

THE HORUS HERESY



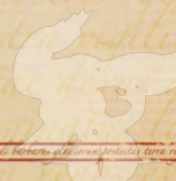
LEGIONES ASTARTES
AGE OF DARKNESS LEGIONS

THE HORUS HERESY[®]



LEGIONES ASTARTES AGE OF DARKNESS LEGIONS

A SUPPLEMENT FOR WARHAMMER 40,000



FOREWORD

This volume collects together the Space Marine Legions Themes from the first five of Forge World's **Horus Heresy** books – the *Isstvan* trilogy, the *Betrayal at Calth* and the *Age of Darkness*. As such it is **intended** to be used alongside its companion book – *The Horus Heresy Legiones Astartes – Crusade Army List*.

Included in this book are specific rules, units and special characters – including the mighty Primarchs – for the Sons of Horus, World Eaters, Emperor's Children, Ultramarines, Death Guard, Salamanders, Iron Hands, Night Lords, Word Bearers, Iron Warriors, Imperial Fists, Raven Guard and Alpha Legion, **all drawn** together for ease of reference whether you are preparing for or playing a game of Warhammer 40,000, or planning the next addition to your collection.

Where needed, the various entries in this book have been revised and expanded from those previously published, both in order to take into account changes in the game rules and to incorporate the invaluable feedback we have received from our players.



A Forge World supplement



Forge World

forgeworld.co.uk

Produced by the Forge World Studio

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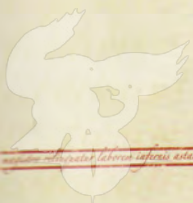
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SPACE MARINE LEGIONS

ARMY LIST APPENDIX



CRUSADE ARMY LIST APPENDIX III: THE EMPEROR'S CHILDREN

LEGIONES ASTARTES (EMPEROR'S CHILDREN)

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.

The Emperor's Children have always striven to be exemplars above all others in the arts of war; paragons of martial virtue and excellence, scorning those who do not meet their own, perhaps unattainable, standards. This led them to seek perfection in war as a fluid, lightning-quick force whose battles were preordained victories bought about by a combination of acute strategic planning and flawless execution. Their attitudes and manner led some to name them as arrogant and vainglorious long before the Heresy, but the Legion's warriors were always ready to answer any such slight with blood.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup regardless of casualties.
- **Exemplars of War:** Emperor's Children units with this special rule have the Crusader special rule, meaning they roll an additional dice when making Run moves and use the highest dice rolled, and add +D3 to their total score when making Sweeping Advances (roll for each combat). Characters with this rule gain +1 Initiative when fighting in Challenges.
- **Flawless Execution:** Models with the Legiones Astartes (Emperor's Children) rule gain +1 Initiative on any turn in which they charge into combat, unless they are making a Disordered Charge.
- **Martial Pride:** In combats where characters with this special rule are involved, an Emperor's Children controlling player must always issue/accept challenges where possible (although which character fights the challenge is up to them). However, if they are defeated in combat and their challenger is slain, they suffer an additional -1 penalty to their Leadership for the Morale check at the end of combat.

LEGION SPECIFIC UNITS & WARGEAR

In addition to those found in the Crusade army list, the Emperor's Children have access to the following additional units: Palatine Blade squads, Phoenix Terminators and the Kakophoni, and the unique wargear: sonic shriekers. Palatine Blade squads and Phoenix Terminator squads are both Elites choices for an Emperor's Children Space Marine Legion force, and the Kakophoni are Heavy Support choices for an Emperor's Children Space Marine Legion force.

Sonic Shriekers

Towards the end of the Great Crusade, the Legion's armourers and apothecaries had begun to experiment with surgical augments and psycho-sonic weaponry based in part on xenos designs. Although their true breakthroughs in these fields would not occur until given unholy impetus and inspiration during the Legion's fall, some success had already been reached in creating effective combat implants which were finding selective use as the Horus Heresy dawned.

A model or unit equipped with sonic shriekers imposes -1 WS on enemy models in base contact in assault. Enemies which are immune to fear are also immune to this effect.

Any Independent Character with the Legiones Astartes (Emperor's Children) special rule may be given a sonic shrieker for +5 points each.

Phoenix Power Spear

Patterned in imitation of the deadly and arcane power halberds wielded by the Adeptus Custodes, these elegant power blades, while merely pale imitations of those legendary polearms, are still hugely lethal weapons in their own right.

Any character model with the Legiones Astartes (Emperor's Children) special rule with access to a power fist as an option, may instead take a Phoenix power spear for the same cost.

The Phoenix power spear has two listed profiles. The first is used when the model wielding it has charged that player turn, otherwise the second is used instead.

Weapon	Range	Str	AP	Type
Phoenix spear	-	+1/User	2/3	Melee, Two-handed



"A warrior is measured by the quality of the foes he defeats. For years we have blunted our blades against lesser species and backwards primitives, but now this war, this glorious cataclysm, it presents us a chance to display for all eternity our perfection in the arena of war against the most formidable foe we shall ever face, our brother Legionaries, and for this we humbly thank Him, our dear father whose name we carry."

Fulgrim, Primarch of the
Emperor's Children
Open vox address before the
Jhyran Luxor Atrocity

EMPEROR'S CHILDREN UNIQUE RITE OF WAR: THE MARU SKARA

To the Emperor's Children, before their fall from grace, war was a matter of perfection incarnated in violence, intent and action. The Legion took great pride both in its excellence on any battlefield, and its ability to systematise and replicate any tactic or strategic deployment it needed, and execute them flawlessly on command. Of the innumerable such formations and tactics the Emperor's Children operated, one that found favour with the Legion's Praetors looking to achieve faultless victory—and thereby glory in the eyes of their peers and Primarch—was the Maru Skara or 'Killing Cut'. Named after one of the most difficult strikes in the lore of the Pan-Europic duelling cults, it called for a precisely timed, rapid-moving feint designed to engage an opponent's guard so that a second, invariably fatal, blow could be dealt against it which there could be no defence from.

Effects

- **The Open Blade:** If chosen as the army's primary detachment, all of the controlling player's units using this Rite of War and deployed on the table at the start of the game may add +1" to their normal movement, and to their Run and Charge distances on their first player turn.
- **The Hidden Blade:** If chosen as the army's primary detachment, the controlling player must choose a minimum of one and a maximum of three units from its Elites and/or Fast Attack choices. These, along with any attached independent characters, are held in reserve and treated entirely separately from any other reserve units in the game (and so do not count towards Drop Pod Assault, army maximum reserves, etc). The controlling player must then, after deployment but before the game begins, secretly write a note listing either turn 2, turn 3 or turn 4 as the turn on which they wish for their Hidden Blade units to arrive on. This note is then left face down in plain sight until the chosen turn arrives. When the chosen player turn arrives, the note is shown to their opponent and the Hidden Blade revealed. Hidden Blade units arrive from reserve as normal, and gain the Outflank special rule.

Limitations

- Detachments using this Rite of War may not field units with the Immobile, Heavy or Slow and Purposeful special rules.
- Detachments using this Rite of War must take a Legion Champion as a second Compulsory HQ choice.
- Primary detachments using this Rite of War may not take Fortification or allied Space Marine Legion detachments.
- If the Slay the Warlord secondary objective is being used in the mission, and the army using this Rite of War fails to slay the enemy Warlord, then the opposing side gains an additional +1 Victory point.



"Pride Go'eth Before Abandon,
"Vanity Go'eth Before Weakness,
"Vainglory Go'eth Before
the Fall."

The Cantos of Proverbs
The Apocrypha Terra





ELITES

The bird of ancient Terran myth known as the phoenix is a potent symbol amongst the Emperor's Children Legion, an exemplar of the Legion's all consuming and transformative quest for perfection. Taking inspiration and title from the legendary bird, the Phoenix Guard formed an elite cadre within the Legion, serving primarily as the Primarch Fulgrim's personal retinue. When the Legion was about its day-to-day duties, they served as ceremonial honour guards and sacred aquilifers, replete in polished, tyrian-chased armour adorned with fluttering oath papers and bearing gold-chased arms of intricate manufacture.

On the field of battle, the Phoenix Guard were no less impressive and were storied as providing an impenetrable ring of courage and steel, barring the approach of any enemy who dared challenge their Primarch. They fought in many spheres of battle, from lightning-swift assault forces to veteran tactical units, but it was their Terminators who were most feared, their martial skill all but unmatched across the Legions.

PHOENIX TERMINATOR SQUAD

265 POINTS

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

Unit Composition

- 4 Phoenix Terminators
- 1 Phoenix Champion

Unit Type

- Phoenix Terminators: Infantry
- Phoenix Champion: Infantry (Character)

Wargear

- Tartarus Terminator armour
- Phoenix power spear

Special Rules

- Legiones Astartes (Emperor's Children)
- Implacable Advance
- Stubborn
- Sudden Strike
- Living Icon

Dedicated Transport

- A Phoenix Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

Options

- The Phoenix Terminator squad may take:
 - Up to five additional Phoenix Terminators+40 points each
- The Phoenix Champion may take a:
 - Grenade harness+10 points
- The entire squad can be upgraded with:
 - Sonic shriekers+15 points

Sudden Strike

Models with this special rule gain an additional +1 Initiative bonus on any phase in which they charge. Note that this is cumulative with any other bonus gained from wargear, Legion rules, etc.

Living Icon

This unit, and all friendly units with at least one model within 6" of it, are considered to be victorious in any assault which would otherwise be calculated as being a draw (see the Assault phase section of the *Warhammer 40,000* rulebook).

Phoenix Power Spear

Patterned in imitation of the deadly and arcane power halberds wielded by the Adeptus Custodes, these elegant power blades, while merely pale imitations of those legendary polearms, are still hugely lethal weapons in their own right.

The Phoenix power spear has two listed profiles. The first is used when the model wielding it has charged that player turn, otherwise the second is used instead.

Weapon	Range	Str	AP	Type
Phoenix spear	-	+1/User	2/3	Melee, Two-handed



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

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

Special Rules

- Legiones Astartes (Emperor's Children)
- Counter-attack
- Chosen Warriors (Palatine Warriors only)

Dedicated Transport

- A Palatine Blade squad may choose a Rhino as a Dedicated Transport. Note that if part of an army which contains a character with the Rites of War special rule (see page 15 of the *Legiones Astartes – Crusade Army List* book), other Dedicated Transport options may be available for the squad.

Options

- The Palatine Blades Squad may take:
 - Up to five additional Palatine Warriors.....+20 points each
- Any member of the squad may exchange their Charnabal sabre for one of the following:
 - Power sword.....+5 points per model
 - Power lance.....+5 points per model
 - Phoenix power spear.....+10 points per model
- The Palatine Prefector may:
 - Exchange their bolt pistol for a plasma pistol.....+15 points
- The Palatine Prefector may also be equipped with:
 - Melta bombs.....+5 points
- The entire squad may be equipped with:
 - Sonic shriekers.....+2 points per model
 - Jump packs.....+10 points per model



ELITES

A warrior fraternity drawn from among the finest swordsmen of the Legion, the Palatine Blades existed outside the rigid formations of the Emperor's Children's military order. They were a duelling society to whose ranks many aspired and on whom Fulgrim looked with particular favour. At the discretion of the lords of the Legion, members of the Palatine Blades without their own command fought together in battle as well, serving as a shining example to their battle-brothers of excellence and perfection in the arts of war, often seeking out the finest enemy warriors in the field against which to prove their superiority.





ELITES

One of the first generation of the Emperor's Children, Rylanor had the singular honour of fighting beside the Emperor, with the battle honours of Roma and Thule etched into his armour. His history was the history of his Legion, and he had been the first to carry the Palatine standard into battle alongside his new-found Primarch. When he fell grievously wounded in battle against the Eldar, his salvation was interment in a Dreadnought of his Legion. Rylanor became his Legion's Ancient of Rites, presiding over the Emperor's Children's Ceremonials of Induction as well as lending his might to the line of battle for many decades until the treachery of the Warmaster tore his Legion apart from within.

When the atrocity on Istvan III came, Rylanor's unshakable loyalty to the Emperor marked him for death in his Primarch's eyes and he was assigned to the first wave assault, but instead survived the first murderous blow of betrayal. Once the fighting began in earnest, Rylanor soon became a priority target for the Traitors, his power dooming scores of his former battle-brothers to their deaths wherever he fought, while his mere presence became a rallying cry for those loyal Emperor's Children battling out to the bitter end. Reported destroyed several times Rylanor, increasingly damaged, somehow managed to endure for much of the fighting on Istvan III, but his final fate remains unknown.

RYLANOR THE UNYIELDING

ANCIENT OF RITES TO THE EMPEROR'S CHILDREN

255 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Rylanor	6	5	7	13	12	10	4	2	3

Unit Composition

- 1 (Unique)

Unit Type

- Vehicle (Walker)

Wargear

- Smoke launchers
- Searchlight
- Kheres assault cannon
- Dreadnought close combat weapon with inbuilt heavy flamer

Special Rules

- Atomantic Shielding
- Fleet
- Crusader
- Venerable
- Mantle of Glory

This unit may only be taken as part of a Loyalist faction army.

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, 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.

Venerable

Rylanor's player may force results on the Vehicle Damage chart against him to be re-rolled. If this is done, the second result applies, even if it is worse than the first!

Mantle of Glory

To the loyalists of Istvan III, Rylanor was a living icon of the Legion's glory and the perfection and righteousness of their loyalty to the Emperor. Units with the Legiones Astartes (Emperor's Children) special rule and on the same side as Rylanor who are within 24" can re-roll failed Morale checks and add +1 to their score when determining who has won an assault.



