be engaged in combat. After making a Gun Them Down attack, the Medusan Immortals unit may not make a Consolidation move at the end of the Assault phase.

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The Ashen Circle (Page 97)
Replace the profile of this unit with the one below:

The Ashen Circle

145 points

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

Unit Composition
- 4 Incendiaries
- 1 Iconoclast

Unit Type
- Incendiary: Jump Infantry
- Iconoclast: Jump Infantry (Character)

Wargear
- Hand flamer
- Axe-rake
- Frag and krak grenades
- Jump pack
- Power armour

Special Rules
- Legiones Astartes (Word Bearers)
- Hardened Armour
- Scorched Earth
- Burning Descent
- Bitter Duty

An Ashen Circle squad may be taken as a Fast Attack choice in a Word Bearers Legiones Astartes Space Marine army.

Options
- The Ashen Circle Squad may take:
  - Up to 5 additional Incendiaries ..... +15 points each
- Any model in the squad may exchange their axe-rake for a:
  - Power axe ..... +5 points each
- The Iconoclast may exchange their hand flamer for one of the following:
  - Inferno pistol ..... +10 points
  - Plasma pistol ..... +10 points
- The Destroyer Sergeant may take any of the following:
  - Upgrade to artificer armour ..... +10 points
  - Melta bombs ..... +5 points
  - Up to three phosphex bombs ..... +10 points each

Burning Descent
If the unit enters play via Deep Strike then as soon as it has been placed on the table, all models that are within D6" suffer an immediate Str 3 AP 5 hit.

Scorched Earth
This unit may always use a Hammer of Wrath attack, regardless of whether or not it has used its jump pack in the Movement phase, and these attacks are carried out at Str 5. The Hammer of Wrath attacks made by this unit are classed as Flamer type attacks.

Bitter Duty
The unit may not be joined by friendly independent characters other than Legion Moritat or Legion Chaplain Consuls which are equipped with Jump packs and have the Legiones Astartes (Word Bearers) special rule.

Axe-rake

Weapon	Range	Str	AP	Type
Axe-rake	-	+1	3	Melee, Grapple

Grapple: A model equipped with a weapon with this special rule adds +1 to their Initiative for the purpose of making Sweeping Advances.

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