THE KAKOPHONI OF THE EMPEROR'S CHILDREN

145 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Chora	4	4	4	4	I	4	I	8	3+
Orchestrator	4	4	4	4	I	4	2	9	3+

Unit Composition

- 4 Chora and 1 Orchestrator

Unit Type

- Chora: Infantry
- Orchestrator Infantry: (Character)

Wargear

- Power armour
- The Cacophony
- Bolt pistol
- Combat blade or chainsword (Orchestrator only)
- Frag & Krak grenades
- Sonic shrieker

Special Rules

- Legiones Astartes (Emperor's Children)
- Stubborn

Dedicated Transport

- The squad may choose a Rhino as a Dedicated Transport. Note that if part of an army which contains a character with the Rites of War special rule (see page 15 of the Legiones Astartes – Crusade Army List book), other Dedicated Transport options may be available for the squad.

This unit may only be taken as part of a Traitor faction army.

Options

- The squad may include:
 - Up to an additional five Chora.....+20 points each
- The squad's Orchestrator may take any of the following:
 - Melta bombs.....+ 5 points
 - Exchange their bolt pistol for a plasma pistol.....+10 points
 - Exchange their combat blade or chainsword for a power weapon.....+10 points
 - Exchange their combat blade or chainsword for a power fist.....+15 points
 - Upgrade to Artificer armour+10 points

The Cacophony

The Cacophony manifest a variety of experimental and unique psycho-sonic weapons, made from an irrational fusion of Imperial and alien technology wedded with the whispered secrets of nightmare intelligences from beyond. These unstable devices are able to unleash blasts of screaming, discordant energy that can rupture flesh and incinerate metal. Their most terrifying ability, however, is to open up the minds of those they touch to the manifold and fatal horrors of the Warp.

Weapon	Range	Str	AP	Type
The Cacophony	36"	6	5	Heavy 2, Gets Hot, Pinning, Bio-psychoic Shock

Bio-psychoic Shock: Keep track of how many wounds are caused on a particular unit by weapons with this special rule separately. At the end of the Shooting phase, all units with Leadership values and who do not have the Fearless rule that have suffered 1 or more unsaved wounds from weapons with the Bio-psychoic Shock special rule must take a Leadership test with a negative modifier equal to the wounds they suffered. So, for example, a unit which suffered 3 wounds from weapons with the Bio-psychoic Shock special rule would take the test at -3.

If the test is failed, then the unit immediately suffers D6 wounds at AP 2 Instant Death, with no cover save possible. The player controlling the unit selects which models suffer these wounds, and the chosen models need not be the closest in the unit.

HEAVY SUPPORT

Soon after the treachery at Istvan III, a terrible force took hold of the Emperor's Children Legion under their master Fulgrim, and for many the fall was swift and terrible to behold. Practises and experiments long secret and carried out with dire caution were unleashed and fused with malign forces from beyond. One of the first malignant tools made manifest were the strange and experimental psycho-sonic weapons that would come to be known as the Cacophony or 'Kakophoni' in the ancient form. Savagely powerful but also dangerously unpredictable in their first incarnations.

On Istvan V the first of these weapons were unleashed by members of the Emperor's Children who had already begun to degenerate and mutilate themselves in response to the canker of warp-taint to which they had been exposed, a progression of gathering madness and physical corruption that would accelerate at a frightening rate thanks to continual exposure to the reality-rending effects of their perverted weaponry.





HQ

At one time, Lord Commander Eidolon was hailed as the exemplar of all that the Emperor's Children aspired to. He was elevated to Company Captain by Fulgrim himself, achieving such perfection that he went on to become the Legion's pre-eminent Lord Commander. If Eidolon had any imperfection, it was overconfidence, a characteristic that bore rotten fruit as it was twisted into overweening arrogance. In striving towards the perfection embodied by his Primarch, Lord Commander Eidolon submitted himself to the attentions of Chief Apothecary Fabius, receiving biological augmentations that allowed him to project a psycho-sonic dirge as formidable as any weapon. The Lord Commander's native skill and his augmented powers were given full rein upon the bloody sands of Isstvan V, where he unleashed a cacophonous storm upon the Loyalists even as his perfect bladework cut them to crimson ribbons.

LORD COMMANDER EIDOLON

THE AURIC HAMMER, THE EXEMPLAR, LORD COMMANDER PRIMUS OF THE EMPEROR'S CHILDREN

185 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Master-crafted thunder hammer
- Archaeotech pistol
- Frag & krak grenades
- Sonic shrieker
- Iron halo

Special Rules

- Legiones Astartes (Emperor's Children)
- Independent Character
- Master of the Legion
- Thunderous Charge
- Death Scream
- Warlord's Pride
- Precision Strike

This unit may only be taken as part of a Traitor faction army.

Warlord Trait

- **Coordinated Assault:** Eidolon, and all friendly units within 12", add +1 to their results when rolling for charge distance.

Options

- Eidolon may be bought a jump pack+20 points

Thunderous Charge

Eidolon is an arrogantly aggressive combatant, skilled in striking down his enemies with a single contemptuous blow like a thunderbolt from the heavens. On any turn in which he charges into assault, he may ignore the effect of the Unwieldy rule with his thunder hammer.

Death Scream

Eidolon has been the recipient of xenos-technological implants, and experimentation by his Legion's Techmarines and the ministrations of Chief Apothecary Fabius. His implanted sonic shrieker is capable of discharging in a destructive howl able to break bones and rupture flesh. This counts as a weapon with the following profile:

	Range	Str	AP	Type
Death Scream	Template	2	-	Assault 1, Rending, Pinning, One Use

Warlord's Pride

If Eidolon is part of your army, then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices, unless Fulgrim is also present. He does not roll on the Warlord Traits table, but instead uses his own unique trait.



CAPTAIN SAUL TARVITZ

OFFICER OF THE EMPEROR'S CHILDREN, THE HONOUR OF HIS LEGION

135 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Sniper rifle (modified bolter)
- Bolt pistol
- Charnabal broadsword
- Frag and krak grenades
- Refractor field

Special Rules

- Independent Character
- Legiones Astartes (Emperor's Children)
- Master of the Legion
- Preferred Enemy (Emperor's Children)

This unit may only be taken as part of a Loyalist faction army.

Warlord Trait

- Master of Defence (Saul Tarvitz and any unit he joins has the Counter-attack special rule while within their own deployment zone).

Charnabal Broadsword

A much heavier version of a traditional Terran duelling blade, Tarvitz has mastered this weapon and made it his own.

	Range	Str	AP	Type
Charnabal broadsword	-	+1	5	Melee, Rending, Two-handed, Duellist's Edge

Duellist's Edge

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



HQ

Saul Tarvitz was a company captain within the Emperor's Children, respected by those who followed him and with a considerable number of victories to his name. Tarvitz however was content to be a line officer and serve his Legion and Emperor in the field, and lacked the relentless ambition to succeed to the higher echelons of his Legion present in many of his contemporaries. This factor seems to have brought him disregard by the likes of Lord Commander Eidolon as a mediocrity, but history was to prove otherwise. Upon discovering the scale and scope of the treachery that was about to unfold on Istvan III, Tarvitz took it upon himself to act. He seized a Thunderhawk and flew down to the doomed world to warn the Loyalists trapped there of the impending slaughter. In this he was instrumental in the survival of the Loyalists through the virus bomb attack and in mounting a cohesive defence against the Traitor attack, and in this perhaps also ultimately contributed directly to the outcome of the wider war.





LORDS OF WAR

The mercurial and prideful Fulgrim was the Primarch of the Emperor's Children Legion. Fulgrim strove to be a paragon in all things—generalship, martial skill, governance, reason and endeavour, and passed on his values to the Legion where they became enshrined as a remorseless dedication to perfection in war. Such all-consuming ambition came at the price of vainglory and hubris for the Emperor's Children and their master, and they became swiftly ensnared in the Warmaster's conspiracy.

FULGRIM THE ILLUMINATOR

THE PHOENICIAN, THE PREFECTOR OF CHEMOS, HIGH LORD OF THE EMPEROR'S CHILDREN

380 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Fulgrim	8	6	6	6	6	8	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Gilded Panoply
- The Blade of the Laer
- Firebrand
- Krak & plasma grenades

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Emperor's Children
- Bulky
- Sublime Swordsman
- Strategic Planning

This unit may only be taken as part of a Traitor faction army.



SPECIAL RULES

Sire of the Emperor's Children

Fulgrim has the Crusader special rule, and must always accept and issue challenges in combat so long as a potential opponent in the challenge has WS 5 or higher.

In addition, while Fulgrim is present on the battlefield, all units with the Legiones Astartes (Emperor's Children) special rule as well as Fulgrim himself gain +2 to their Combat resolution results, and any reserve rolls made for units with the Legiones Astartes (Emperor's Children) special rule may be re-rolled if the owning player wishes—whether successful or unsuccessful.

Sublime Swordsman

Fulgrim's skill as a duellist and swordsman is beyond that of any mortal warrior or even Legiones Astartes. In an assault, Fulgrim's invulnerable save is increased to 3+. In addition, when fighting in a challenge, he gains a number of additional attacks equal to the amount which his Initiative value is greater than that of his opponent so, for example, if he fights an enemy with an Initiative value of 5, Fulgrim's Initiative of 8 gains him 3 extra attacks.

Strategic Planning

Fulgrim's art of war focused around the perfect execution of pre-planned strategies and tactics, enabling him to adapt to the battlefield and foe he and his Legion must encounter. At the beginning of the game, a single Warlord Trait from either the Strategic Traits chart in the Warhammer 40,000 rulebook or the Legion Warlord Traits chart (see page 13 of the Legiones Astartes – Crusade Army List book) may be chosen for Fulgrim.

WARGEAR

The Gilded Panoply

Fulgrim commonly enters battle wearing an ornate suit of artificer armour designed to give free rein to his phenomenal speed and agility. The Gilded Panoply provides Fulgrim with a 2+ armour save and a 5+ invulnerable save (note that this increases to 3+ in an assault owing to the Primarch's abilities as a swordsman). In addition, in an assault should Fulgrim pass any armour save or invulnerable save on a 6, then the unit which inflicted the wound must pass an Initiative test or suffer the effects of the Blind special rule.

The Blade of the Laer

Fulgrim's weapon of choice is a slender, two-handed sword given to him it is said by the Warmaster himself. The sword's quicksilver blade, able to slice stone and steel without mar, was by common repute re-forged from the masterwork weapons of the xenos Laer, but in truth may have had darker origins yet.

	Range	Str	AP	Type
The Blade of the Laer	-	As User	2	Melee, Rending, Specialist Weapon, Two-handed

During the Great Crusade Fulgrim wielded Fireblade, wrought for him by the hand of Ferrus Manus. In games set in this era, rather than the Blade of the Laer, he is equipped with a master-crafted paragon blade which inflicts its Murderous Strike on rolls of 5+.

Firebrand

One of a number of arms Fulgrim carried as his mood took him, Firebrand is a master-crafted volkite charger which also has the Shred special rule.





"Victory is not an abstract concept, it is the equation that sits at the heart of strategy. Victory is the will to expend lives and munitions in attack, overmatching the defenders' reserves of manpower and ordnance. As long as my Iron Warriors are willing to pay any price in pursuit of victory, we shall never be defeated."

Perturabo, Master of the Iron Warriors

CRUSADE ARMY LIST APPENDIX IX: THE IRON WARRIORS

LEGIONES ASTARTES (IRON WARRIORS)

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.

The Iron Warriors are the grim-faced, cold-hearted masters of the science of war, the exemplars of strength and discipline turned exclusively to the systematic destruction of an enemy. The Legion is commanded by its Lord Primarch as an extension of his own mind and body, the will of each Legionary utterly sublimated to his conception of victory. More so than in any other Legion, the life of each warrior is secondary to his duty, as much a resource to be expended in the relentless calculus of war as bolt shell or lascannon charge. Guided by such doctrines, the Iron Warriors are amongst the most relentless and dogged siege warriors in the ranks of the Legiones Astartes and countless fortresses have been reduced to ashes under their guns throughout the Great Crusade.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **Wrack & Ruin:** The Iron Warriors specialise in storm assaults against fortified positions under heavy fire, and are all but impossible to stop once committed to the attack. Needless to say, their mastery of destructive siege craft is all but unrivalled.
 - Models with the Legiones Astartes (Iron Warriors) special rule do not suffer Morale checks from shooting attacks and may re-roll failed Pinning tests.
 - All grenade and melta bomb attacks by models with the Legiones Astartes (Iron Warriors) special rule have the Wrecker special rule in addition to any other rules for the weapon type being used.
- **The Bitter End:** In games which would normally have a random game length, the Iron Warriors player's opponent can opt to play to six full turns instead of the roll to end the game being made.



LEGION SPECIFIC UNITS

In addition to those found in the Crusade Army list, the Iron Warriors Legion has particular access to two additional unit types: Tyrant Siege Terminator Squads (which are an Elites choice on the Force Organisation chart) and Iron Havoc Support Squads (which are a Heavy Support choice on the Force Organisation chart). In addition, it has a specific option for its Praetors which is unavailable to other Legions; the Warsmith.

Warsmith

A single Praetor with the Legiones Astartes (Iron Warriors) special rule in a primary detachment may be made a Warsmith. Warsmiths have the Stubborn special rule and must be the army's Warlord unless their Primarch is present, but are worth an additional Victory point to the enemy if slain in any mission where Victory points are being used. When acting as an army's Warlord, they are given the Shatter Defences special rule in place of their usual Warlord Trait. A Warsmith may not be equipped with a Jump Pack, Space Marine Bike or Space Marine Jetbike, but may be given a servo-arm in addition to their normal wargear as well as the Battlesmith special rule for an additional +35 points.

Shatter Defences: After deployment but before Scout moves and Infiltrators are placed, nominate one piece of terrain within the opponent's deployment zone (this cannot be something purchased as part of their army). The cover save provided by the targeted terrain is reduced by -1 (5+ becoming 6+, and so on). A particular piece of terrain may only be 'shattered' once.

LEGION SPECIFIC WARGEAR

The Iron Warriors Legion has access to the following items of special wargear:

Shrapnel Bolts

These modified heavy bolter rounds are available as an option for all units in the army equipped with heavy bolters/twin-linked heavy bolters or quad heavy bolters. This option costs no points but must be noted in the army list, and if applied to a unit they must be given to all eligible weapons of the listed types in that unit. These weapons gain the Pinning special rule, but their AP value is changed to 5.

Cortex Controller

Any Iron Warriors Warsmith, Forge Lord or Techmarine can be given a cortex controller for +15 points (see page 89 of the Legiones Astartes – Crusade Army List book).

IRON WARRIORS UNIQUE RITE OF WAR: THE HAMMER OF OLYMPIA

Masters of siege warfare and attrition assault tactics, the Iron Warriors favour the use of murderous firepower as their principal agency of war, and are renowned for their use of heavy armour and fortifications, spurning vainglorious ideals of personal combat and valour for the brutal determination to achieve victory by any means necessary. This culminated in tactical formations such as that which became known as the Hammer of Olympia; designed to carry out an unyielding close range attack and shatter the strongest enemy defence line under a weight of armoured warriors and a hurricane of fire.

Effects

- **Hail of Fire:** Models with the Legiones Astartes (Iron Warriors) special rule that are part of a force using this Rite of War may declare an assault after firing rapid fire weapons, so long as they have not also made a Fury of the Legion attack, but counts as making a disordered charge if doing so. Note that the unit may still only assault the same unit they have fired at.
- **Sheathed in Steel:** All vehicles with the Tank and Walker types chosen as part of this formation gain the Extra Armour option at no additional cost.
- **Siege Engineers:** A primary detachment using this Rite of War may take an additional Heavy Support choice on their Force Organisation chart.

Limitations

- Detachments using this Rite of War must take either a Warsmith or Siege Breaker as its Compulsory HQ choice.
- Detachments using this Rite of War must take more Heavy Support choices than Fast Attack choices from the Force Organisation chart for the mission type they are using. So, for example, if the force contains three Heavy Support choices, it can only contain up to two Fast Attack choices.
- Detachments using this Rite of War must take an additional Compulsory Troops choice as part of their Force Organisation chart.
- Detachments using this Rite of War may not take allied Space Marine Legion detachments.



Kaldorax Aleph Subjugation,

902.M30

118th & 3rd Grand Battalions assigned.

65% casualties suffered, non-Compliant forces crushed, complete victory.

Third Temporaferrox Extermination,

933.M31

33rd Grand Battalion assigned.

78% casualties suffered, all xenos life forms destroyed, losses acceptable.

Pacification of the Saryinc Compact,

962.M30

282nd Grand Battalion assigned.

32% casualties suffered, rebellious garrison forces reduced to 30% effective strength, Battalion command censured for lack of zeal.

The Burning of the Pharun Drift,

981.M30

3rd, 14th & 72nd Grand Battalions assigned.

Overall 42% casualties, 3rd Grand Battalion suffered 80% casualties, all target worlds depopulated, losses acceptable.

Excerpts from the Carta Praelium, the war journals of the Iron Warriors Legion, as annotated by the Iron Lord – Perturabo

TYRANT SIEGE TERMINATOR SQUAD

295 POINTS

HEAVY SUPPORT

Tyrant Siege Terminators are the vanguard of any Iron Warriors siege breaker formation. Clad in thick Cataphractii plate and spitting a relentless hail of high explosive missiles from their carapace-mounted cyclone missile launchers, these implacable warriors are fortress-breakers of unparalleled skill. The bleak spectacle of these warriors wading through storms of lasfire and shell, stoically smashing apart any obstacle before them with chainfist and krak blast, became synonymous with Perturabo's wrath unleashed.

Recruited from amongst the most battle-hardened Iron Warriors, Tyrant Siege Terminators are expected to brave the most ferocious enemy fire without regard for their own survival – even more so than others of their grim brotherhood they understand the mathematics of war, and are ever ready to sacrifice in blood to secure victory. Most often found among the ranks of the Stor-Bezashk, the elite siege masters of the IVth Legion, and deployed to other Grand Battalions as needed to support siege and assault actions, Tyrant Siege Terminators were often at the forefront of the most cataclysmic battles of the Great Crusade.

	WS	BS	S	T	W	I	A	Ld	Sv
Tyrant Terminator	4	4	4	4	I	4	2	8	2+
Tyrant Siege Master	4	4	4	4	I	4	2	9	2+

Unit Composition

- 4 Tyrant Terminators
- 1 Tyrant Siege Master

Unit Type

- Tyrant Terminators: Infantry
- Tyrant Siege Master: Infantry (Character)

Wargear

- Cataphractii pattern Terminator armour
- Cyclone missile launcher
- Power fist
- Combi-bolter
- Omni-scope (Siege Master only)

Special Rules

- Legiones Astartes (Iron Warriors)
- Wrecker (applied to all their attacks, regardless of the weapon used)

Dedicated Transport

- A Tyrant Siege Terminator Squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers five models, or a Spartan Assault tank if it numbers 10 models or less.

Options

- The Tyrant Siege Terminator Squad may include:
 - Up to an additional 5 Tyrant Terminators +50 points each
- Any model in the unit may upgrade their power fist to a:
 - Chainfist +5 points each
- The Siege Master may exchange their combi-bolter for a:
 - Combi-weapon +5 points

Omni-scope

A sophisticated cogitator-slaved optical scanner integrated into the modified Terminator armour of the squad's Siege Master, the omni-scope provides the model which carries it with the Night Vision and Split Fire special rules.



IRON HAVOC SUPPORT SQUAD

185 POINTS

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

Unit Composition

- 4 Iron Havocs
- 1 Iron Havoc Sergeant

Unit Type

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

Wargear

- Power armour
- Heavy bolter with shrapnel bolts
- Bolt pistol
- Frag & Krak grenades

Special Rules

- Legiones Astartes (Iron Warriors)
- Hardened Armour
- Tank Hunters
- Deadly Aim

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 an army contains a character that has one of the Rites of War special rules (see page 15 of the *Legiones Astartes – Crusade Army List* book), other Dedicated Transport options may be available for the squad.

Options

- The Iron Havoc Support Squad may take:
 - Up to 5 additional Iron Havocs.....+25 points each
- Any model in the squad may exchange their heavy bolter with shrapnel bolts for one of the following weapons:
 - Autocannon..... Free
 - Missile launcher (with frag, Krak & flakk missiles)+5 points each
 - Lascannon.....+15 points each
- The squad's Sergeant may take any of the following options:
 - Exchange their heavy bolter and shrapnel bolts for a nuncio-vox and power weapon.....+5 points
 - Exchange their heavy bolter and shrapnel bolts for a nuncio-vox and power fist.....+10 points
 - Artificer armour.....+10 points
 - Augury scanner.....+5 points
 - Melta bombs.....+5 points

Deadly Aim

A unit fired at by a model with this special rule has its cover saves worsened by -1 against their attacks (eg, a 5+ cover save becoming a 6+ and so on).

HEAVY SUPPORT

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

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





ELITES

With the dawn of the Horus Heresy, the fetters of obedience to the Emperor's dictates and the customs of military convention were lifted from those Primarchs who followed Horus into rebellion. For some this meant freedom to revert to savagery or follow the lure of the Ruinous Powers, but for the Primarch Perturabo it was freedom of a different kind as well; the freedom to pursue his genius for technology shorn of the restrictions of Mars if he willed it. One of the most visible fruits of this was the development of battle-automata of his own variation and design, and the first and most famous of these were the Iron Circle, or the Domitar-Ferrum as they became known, first deployed as a bodyguard for their Primarch after the Battle of Phall, where he judged his own sons had failed him.

Variants of the Domitar/Conqueror pattern, they were built as unyielding instruments of their creator's will, and designed for the kind of warfare their master favoured first and foremost. First limited to deployment by their master's side, as the Age of Darkness went on, more were constructed and found service elsewhere in the Legion, though many whispered they served not just as engines of war, but as the unsleeping eyes of their creator, whose paranoia now extended to the distrust of his own sons, ever watchful for failure and treachery.

'IRON CIRCLE' DOMITAR-FERRUM CLASS BATTLE-AUTOMATA MANIPLE

205 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Domitar-Ferrum	4	4	7	7	4	3	2	8	3+

Unit Composition

- 1 Domitar-Ferrum class Battle-automata

Unit Type

- Monstrous Creature

Wargear

- Olympia pattern bolt cannon
- Graviton maul
- Karceri battle shield
- Searchlight
- Frag grenades

Special Rules

- Cybernetica Cortex
- Brutal Charge
- Moving Bulwark

Options

- The maniple may include:
 - Up to five additional Domitar-Ferrum class Battle-automata +205 points each



SPECIAL RULES

Brutal Charge

When charging, the model inflicts D3 Hammer of Wrath attacks. In the case of a unit of such models, roll once and multiply the result by the models in the unit to calculate how many hits are scored.

Karceri Battle Shield

This huge power field-augmented, auto-reactive armoured shield offers the Domitar-Ferrum an extraordinary resilience to attack, and may itself be used as a crude but brutal weapon in combat. The Karceri battle shield provides the Domitar-Ferrum with a 5+ invulnerable save. In addition, units charging a unit of Domitar-Ferrum which is not already fighting in an assault at the start of the phase must make a disordered charge to do so.

Moving Bulwark

If two or more Domitar-Ferrum class Battle-automata from the same unit are in base contact with each other, their invulnerable save is increased to 4+ and they may re-roll failed armour saves and invulnerable saves against Blast and Template type weapons.

In addition, units of Domitar-Ferrum class Battle-automata may be joined by a single independent character with the Legiones Astartes (Iron Warriors) special rule or the Primarch Perturabo contrary to the usual limitations of their unit type. The model that has joined the unit benefits from the effects of the Karceri battle shield and Moving Bulwark special rules (but retains their own invulnerable save value if it is better than that afforded by this special rule).

Graviton Maul

Developed from Mechanicum technology by Perturabo's own genius, the graviton maul is a weapon of savage power, able to crush fortifications and armoured targets with relentless efficiency.

Weapon	Range	Str	AP	Type
Graviton maul	-	10	2	Melee, Concussive, Wrecker, Crushing Blow

Crushing Blow: To Hit results of a 6 when using this weapon generate an additional automatic hit against the target.

Olympia Pattern Bolt Cannon

Preferring a weapon of his own design which Perturabo's Legion armouries could easily fabricate and supply, the Domitar-Ferrum is armed with a variant bolt cannon as its ranged armament.

Weapon	Range	Str	AP	Type
Olympia bolt cannon	36"	5	4	Heavy 5, Pinning

The Shield of the Iron Tyrant

The first deployment of the 'Iron Circle' was as a bodyguard for their Primarch after the Battle of Phall, and these war machines Perturabo continuously sought to tamper with and improve as the whim took him.

In addition to Iron Circle units chosen as part of your army as Elites choices, Perturabo may select an Iron Circle unit of at least four models instead of a Command Squad. This particular Iron Circle unit must begin play as part of a unit with the Primarch and no other independent character may join them.

Domitar-Ferrum that are a part of Perturabo's own Iron Circle may select one of the following additional upgrades for Free:

- +1 WS
- +1 Ld
- +1 Initiative
- Feel No Pain (6+)





HQ

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

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

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

ERASMUS GOLG

CAPTAIN OF THE IRON WARRIORS 11TH GRAND COMPANY, "THE PITILESS" MASTER OF THE CONTRADOR

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Erasmus Golg	6	5	4	4	3	5	3	9	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Cataphractii Terminator armour
- Chainfist
- Combi-melta
- Nuncio-vox

Special Rules

- Independent Character
- Harsh Taskmaster
- Legiones Astartes (Iron Warriors)
- Brutal Charge
- Terminator Attack
- Master of the Legion
- Warlord

Harsh Taskmaster

Golg is infamous for the brutal regime he imposes on the Legionaries under his command; winnowing out those he considers weak and brutalising the rest into killers whose remorselessness in battle is renowned even among their fellow Iron Warriors, and who know that to disappoint their commander is to invite certain death. While Golg is on the table, all units with the Legiones Astartes (Iron Warriors) special rule in his army may use his Leadership value rather than their own when making Morale checks.

Brutal Charge

Golg and any Terminator armour-equipped models in any unit he joins gain the Hammer of Wrath special rule.

Terminator Attack

Legion Terminator squads may be taken as a Troops choice in an army with Erasmus Golg as its Warlord.

Warlord

If Golg is your army's Warlord, he does not roll on the Warlord Traits table, but instead receives the Bloody-handed trait (see page 15 of the *Legiones Astartes – Crusade Army List* book).

This unit may only be taken as part of a Traitor faction army.



KYR VHALEN

WARSMITH OF THE IRON WARRIORS 77th GRAND BATTALION, THE SHATTERBLADE, MASTER OF THE TYCHE'S LAMENT

195 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

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

Special Rules

- Legiones Astartes (Iron Warriors)
- Independent Character
- Feel No Pain (6+)
- Warsmith
- Master of the Legion
- Shatter Assault
- Master of Fortifications
- Jealous Command
- Warlord (If Vhalen is your army's Warlord, he has the Battle Logician trait rather than rolling randomly)

This unit may only be taken as part of a Loyalist faction army.

Shatter Assault

Once per game, Vhalen may declare the use of this ability when he or a unit he has joined is first assaulted in that turn. For the duration of this Assault phase, all units which charge him or the unit he has joined are forced to make Disordered Charges and may not benefit from Hammer of Wrath attacks.

Master of Fortifications

At the start of the game, Vhalen's controlling player may nominate a single Fortification choice they have included in their army. When rolling for Cover Save rolls provided by this fortification, results of a '1' may be re-rolled or its Armour value is increased by +1 (to a maximum of 15). The controlling player decides which of these effects apply.

Jealous Command

If Kyr Vhalen is chosen as part of the army, he must be a part of its primary detachment and he must be the army's Warlord unless Perturabo is also present.

Warlord: Battle Logician

Thanks to a masterful control over munitions and forward planning, the Warlord may declare a single unit of any type that begins the game deployed on the table. While it remains in their own deployment zone, this unit may re-roll all To Hit rolls of '1' with shooting attacks. This ability cannot be used, however, for weapons with the Gets Hot rule.



HQ

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

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





LORDS OF WAR

"From Iron cometh strength;
from strength cometh will; from
will cometh faith; and from
faith cometh honour."

The Unbreakable Litany
of the Iron Warriors

THE PRIMARCH PERTURABO

MASTER OF THE IRON WARRIORS, THE LORD OF IRON, THE BREAKER, THE HAMMER OF OLYMPIA

455 POINTS

Weaned on war and intrigue in the strife-ridden courts of Olympia, Perturabo was a grim warrior and a master of technological arcana who wielded logic and the mathematics of warfare as keenly as he did a blade. To his brothers, the Lord of Iron was taciturn to the point of insult, preferring to harbour his thoughts against need and ever wary of treachery, even amongst his kin. Few would call him friend, but none could fault his ability to deconstruct any campaign and plot the most direct course to victory regardless of the cost and despite the strain put upon his loyalty during the long years of the Great Crusade. His word was as unbreakable as iron.

Unlike his brothers, many of whom embraced the Emperor's Great Crusade with near fanatical zeal, Perturabo saw it simply as a task that his sworn duty to the Emperor compelled him to pursue. His conquests were numerous, and the Iron Warriors brought many worlds into the Imperium of Man, but he left behind him shattered realms brought to the brink of extinction by his brutal, if effective, strategies.

Perturabo arrived at Istvan V in the wake of the bloody pacification of Olympia, a campaign that many would later claim tipped Perturabo and his Legion over the edge of madness and fully into the abyss of betrayal, and his actions there will echo forever in the history of the Imperium. In the wake of the Dropsite Massacre, Perturabo abandoned the blasted carcass of Istvan V, carrying his fallen brother's hammer as a token of his new allegiance to the traitor Horus.

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Logos
- Frag grenades

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Iron Warriors
- Relentless Strategist
- Precision Bombardment
- Very Bulky

This unit may only be taken as
part of a Traitor faction army.



SPECIAL RULES

Sire of the Iron Warriors

All of Perturabo's attacks have the Wrecker and Tank Hunters special rule. In addition, all models with the Legiones Astartes (Iron Warriors) special rule in the same army as Perturabo gain the Stubborn special rule while he is on the table.

Relentless Strategist

All models in the same army as Perturabo gain Furious Charge while in an enemy's deployment zone. An army with Perturabo as its Warlord may, if wished, begin rolling for Reserves from the first turn of the game (rather than the second).

Precision Bombardment

Perturabo could direct artillery strikes with preternatural precision, whether from orbit or the many heavy guns behind the lines. Unless engaged in combat or held in reserve, Perturabo may call down a single precision bombardment attack in the Shooting phase once per game – this does not count as him firing a weapon. This attack has the following profile. Line of sight for this attack may be drawn from his model or any friendly model equipped with a nuncio-vox or cortex controller.

Weapon	Range	Str	AP	Type
Precision Bombardment	Unlimited	9	2	Ordnance D3, Barrage, Large Blast (5"), Twin-linked

The Logos

Perturabo's panoply of war was a unique and highly customised suit of Terminator armour of his own design known as the 'Logos'. As well as providing a phenomenal level of defence against outside attack, the armour contained sophisticated command and control systems which linked him cybernetically to every facet of the forces under his disposal and a shifting array of weapons and secondary systems created by his own vast intellect.

The Logos provides the following abilities and attacks:

- A 2+ armour save and 3+ invulnerable save.
- Close combat attacks using Perturabo's profile and an AP value of 2.
- Immunity to the Concussive and Blind special rules.
- The armour incorporates the following items of wargear:
 - Teleport homer
 - Cortex controller
 - Nuncio-vox
 - Cognis signum
- Perturabo and all Terminator units (of any type) with the Legiones Astartes (Iron Warriors) special rule in the army gain Deep Strike.
- A wrist cannon – this provides a shooting attack with the following profile:

Weapon	Range	Str	AP	Type
Wrist cannon	24"	6	3	Assault 3, Twin-linked, Rending

AFTER ISSTVAN

After the death of Ferrus Manus on Isstvan V, Perturabo received the gift of the hammer Forgebreaker from Horus to seal the compact between them. Perturabo further modified the weapon for his own use and its profile for when he wields it is listed here. Equipping Perturabo with Forgebreaker costs an additional +35 points.

Forgebreaker

Fashioned by Fulgrim for the slain Ferrus Manus, this exquisitely wrought thunder hammer was gifted to Perturabo and brutally adapted to his own hand.

Weapon	Range	Str	AP	Type
Forgebreaker	-	x2	1	Melee, Concussive, Strikedown, Unwieldy, Blind

Dedicated Transport: The Tormentor

Perturabo may take the *Tormentor* as a Dedicated Transport in any game of 3,000 points or more. The *Tormentor* is a Legion Shadowword (see *Warhammer 40,000: Apocalypse*), which also has a Transport capacity of 15 models and one access point to the rear. The *Tormentor* has the Command Tank upgrade and a single Titan void shield. *Tormentor* costs 500 points and does not take up a Lords of War choice.



CRUSADE ARMY LIST APPENDIX XI: THE IMPERIAL FISTS

LEGIONES ASTARTES (IMPERIAL FISTS)

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.

The Legionaries of the VIIth are known as the stoic praetorians of Terra, the embodiment of all that the Great Crusade stands for. They are loyal, disciplined and methodical, and masters of both the attack and the defence. As the Imperium expands ever outwards, so the crusaders of the Imperial Fists are to be found at the very leading edge of Compliance. Then, in the wake of victory, the Imperial Fists construct mighty fortresses that are as much garrisons against recidivism as they are beacons of Unification, the noblest of exemplars of the highest ideals and aspirations of humanity.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **Disciplined Fire:** Units with this special rule may add +1 to their BS when using boltguns, bolt pistols, heavy bolters and quad heavy bolters, and when firing the bolter component of a combi-weapon. Heavy Support squads with this special rule also gain the Tank Hunters special rule.
- **Blood and Honour:** Models with this rule may not choose to fail Morale checks. In addition, Imperial Fists characters must issue a Challenge in combat if they are able (their controlling player choosing which character makes the Challenge where more than one character is involved). When fighting in Challenges, models with the Legiones Astartes (Imperial Fists) special rule must re-roll failed To Hit rolls of 1.
- **Unshakable Defence:** Models with the Legiones Astartes (Imperial Fists) special rule are immune to pinning when claiming cover/fighting from fortifications and barricades.
- **The Bitter End:** In missions which would normally have a random game length, the Imperial Fists player's opponent can opt to play to six full turns instead of the roll to end the game being made.

LEGION SPECIFIC UNITS

In addition to those found in the Crusade Army list, the Imperial Fists Legion has particular access to two additional unit types: Templar Brethren Squads (which are an Elites choice on the Force Organisation chart) and Phalanx Warder Squads (which are a Fast Attack choice on the Force Organisation chart).

IMPERIAL FISTS UNIQUE RITE OF WAR: THE STONE GAUNTLET

The Imperial Fists were a capable Legion in any theatre of warfare, their temperament and training meant they favoured a style of warfare that combined phenomenally resilient interlocking defence with calculated bursts of relentless aggression. Key to this and its distinction over the practices of many other Legions was that it combined in lock-step the strengths of each Legionary as a whole. One such tactical example of this was an infantry formation known as the Stone Gauntlet, which turned the mass of the Legion's Breachers and Warders into a grinding, implacable battering ram of force.

Effects

- **Phalanx Warder Squads** may be taken as Troops choices for a detachment using this Rite of War.
- **Resolve of Stone:** Any model in the detachment with the Legiones Astartes (Imperial Fists) special rule equipped with either a boarding shield or storm shield who is in unit coherency with at least two other models who also fit these criteria gains a +1 bonus to their Toughness. This bonus may not be claimed if the unit the model is part of has made either a Run move, a Charge move or a Sweeping Advance move in the current player turn.
- **Shield Charge:** Any model in the detachment with the Legiones Astartes (Imperial Fists) special rule equipped with either a boarding shield or storm shield who is in unit coherency with at least two other models who also fit these criteria gains the Hammer of Wrath special rule.

Limitations

- Compulsory Troops choices for a detachment using this Rite of War must be made up of Legion Breacher squads.
- Detachments using this Rite of War may not deploy models using the Deep Strike special rule (and units which must deploy by this method therefore cannot be chosen as part of the detachment).
- Detachments using this Rite of War cannot take more Elites and Fast Attack choices in total than they have Troop choices in the detachment so, for example, a detachment with three Troops choices could take three choices made up of Fast Attack, Elites, or a combination of the two).
- With the exception of the Legion Champion type, detachments using this Rite of War may only take a single Consul as part of their HQ choices.

"Simple slaughter is no foundation for lasting conquest. Once the blade's red duty is complete, the true work of conquest begins with the raising of new strongholds, leaving the Imperium's stamp upon its new domain."

Seneschal Athis Marro
of the Imperial Fists

LEGION SPECIFIC WARGEAR

Well-provided for by its proximity to the Imperium's centre of power on Terra and directed by Rogal Dorn's own wisdom and authority, the Imperial Fists Legion was able to manifest a number of its own weapons and designs custom-built to its purposes and favoured styles of warfare. The Imperial Fists Legion has access to the following items of special wargear:

Prototype Wargear: Vigil Pattern Storm Shield

Alongside the Salamanders Legion, who possessed their own prototype which relied upon superior construction materials, the Imperial Fists Legion was the first to utilise one of the enhanced storm shield designs. The Vigil pattern featured a uniquely potent field generator far exceeding that found elsewhere. The first of these had entered service with the Legion after the Ullanor Campaign, but difficulties in production meant that only a few hundred had entered full service at the outset of the wars of the Horus Heresy. Once full inter-Legion conflict was underway, Rogal Dorn ordered resources to be spared in the creation of more such protective devices for the use of his Terminator units, knowing them to be invaluable against the deadliest foes his Imperial Fists had ever faced; other Space Marines.

Vigil pattern storm shields afford their bearers a 3+ invulnerable save, but their bearers may never claim an additional attack for being armed with two close combat weapons. Any Legion Terminator or Terminator armour-equipped independent character with the Legiones Astartes (Imperial Fists) special rule may exchange their combi-bolter for a Vigil pattern storm shield for +15 points if equipped with standard Terminator armour or for +10 points if equipped with Cataphractii Terminator armour.

Solarite Power Gauntlet

These augmented power fists are greatly favoured by the officers of the Imperial Fists Legion. Crafted in imitation of the ancient relics of Terra, their nigh-indestructible casings are fashioned in weapon forges fed from the fires of the *Phalanx's* vast plasma core, and so serve as a spiritual link to their Primarch as well as embodying their Legion's heraldic icon in the shape of a powerful weapon.

Any independent character with the Legiones Astartes (Imperial Fists) special rule that is eligible to take a thunder hammer may take a Solarite power gauntlet instead for the same points cost.

A Solarite power gauntlet is a close combat weapon with the following profile:

Weapon	Range	Str	AP	Type
Solarite power gauntlet	-	x2	1	Melee, Master-crafted, Unwieldy

Teleportation Transponder

Any Imperial Fists Legion Terminator squad or Imperial Fists Legion Command squad equipped with Terminator armour may have the Deep Strike rule for +15 points for the squad. Any Imperial Fists independent character in Terminator armour may have Deep Strike for +10 points per model.

Prototype Weapon: Iliastus Pattern Assault Cannon

A prototype weapon system designed as a more compact and portable variant of the highly successful Kheres pattern, it was, as can be divined by its pattern designation, first developed on the Iliastus Satellite in the Sol system by the Dyzanique techno-esoteric cult. This was a secretive organisation whose fealty to the Emperor predated his alliance with Mars. The assault cannon, under field testing with the VIIth and IXth Legions before the outbreak of the war of the Heresy, evidenced formidable firepower, but was still prone to catastrophic failure under rare conditions of heavy use.

Weapon	Range	Str	AP	Special
Iliastus assault cannon	24"	6	4	Heavy 4, Rending, Malfunction

Malfunction: When rolling To Hit with the weapon, if three or more results of '1' are rolled then the assault cannon malfunctions and may not be used again in the game. Make a note on your army list or otherwise mark that this is the case. Legion Terminator squads with either the Legiones Astartes (Imperial Fists) or Legiones Astartes (Blood Angels) special rule may exchange any heavy flamers in the squad for an Iliastus pattern assault cannon for +5 points each.



"I have served alongside the Legiones Astartes before, but these Imperial Fists are a breed apart. They seek no praise and all the honours and badges of glory move them not at all – but when the dark presses close and the claws of the unknown reach for the throat of our armies, there are no other warriors I would choose to stand beside me, for they fight like the titans of legend!"

Agastan Kanto, First Sword of the Antikaan Regiments

TEMPLAR BRETHREN

175 POINTS

ELITES

Guardians of the Temple of Oaths aboard the great fortress-ship the *Phalanx*, the Templars are the VIIth Legion's elite, warriors of unequalled zeal. Relentless determination and matchless skill are the hallmarks of this deadly company, whose punishing training regime and strict recruitment protocol ensures that only the finest Imperial Fists bear their proud heraldry.

Though their duty binds them to the Temple of Oaths, these dauntless warriors are found wherever the Imperial Fists carry the Emperor's crusade to unify Mankind. They bear the best wargear that the armouries of the Legion can provide: ancient archaeotech, the newest creations of the Mechanicum and more common marks of weapon forged with exacting precision. At the leading edge of battle, these warriors inspire their brothers with their unyielding courage and the blood-red path they carve through the foes of Mankind.

	WS	BS	S	T	W	I	A	Ld	Sv
Templar Brethren	5	4	4	4	1	4	2	8	2+
Chapter Champion	5	4	4	4	2	4	2	9	2+

Unit Composition

- 4 Templar Brethren
- 1 Chapter Champion

Unit Type

- Templar Brethren: Infantry
- Chapter Champion: Infantry (Character)

Wargear

- Artificer armour
- Power sword
- Bolt pistol
- Frag & Krak grenades

Special Rules

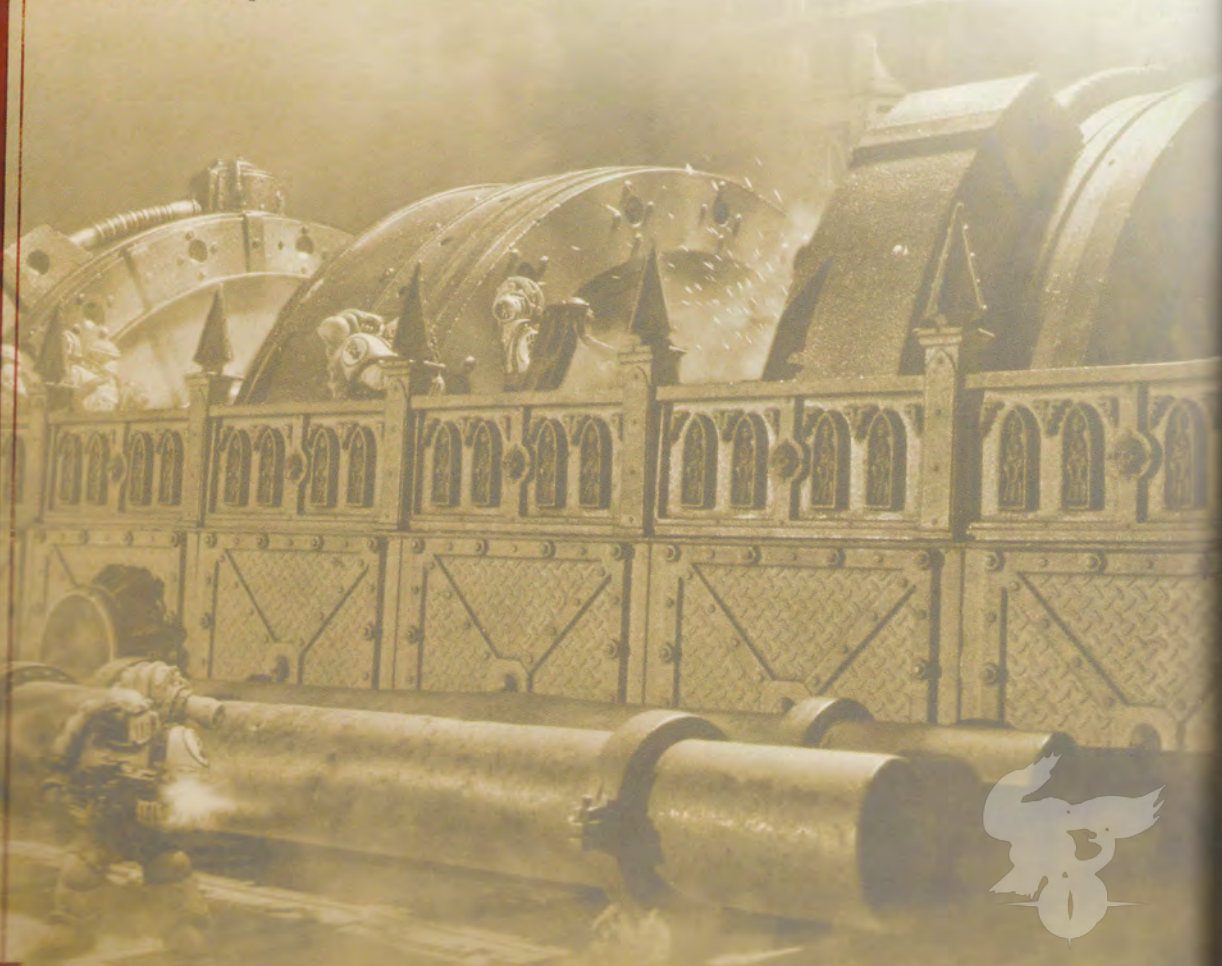
- Legiones Astartes (Imperial Fists)
- Furious Charge

Dedicated Transport

- A Templar Brethren squad may choose a Legion Rhino, Land Raider Proteus or Land Raider Phobos as a Dedicated Transport.

Options

- The Templar Brethren squad may take:
 - Up to 5 additional Templar Brethren+25 points each
- Any model in the squad may be given a:
 - Combat shield+5 points each
- Up to two Templar Brethren may exchange their bolt pistols for:
 - Plasma pistols+15 points each
- One Templar Brethren may take a:
 - Nuncio-vox+10 points
- One Templar Brethren may carry a:
 - Legion vexilla+10 points
- The entire squad may take melta bombs+25 points
- The Chapter Champion may exchange their power sword for one of the following options:
 - Power axe or power maul Free
 - Power fist+5 points
 - Solarite power gauntlet+10 points
 - Thunder hammer+10 points
- The Chapter Champion may exchange their bolt pistol for one of the following options:
 - Plasma pistol+15 points
 - Archaeotech pistol+20 points
- The Chapter Champion may upgrade one of their weapons to become:
 - Master-crafted+10 points



PHALANX WARDER SQUAD

255 POINTS

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

Unit Composition

- 9 Phalanx Warders
- 1 Veteran Sergeant

Unit Type

- Phalanx Warder: Infantry
- Veteran Sergeant: Infantry (Character)

Wargear

- Power armour
- Boltgun
- Bolt pistol
- Boarding shield
- Frag & Krak grenades

Special Rules

- Legiones Astartes (Imperial Fists)
- Shield Wall
- Hardened Armour

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.

Options

- The Phalanx Warder squad may take:
 - Up to 10 additional Phalanx Warders.....+15 points each
- Any model may replace their boltgun with a:
 - Power axe.....+10 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.....+20 points each
- One Phalanx Warder may be upgraded to carry a:
 - Nuncio-vox.....+10 points
- One Phalanx Warder may be upgraded to carry a:
 - Legion vexilla.....+15 points
- The Veteran Sergeant may exchange their bolt pistol or their boltgun for one of the following:
 - Power weapon (any type).....+10 points
 - Power fist.....+15 points
 - Plasma pistol.....+15 points
 - Thunder hammer.....+20 points
- The Veteran Sergeant may take any of the following options:
 - Upgrade to artificer armour.....+10 points
 - Melta bombs.....+5 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 five 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 five models with the Shield Wall special rule still survive.

FAST ATTACK

Selected from amongst the ranks of the Imperial Fists Breacher squads, the Phalanx Warders are a reinforced company assigned to the defence of the Imperial Fists flagship, the *Phalanx*. Armed with a variety of deadly close range weaponry, and guarded by a formidable Legiones Astartes boarding shield, the Phalanx Warders present a wall of ceramite to any aggressor that defies any assault, and counter-attack with grim determination once the attack is blunted.

Even among the ranks of the Imperial Fists, the Warders are renowned for the stark regime under which they train and serve, eschewing any duty save their training, the protection of the *Phalanx* or the prosecution of war on the foes of Mankind. The Warders display few battle honours and practise no vainglorious rituals to mark achievement, holding the honour of continuing their service as the only mark of distinction they require.

Warder detachments are often seconded to other companies of the Imperial Fists, honing their skills and lending their might to that of their brothers on battlefields across the galaxy. Most often they serve aboard one of the VIIth Legion's warships, both as an unbreakable last line of defence against enemy boarders and as the hammer blow of any Imperial boarding assault.



HQ

Sigismund was a name that echoed through the Great Crusade even before the darkness of the Horus Heresy made him the stuff of legends. Born on Terra and raised to the Legiones Astartes as the Great Crusade was at its height, he ascended in rank and renown thanks to a simple fact: he was a warrior of unparalleled lethality and ability. Beneath the Primarchs there has perhaps never been a more skilled warrior in combat.

Across the battlefields of hundreds of worlds and the duelling floors of every Legion, he was never defeated. The fire of the crusader always burned brightly in him and if one warrior could embody the Great Crusade's spirit of noble conquest it was Sigismund. Those who faced him in the circle of blades, or stood beside him in battle, speak of a fury shackled by an iron will and an inherent genius for dealing death that bordered on the supernatural. It was this skill and fire that brought Sigismund to command the Templars of the First Company, and the most exalted position in the Imperial Fists beneath Rogal Dorn himself.

SIGISMUND

FIRST CAPTAIN OF THE IMPERIAL FISTS, MARTIAL CHAMPION OF ROGAL DORN, KINGSBANE, THE MASTER OF TEMPLARS

230 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Sigismund	7	4	4	4	4	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Frag & krak grenades
- Iron halo
- The Black Sword
- Master-crafted bolt pistol

Special Rules

- Legiones Astartes (Imperial Fists)
- Independent Character
- Master of the Legion
- Eternal Warrior
- Fearless
- Adamantium Will
- Dolorous Fighter
- Death's Champion
- Precision Strike
- Warlord (If Sigismund is your army's Warlord, he has the Slayer of Kings trait rather than rolling randomly)

This unit may only be taken as part of a Loyalist faction army.

Death's Champion

A sombre and deadly warrior, both indefatigable and remorseless in the fray, Sigismund is to onlookers less a mortal warrior but rather some unstoppable agency of the dark fates. This led none other than the Primarch Sanguinius to remark of him that he seemed "...less my brother Dorn's champion, and more Death's himself...". Sigismund and any unit he joins with the Legiones Astartes (Imperial Fists) special rule gains +1 Initiative when they charge and may re-roll both failed charge distances and Sweeping Advance rolls.

If Sigismund is present in any detachment, then that detachment may take Templar Brethren squads as Troops choices.

Dolorous Fighter

Sigismund's skill is legendary, even among the trans-human warriors of the Legiones Astartes, and none can match his instinctive talent for dealing death and finding the merest chink in his enemy's guard to exploit to their undoing. Sigismund must always issue and/or accept Challenges where possible. Note that this takes precedence over the usual rules for the Legion. When fighting in a Challenge, Sigismund's attacks have the Instant Death special rule and successful invulnerable saves taken against his attacks must be re-rolled.

The Black Sword

A paragon blade of unknown provenance which takes the shape of an ancient two-handed blade of lustreless black metal, it is able to cut through stone and metal without effort or mar to the blade. In the hands of a warrior such as Sigismund, the Black Sword is deadly beyond belief, and alien warlords and mighty warriors without number have fallen before it.

Weapon	Range	Str	AP	Type
The Black Sword	-	+2	2	Melee, Two-handed

Warlord: Slayer of Kings

If Sigismund is the army's Warlord then should he slay the enemy Warlord in a Challenge, his controlling player gains +1 Victory point and all models in Sigismund's army add +1 to their Combat Resolution score in assaults for the rest of the battle.



ALEXIS POLUX

CAPTAIN OF THE 405TH COMPANY OF THE IMPERIAL FISTS, MASTER OF THE RETRIBUTION FLEET, THE CRIMSON FIST

165 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Alexis Polux	6	4	5	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Void hardened power armour
- Frag & Krak grenades
- Iron halo
- Master-crafted power fist
- Vigil pattern storm shield
- Combi-melta

Special Rules

- Legiones Astartes (Imperial Fists)
- Independent Character
- Master of the Legion
- Void Commander
- Hammer Blow
- Warlord (If Alexis Polux is your army's Warlord, he has the Master Tactician trait rather than rolling randomly)

This unit may only be taken as part of a Loyalist faction army.

Void Commander

Alexis Polux was a highly skilled commander and a formidable tactician, particularly in the fields of void-borne combat and Zone Mortalis operations. Polux and any unit he has joined may opt to pass or fail any Morale checks or Pinning tests they are required to make. In addition, one Infantry type unit with the Legiones Astartes (Imperial Fists) special rule in an army containing Alexis Polux may gain the Deep Strike special rule (noted as being via Teleportation where this is a factor in the type of game being played).

Hammer Blow

Such was Polux's strength and focus of will, even for one of the Legiones Astartes, that he was able to deliver a single crushing blow with his power fist as easily as one of his brothers might have swung a sword. At the start of any Assault phase, Polux's controlling player may opt to lower his Attacks characteristic to 1, but in doing so then ignores the Unwieldy special rule for his power fist for that phase. Note that this would still mean he received two attacks on the charge.

Warlord: Master Tactician

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.



HQ

Captain of the 405th Company of the Imperial Fists Legion, Polux was a warrior of unique promise both elevated to greatness and condemned to bear great sorrow by the events of the Horus Heresy. A tactical genius with a talent for void warfare, he was the protégée of the Legion's greatest fleet masters, although before the dark betrayal of the Warmaster yet to reach his full potential. Inwit born, he was a physical giant even among his brothers of the Legion, and of a character as if cast in stone, emotionless and unyielding, whose reputation before the Battle of Phall rested as much on his strength in the bloody melee of close quarters combat as in command.

When Rogal Dorn sent his Retribution fleet to Isstvan, Polux would likely still have had many years of proving ahead of him before he attained high command, but cruel chance and the death of his mentors saw such command thrust upon him, and with it the fate of much of his Legion lay in his hands.



LORDS OF WAR

"Doubt is the greatest weakness. It can shatter the strongest of walls without a single shot being fired, and fell the mightiest of champions before even a sword is drawn."

Rogal Dorn,
Primarch of the Imperial Fists

ROGAL DORN

PRIMARCH OF THE IMPERIAL FISTS, THE VIGILANT, THE BLADE OF THE EMPEROR, PRETORIAN OF TERRA, THE UNYIELDING ONE

385 POINTS

A being of thunderous zeal and stone made manifest, is how many described the Primarch of the VIIth Legion. The zeal was the fire of a son who believed in his father's dream for the Imperium without reservation and without question. To Rogal Dorn there was no higher purpose to the existence of the Legiones Astartes than the unification of Mankind, and the illumination of the Imperium's ideals. This idealism drove Dorn and his Legion ever onwards, never compromising, never stinting in any aspect of duty. The stone in his soul was his ability to bear whatever his father needed of him, an unyielding nature, which made him both a master of defence in war, and an indomitable fighter on the attack. If the Primarchs were the Emperor's nature split like white light through a prism's rays, as many scholars of the Imperial Court suggested, then from such a point of view, Rogal Dorn was the Emperor's implacable disciple in the pursuit of the cause given flesh; a being without compromise and in who loyalty and duty was as integral as blood and breath.

It was perhaps for this reason, that even before the betrayal of Horus, the Emperor named Dorn Praetorian of Terra, and drew him to his side far away from the Warmaster and his newly forged command. To some among his brother-Primarchs this served only to distance him and his Legion further from them, and those among them who had seen the sins of hubris and obstinacy in Dorn's undoubted stubbornness and pride, saw this aggrandisement as a further cause for discord and disquiet.

	WS	BS	S	T	W	I	A	Ld	Sv
Rogal Dorn	8	5	6	6	6	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

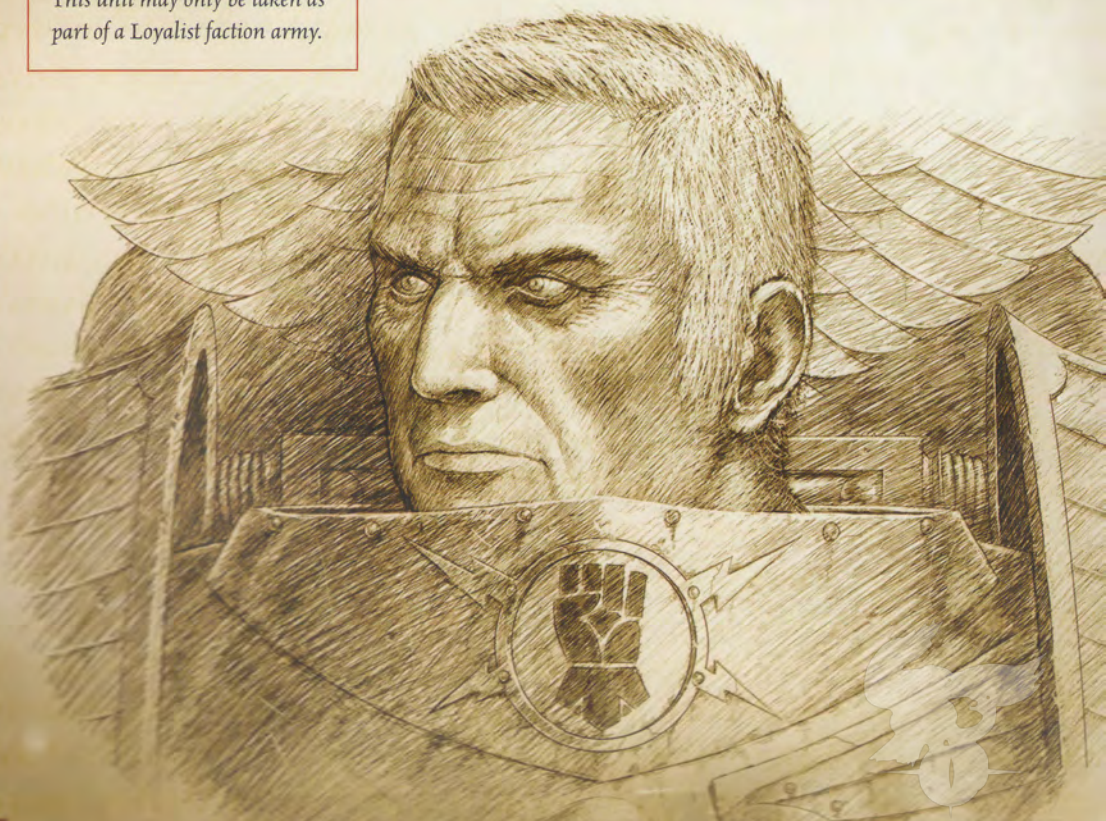
Wargear

- The Auric Armour
- Storm's Teeth
- The Voice of Terra
- Teleport homer
- Frag grenades

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Imperial Fists
- Sundering Blow
- Unshakable Defence
- Bulky

This unit may only be taken as part of a Loyalist faction army.



Sire of the Imperial Fists

Rogal Dorn and any unit he joins have the Crusader and Furious Charge special rules. All models with the Legiones Astartes (Imperial Fists) special rule in the same army as Rogal Dorn may use his Leadership value rather than their own for the purposes of Morale checks and Pinning tests while he is in play. Both Rogal Dorn and any model with the Legiones Astartes (Imperial Fists) special rule add +D3 to their Assault result to determine who wins in an assault while his model is in play.

Phalanx Breacher squads and Legion Terminator squads may be taken as Troops choices for an Imperial Fists primary detachment with Rogal Dorn as its Warlord.

Sundering Blow

At the cost of halving his number of attacks (rounded down after any bonus attacks for Rampage, etc, have been rolled for), Rogal Dorn's controlling player may opt to increase the Strength of his attacks by +2 and grant the attacks the Instant Death special rule.

Unshakable Defence

If Rogal Dorn is the army's Warlord, then after deployment but before the game begins the controlling player may select up to three fortifications and/or pieces of terrain sufficient to provide a cover save. Cover save rolls of '1' and Pinning tests taken by models protected by these terrain features or fortifications may be re-rolled.

The Auric Armour

Fashioned, it is said, from the same auric-adamantium alloy as the Emperor's own warplate, the Auric Armour provides Rogal Dorn with a 2+ armour save and a 4+ invulnerable save. In addition, no attack may wound Rogal Dorn on better than a 3+ regardless of its Strength or special rules. Note that Destroyer weapons attacks are unaffected.

Storm's Teeth

This colossal chainblade, too weighty for any but a Primarch to wield, is said to have been crafted by the weaponsmiths of Inwit before the coming of the Emperor. Its razored teeth can shred metal, stone and flesh with ease and while the Primarch of the Imperial Fists Legion has many arms at his disposal, some relics of far greater power, it is this blade which has served him faithfully for so long he favours most.

Weapon	Range	Str	AP	Type
Storm's Teeth	-	User	2	Melee, Shred, Rampage, Reaping Blow

The Voice of Terra

Presented to Rogal Dorn by the Custodian Guard to honour the Primarch's appointment as Praetorian of Terra, this tactical bolter follows the pattern of the Legio Custodes' own weaponry, albeit redesigned for the hand and might of a Primarch to wield.

Weapon	Range	Str	AP	Type
The Voice of Terra	24"	5	4	Salvo 3/5, Rending

THE ÆTOS DIOS

Following several attempts on Rogal Dorn's life following the outbreak of the Horus Heresy, the Magos Telluris 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. This can be represented as a unique Thunderhawk Gunship equipped with a turbo laser, which differs from the standard profile in that it possesses a single Titan void shield, the It Will Not Die special rule and an invulnerable save of 4+ against any Missile type weapon used against it.

The Ætos Dios costs 600 points and may be taken as a Dedicated Transport for Rogal Dorn in any game of 3,000 points a side or more. It does not take up a Lords of War choice where this is relevant.

CRUSADE ARMY LIST APPENDIX VI: THE NIGHT LORDS

LEGIONES ASTARTES (NIGHT LORDS)

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.

Even before the Istvan V Dropsite Massacre, the Night Lords Legion were renegade in all but name, having entirely devoted themselves to the arts of terror and murder. The Legion's Primarch Konrad Curze is the master of the unheralded strike from the least anticipated quarter, an attack delivered with such brutality and wanton cruelty entire planetary populations were brought to their knees in abject surrender. Never given to mercy, few who oppose the Night Lords ever live to tell the tale, unless they are allowed by design to escape in order to sow the seeds of dread still further. Given the dark demeanour of the Legion, it takes an equally ruthless leader to rein in its propensity for atrocity, at least until such time as it is called for.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **A Talent for Murder:** If a unit or units of models with the Legiones Astartes (Night Lords) special rule outnumber one or more enemy infantry units during any Initiative step in which they fight in an assault, they gain +1 To Hit and To Wound. Bulky models count as two models and Very Bulky models as three models for the purposes of working out when the Night Lords outnumber their victims.
- **Nostraman Blood:** All models with this special rule fall back +1" further than normal. If they fail a Pinning test, they may, if the controlling player wishes, fall back instead of becoming pinned – just as if they had failed a Morale check for taking casualties in the Shooting phase.
- **Night Vision:** All models in a Night Lords primary detachment (not just those with the Legiones Astartes (Night Lords) special rule) have the Night Vision special rule.
 - **From the Shadows:** All models with this special rule have a cover save of 5+ on the first game turn, even in open ground. This rule can be combined with the effects of Stealth, etc, as normal, but other forms of cover the model might be in which provide a higher save supersede it.
 - **Seeds of Dissent:** If an army's Warlord is slain, each unit in the army with this special rule must make an immediate Morale check as if they had suffered 25% losses from shooting.

*"Show your enemy mercy
and he shall one day seek
vengeance upon you for every
petty, imagined slight. Mercy is
therefore a weakness; a crime
waiting to be born.*

*Mercy I have long since
expunged, both from myself and
my Legion."*

The Night Haunter



LEGION SPECIFIC UNITS

In addition to those found in the Crusade army list, the Night Lords Legion has particular access to additional unit types: Terror squads (which are an Elites choice on the Force Organisation chart) and Night Raptors (which are a Fast Attack choice on the Force Organisation chart).

LEGION SPECIFIC WARGEAR

The Night Lord Legion has access to the following items of special wargear:

Nostraman Chainglaive

Any character or Independent Character with the Legiones Astartes (Night Lords) special rule eligible to take a power weapon as part of their options, may instead take a Nostraman Chainglaive for the same listed cost.

Weapon	Range	Str	AP	Type
Nostraman Chainglaive	-	+1	3	Melee, Two-handed, Rending

Teleportation Transponder

Any Night Lords Legion Terminator squad or Night Lords Legion Command squad equipped with Terminator armour may be upgraded to have the Deep Strike rule for +15 points for the squad. Any Night Lords independent character in Terminator armour may be upgraded to have Deep Strike for +10 points per model.

Trophies of Judgement

Any Independent Character can adorn themselves with the Trophies of Judgement for +5 points, gaining the Fear special rule.

NIGHT LORDS UNIQUE RITE OF WAR: TERROR ASSAULT

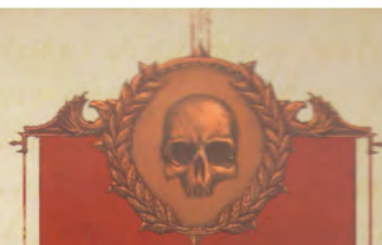
The infamous speciality of the Night Lords Legion was the Terror Assault, often conducted under conditions of complete darkness, whether natural or artificially induced. Such attacks were not just designed to overwhelm their foe, but to sow as much gut-wrenching terror in both its victims and any who were left to survive to tell the tale, as to shroud whole worlds in a pall of fear.

Effects

- **Cover of Darkness:** The force may impose Night Fighting for the duration of the first game turn of any mission on a D6 roll of 2+. Night Fighting imposed in this manner carries on to the second game turn on a roll of 4+, and on to the third turn on a roll of a 6. While this special Night Fighting condition is in effect, all models with the Legiones Astartes (Night Lords) special rule gain +1 Initiative and +1" to their Run distances.
- **Terror Tactics:** Night Lords Terror Squads must be taken as the Compulsory Troops choices for a force using this Rite of War, and may be taken as additional Troops choices if desired.
- **Claw Assault:** Legion Tactical Squads, Legion Veteran Tactical Squads and Night Lords Terror Squads may take either Dreadclaw Drop Pods or Legion Drop Pods as Dedicated Transports so long as their number does not exceed the vehicle's Transport capacity and they begin the game held in reserve inside the transport.

Limitations

- Detachments using this Rite of War must take an additional Compulsory Troops choice in addition to that usually required on their Force Organisation chart.
- Detachments using this Rite of War may only take a single Heavy Support choice as part of their Force Organisation chart.
- Detachments using this Rite of War may only take a single Consul as part of their HQ choice.
- The controlling player may not take a Fortification or other Space Marine Legion allied detachment.



"Those loyal to the Emperor shall lose if they do not win; these traitors will win if they do not lose, the irony is as bitter as it is inescapable. Such is it to live in these times and know the shadow of the carrion crow of war fall upon our every moment, helpless as we are in this struggle of gods and monsters."

Contemplations on
the Ashes of Unity,
The Remembrancer
Constance Ur



TERROR SQUAD

125 POINTS

ELITES

No Legion of the Space Marines elevated the use of fear itself as a weapon to the extent that the Night Lords did. Through their fearful and bloody acts entire star systems were cowed into submission, often occasioning far less ultimate loss of life than a conventional war might have brought. The midnight and storm-clad Legion served also as dark judges and executioners; they enacted the Emperor's retribution on planetary governor, recidivist cult and rebel alike, where their crimes were severe enough to have called down the Imperium's wrath so utterly upon them.

Where such punishments were designed to be at their most visceral and personal, the Terror squads of the Legion were unleashed. Head hunters and torturers, flayers and mutilators; within their ranks were found both the most coldly dispassionate and darkly imaginative of the Night Lords brethren, and where once the terrifying arts of murder and mayhem they perpetrated were a coldly calculated means to an end, as the decades progressed the Terror squads became a sink-hole for the most unstable and unsuited elements within the Legion, many within them standing under their own sentences of death—commuted so long as they proved useful to their macabre master.

Unit Composition

- 4 Executioners
- 1 Headsman

Unit Type

- Executioner: Infantry
- Headsman: Infantry (Character)

Wargear

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

Special Rules

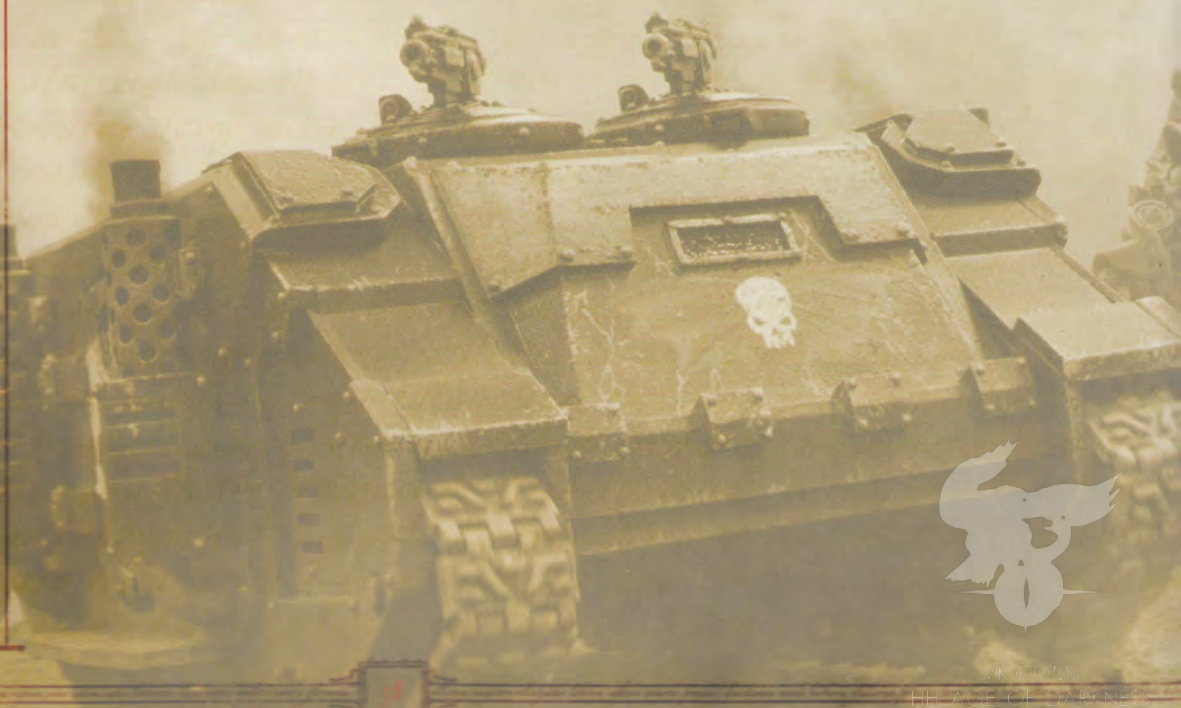
- Legiones Astartes (Night Lords)
- Fear
- Infiltrate
- Preferred Enemy (Infantry)
- Precision Strike

Dedicated Transport

- A Terror Squad may choose a Dreadclaw Drop Pod as a Dedicated Transport.

Options

- The Terror Squad may take:
 - Up to 5 additional Executioners.....+15 points each
- Any model in the squad may also take one of the following options:
 - Boltgun+2 points each
 - Heavy chainblade+5 points each
 - Volkite charger+5 points each
 - Rotor cannon or flamer (one model in the unit only).....+10 points
- The Headsman may exchange their chainsword or combat blade for a:
 - Power weapon.....+10 points
 - Nostraman chainglaive+10 points
 - Power fist+15 points
 - Single lightning claw.....+15 points
- The Headsman may exchange their bolt pistol for a:
 - Hand flamer+10 points
 - Plasma pistol.....+15 points
- The Headsman may also take any of the following options:
 - Melta bomb.....+5 points
 - Artificer armour+10 points



NIGHT RAPTOR SQUAD

150 POINTS

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

Unit Composition

- 4 Night Raptors
- 1 Huntmaster

Unit Type

- Night Raptor: Jump Infantry
- Huntmaster: Jump Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Chainsword or combat blade
- Jump pack
- Frag & krak grenades

Special Rules

- Legiones Astartes (Night Lords)
- Onslaught

Options

- The Night Raptor squad may take:
 - Up to 10 additional Night Raptors+20 points each
- Any model in the squad may exchange their chainsword/combata blade for one of the following options:
 - Power weapon.....+10 points each
 - Nostraman chainglaive.....+10 points each
 - Single lightning claw.....+15 points each
- For every five models in the squad, one Night Raptor may exchange their bolt pistol for one of the following weapons:
 - Flamer+10 points each
 - Meltagun+15 points each
 - Plasma gun.....+15 points each
 - Plasma pistol.....+15 points each
 - Hand flamer+10 points each
- Alternatively, any model may exchange both their bolt pistol and chainsword/combata blade for a pair of lightning claws.....+20 points
- The Huntmaster may exchange their bolt pistol for one of the following weapons:
 - Volkite serpenta+5 points
 - Hand flamer+10 points
 - Plasma pistol.....+15 points
- The Huntmaster may also take any of the following options:
 - Melta bombs.....+5 points
 - Artificer armour+10 points

Onslaught

In a turn in which a model with this rule charges into combat, it gains D3 extra attacks rather than the usual +1. In the case of a unit with multiple models with this rule, roll once and apply the result to each model in the entire unit each turn.

FAST ATTACK

The Night Raptors are a caste apart from the Night Lords Legion—not so much a martial elite as a bloody coterie of murderers wedded together by similar proclivities and chosen styles of warfare. The Night Raptors are equipped with jump packs and an array of close combat weapons, all of which they utilise to bring unfettered savagery down upon the heads of their foes in a single, overwhelming onslaught.

Where the Night Lords as a Legion wield terror as a weapon, the Night Raptors reject all subtlety in favour of assaults as bloody and direct as a butcher's axe cleaving meat. The Night Raptors find bleak joy in soaring above the battlefield like screaming predators hunting for victims and savour most that stark moment of clarity when a victim witnesses their death reflected back to them in the eyes of their killer. Like many of the Legion's elite, where possible they adorn their armour with grisly trophies and utilise advanced systems to project images of death upon its surface, images that depict the doom of the Night Raptors' countless victims in eternal loop, as much for the amusement of the wearer as to stun his target into insensate horror.



HQ

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

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

FLAYMASTER MAWDRYM LLANSAHAI

FALLEN PRIMUS MEDICAE OF THE NIGHT LORDS, THE SMILING ONE, BLOODY BONES

135 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Refractor field
- Frag & krak grenades
- Archaeotech pistol
- Red Jaqa
- Narthecium

Special Rules

- Independent Character
- Fearless
- Legiones Astartes (Night Lords)
- Fear
- The Devil's Luck
- Unfit for Command

This unit may only be taken as part of a Traitor faction army.

Red Jaqa

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

Weapon	Range	Str	AP	Type
Red Jaqa	-	-1	3	Melee, Murderous Strike, Specialist Weapon

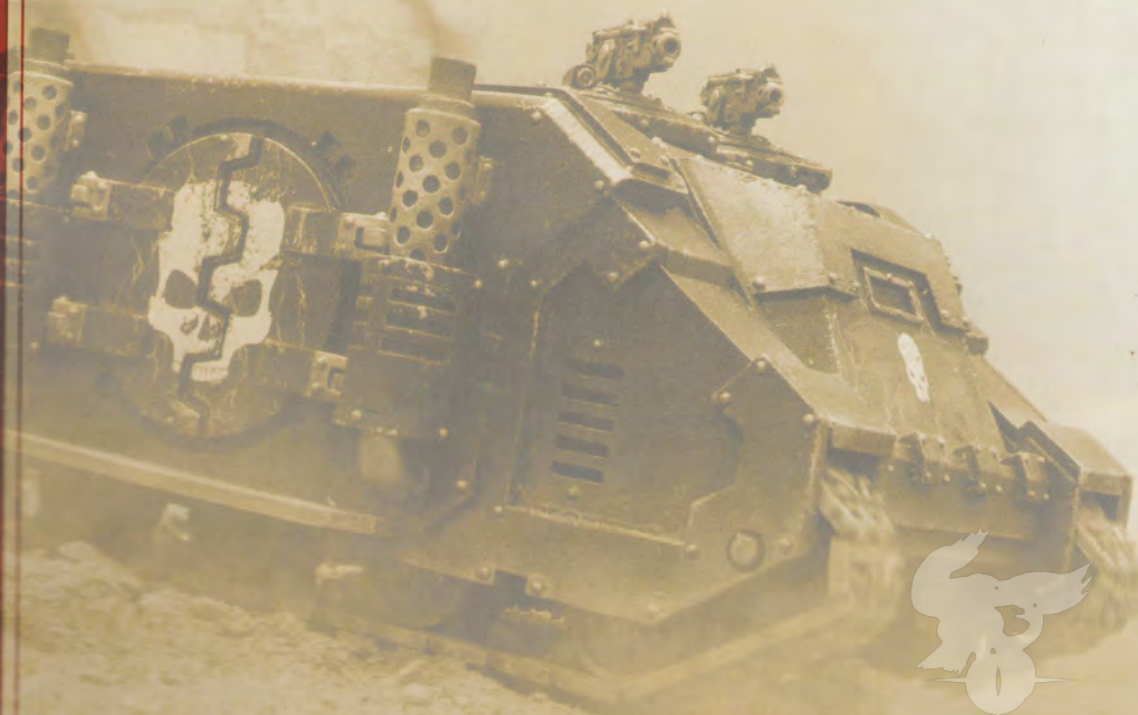
Murderous Strike: Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this instant death-causing wound separately to any other wounds the attack inflicts.

The Devil's Luck

Fearful and distrusted, even among his own Legion, Llansahai has survived both enemy action and attempts on his life by his comrades, seemingly often by sheer chance alone. This has only enhanced the Primus Medicae's dark renown. Llansahai may re-roll failed Look Out, Sir and Feel No Pain rolls.

Unfit for Command

Llansahai may not be taken as a compulsory HQ selection for the army and may never be its Warlord – even the Night Lords have their limits of toleration for madness.



'SEVATAR'

JAGO SEVATARION, THE PRINCE OF CROWS, FIRST CAPTAIN OF THE NIGHT LORDS AND MASTER OF THE ATRAMENTAR

175 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Iron halo
- Frag and Krak grenades
- Master-crafted Nostraman chainblade
- Bolt pistol
- Master of the Atramentar
- Trophies of Judgement (see page 37)

Special Rules

- Independent Character
- Legiones Astartes (Night Lords)
- Master of the Legion
- Dirty Fighter
- Repressed Psyker
- Precision Strike

Warlord Trait

- **Master of Ambush:** If chosen as the army's Warlord, Lord Sevatar automatically has the Master of Ambush trait rather than rolling randomly. This means that all friendly Outflanking units have the Acute Senses special rule while Sevatar is alive.

Master of the Atramentar

Night Lords Legion Terminator squads and Terminator Command squads from the same detachment as Sevatar who Deep Strike will not scatter as long as they are placed within 6" of Sevatar as they deploy.

Dirty Fighter

Sevatar is one of the most dangerous hand-to-hand combatants in his or any other Legion. He gains the Instant Death special rule for his attacks (in addition to any from his weapons) when fighting in a Challenge.

Repressed Psyker

Sevatar is a Level 1 Psyker with the Precognition Psychic Power from the Divination Discipline. However, he has long repressed such abilities, which are more often in use subconsciously rather than by direct will. You may not use more than 2 Warp Charges from your pool in order to use his Repressed Psyker ability, and a modified Leadership value of 7 is used should he become subject to Perils of the Warp.

This unit may only be taken as part of a Traitor faction army.



HQ

Jago Sevatarion is said to hold the dark honour of being the first Traitor to utter the words 'Death to the false Emperor', although in truth this was but one in a long line of crimes and blasphemies committed by the First Captain of the Night Lords over many years. Sevatar is known as one of the most lethal warriors of the entire Legiones Astartes, his name and skill as well known as those of Abaddon of the Sons of Horus, Corswain of the Dark Angels, Ralderon of the Blood Angels or Eidolon of the Emperor's Children.

As arrogant as he is gifted, Sevatar is known as a supremely ruthless, even dishonourable, combatant. This demeanour is carried through to his appearance, which is contrived to inspire fear in all who look upon him. His midnight blue power armour is wreathed in flayed flesh and his helm is wrought in the form of a leering skull. Beneath that deathly visage lays not just the soul of a murderer, but one gifted with latent, if repressed, psychic powers which, although unwelcome, serve to increase Sevatar's already fearsome capabilities to preternatural levels.



LORDS OF WAR

"It is better by far to be an object of fear than of respect, for one is a truth of the soul and the other an illusion of the mind."

The Codex Hydra

KONRAD CURZE

THE PRIMARCH OF THE NIGHT LORDS, THE NIGHT HAUNTER, THE LAST JUDGE, THE KING OF TERRORS

435 POINTS

Called the 'Night Hunter' by the people of his home world of Nostramo, Konrad Curze was from his earliest days a figure of dark renown. Growing to maturity upon benighted city streets ruled by criminals while corrupt overlords enjoyed lives of luxury, Curze took it upon himself to exert his own bloody brand of justice. Instituting a reign of terror that cowed criminal and tyrant alike, the Night Hunter brought order, of a kind, to Nostramo. When at last the Emperor came, Curze had foreseen his life, his role as Primarch and his ultimate end, his sanity ever stretched taut by grim visions of the horrors soon to overwhelm the galaxy.

Having been granted command of the VIIIth Legion, which the Primarch named the Night Lords, Curze set about imposing his particular notions of order and justice upon the wider galaxy. World after world fell to the Night Hunter's bloody campaigns of conquest, the Primarch becoming so feared that the mere word of his approach was often sufficient to suppress rebellion and cow disobedience. Recruiting from the strongest of Nostramo's population, the ranks of the Night Lords were swelled by killers every bit as brutal as their Primarch, his conquests increasingly fought not to deliver the benighted from the horrors of the Age of Strife, but to shed the blood of those he judged wanting. By the time the Warmaster's treachery was revealed to an appalled Imperium of Man, Konrad Curze and his Legion were already renegades in all but name, on the verge of censure by the highest authorities in the Emperor's domains.

The Night Hunter and his dark kin committed themselves fully to the treachery unveiled at the Istvan V dropsite. Ordered by the Imperium to serve in the second wave of Legions committed to bring the rebel Sons of Horus, Death Guard, World Eaters and Emperor's Children to book for their deeds at Istvan III, the Night Lords' thirst for justice was tragically misjudged. Curze had already thrown in his lot with Warmaster Horus, his cruel ire directed not against the Traitors but against his own brothers and their Legions. Amidst the carnage unleashed at the height of the massacre, Konrad Curze came face-to-face with his hated brother Corax of the Raven Guard, and it was only capricious fate that averted the death of a second of the Emperor's sons upon the cursed ground of Istvan V.

	WS	BS	S	T	W	I	A	Ld	Sv
Konrad Curze	8	6	6	6	6	7	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Character)

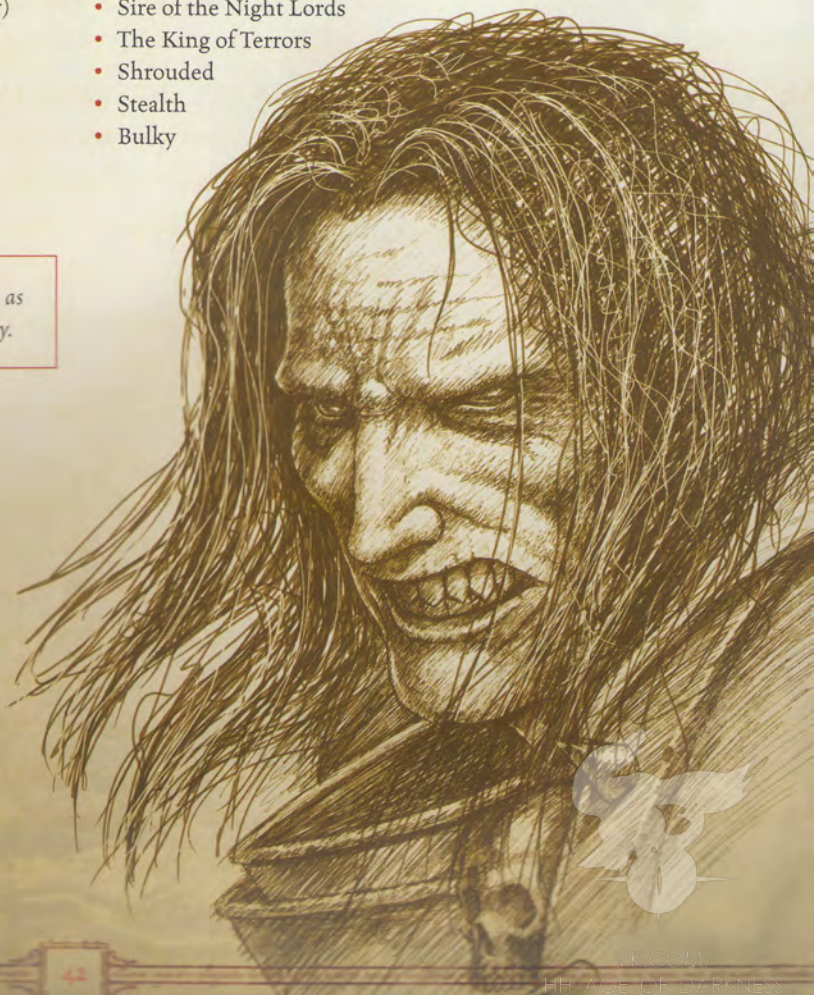
Wargear

- The Nightmare Mantle
- Mercy & Forgiveness
- The Widowmakers
- Frag grenades

Special Rules

- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Precision Strike, Precision Shot)
- Sire of the Night Lords
- The King of Terrors
- Shrouded
- Stealth
- Bulky

This unit may only be taken as part of a Traitor faction army.



SPECIAL RULES

Sire of the Night Lords

A dark and haunted figure, obsessed by death and judgement, and unshakable in his belief in the fundamental fallibility of Man and the agency of fear as the only true means of controlling humanity's failings, Konrad Curze and his Legion were shaped by the terror and darkness of Nostramo, just as much as they were by the gene-craft of the Emperor.

Konrad Curze has the Night Vision and Acute Senses special rules, and a force containing him as its Warlord may always elect to have the first turn of any game use the Night Fighting rule. A Night Lords force with Konrad Curze as its Warlord gains the Fear special rule for all of its units with the Legiones Astartes (Night Lords) special rule, and affected units which already have the Fear special rule now impose a -1 penalty on the Leadership value of enemy units when testing for Fear against them.

The King of Terrors

Such is Curze's aura of preternatural malice and sinister intent, Fear tests taken against him are subject to a -3 Leadership penalty. In addition, should he be part of an assault where an enemy unit is destroyed outright, all other enemy units subject to Fear within 12" and with line of sight to the combat must take an immediate Morale check or fall back.

The Nightmare Mantle

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, and grants the Hit & Run and Hammer of Wrath special rules whenever he charges, inflicting D3 Hammer of Wrath attacks rather than the usual +1 additional attack.

Mercy & Forgiveness

This pair of murderous artificer-lightning claws, unknown in origin, which Curze favoured as his personal weapons were given the doleful names 'Mercy' and 'Forgiveness' by the Night Lords; though what their wielder named them, if anything, remains as with so much about their master, unknown.

Weapon	Range	Str	AP	Type
Mercy & Forgiveness	Melee	User	2	Melee, Shred, Specialist Weapon, Murderous Strike, Paired (+1 attack)

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.

The Widowmakers

Based on the micro-serrated throwing blades utilised for signature-kills by certain Nostraman assassin-cults, Curze favoured the use of these vicious, yet highly precise weapons over more conventional firearms in battle, using them to disable and maim as he willed.

Weapon	Range	Str	AP	Type
Widowmaker volley	12"	4	5	Assault 3, Lethal Precision

Lethal Precision: Wielded by Curze, these weapons inflict precision strikes of a 4+ and on To Wound rolls of a 6 ignore both armour saves and invulnerable saves.





"As iron sharpens iron, so truth cuts, and war makes right."

Ancient Proverb of the
Medusan Clans

CRUSADE ARMY LIST APPENDIX V: THE IRON HANDS

LEGIONES ASTARTES (IRON HANDS)

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.

The Iron Hands are masters of the engines of war, wielding weapons and armoured tanks with the skill a master swordsman might a blade. Proud and relentless, the Legion has fought for many years at the forefront of the Great Crusade, and seen victories uncounted, though many have labelled them as callous and as inhuman as the machines they employ with such devastating skill.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **Inviolable Armour:** All models with the Legiones Astartes (Iron Hands) special rule reduce the strength of all shooting attacks against them by -1.
- **Stand and Fight:** All models with the Legiones Astartes (Iron Hands) special rule must pass a Leadership test in order to make Sweeping Advances after winning an assault or to make a Run move in the Shooting phase. In addition, models with this rule may not voluntarily Go to Ground.
- **Rigid Tactics:** An Iron Hands detachment may not have more units with the Legiones Astartes (Iron Hands) special rule in total (including Independent Characters) with the Jump Infantry, Bike or Jetbike types than it does with the Infantry type. Note that because of this, certain Rites of War are unavailable to Iron Hands armies.



LEGION SPECIFIC UNITS

In addition to those found in the Crusade Army list, the Iron Hands Legion has particular access to additional unit types: Gorgon Terminator squads (which are an Elites choice on the Force Organisation chart) and Medusan Immortals squads (which are also an Elites choice on the Force Organisation chart). In addition, it has a specific option for its Praetors unavailable to other Legions; the Iron-Father.

Iron-Father

Any Praetor with the Legiones Astartes (Iron Hands) special rule may be made an Iron-Father, be given a servo-arm in addition to their normal wargear and the Feel No Pain (6+) and Battlesmith special rules for +40 points. If this is done, they may no longer be equipped with a Jump Pack, Space Marine Bike or Space Marine Jetbike.

LEGION SPECIFIC WARGEAR

The Iron Hands Legion has access to the following items of special wargear, much of which was only made possible by their unusually close ties to the Mechanicum and the shared beliefs of the Medusan natives:

Blessed Autosimulacra

All vehicles chosen as part of an Iron Hands detachment with an Armour value may be given the Blessed Autosimulacra special rule for +10 points.

If the vehicle has suffered Hull Point damage, at the end of the controlling player's turn roll a D6. On a result of a 6, one Hull Point is restored.

Cyber-familiar

Any Iron Hands character not already able to do so may take a Cyber-familiar as an option for +15 points (see page 89 of the *Legiones Astartes – Crusade Army List* book).

IRON HANDS UNIQUE RITE OF WAR: THE HEAD OF THE GORGON

The Iron Hands' preference for close range, brutal engagements, where their relentless firepower could be brought to its fullest effect, was exemplified by a tactic that became known as the 'Head of the Gorgon'. This was where the enemy would be brought to battle, held in place and allowed to smash itself to pieces against the body of the Legion's forces, while reserve forces of mechanised armour encircled them, before closing in to create a withering crossfire.

Effects

- **Chosen Ground:** Infantry units within the force gain the Stubborn special rule while within their own deployment zone.
- **War-relics:** Any infantry model in the force equipped with a flamer may upgrade this to a graviton gun for +10 points (this must be represented on the model as usual), and all vehicles in the detachment gain the Blessed Autosimulacra upgrade for free.
- **Iron Scions:** Legio Cybernetica Battle-automata Maniples may be included as Elites choices within the army and, in addition, any infantry unit of ten models or less eligible to take a Rhino as a Dedicated Transport may take a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport instead.
- **Armoured Encirclement:** Vehicles with the Tank type (including Dedicated Transports carrying troops) placed in reserve gain the Outflank special rule.

Limitations

- Detachments using this Rite of War may only take a single Fast Attack choice as part of their Force Organisation chart.
- With the exception of the Forge Lord type, detachments using this Rite of War may only take a single Consul as part of their HQ choices.
- Detachments using this Rite of War may not take allied Space Marine Legion detachments.

"I have seen my Lord Ferrus handle molten iron without flinching, shaping it like wet clay between his fingers, bending it to his will with barely a concern that such a deed is beyond mortal men. Have no doubt that by those same hands will revenge be exacted upon the traitors, have no doubt that the stain on our honour will be drowned in their blood, just as the ruby-hot blade is quenched by the fire."

Ironwrought Orzhar,
Avernii Clan
of the Iron Hands
on the eve of the
Dropsite Massacre



ELITES

One of a number of Tactical Dreadnought Armour sub-classes found within the ranks of the Iron Hands Legion, the Gorgon pattern was one of a number of on-going attempts by Ferrus Manus and his cadre of Iron-Fathers to refine and augment the various patterns of Terminator armour employed by the Legion's Astartes forces. It is an interesting case in point that while several thousand suits of Terminator armour in the most common Tartaros, Cataphractii and Indomitus patterns were in service with the Legion (many of which were concentrated in the hands of the doomed warriors of the Averni Clan and lost at Istvan V), the Primarch himself was known to not be entirely satisfied with the performance of any of these designs and so a full issue to his Legion was never approved. One of the most extreme technological examples of the Iron Hands' innovation to improve on the designs in this regard was the hazardous but powerful 'Gorgon' prototype, which required bonding to its wearer, and which Ferrus Manus would not live long enough to refine to its full potential.

GORGON TERMINATOR SQUAD

200 POINTS

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

Unit Composition

- 4 Gorgon Terminators
- 1 Gorgon Hammerbearer

Unit Type

- Gorgon Terminators: Infantry
- Gorgon Hammerbearer: Infantry (Character)

Wargear

- Gorgon pattern Terminator armour
- Combi-bolter
- Power axe (Gorgon Terminators)
- Thunder hammer (Gorgon Hammerbearer)

Special Rules

- Legiones Astartes (Iron Hands)
- Implacable Advance
- Feel No Pain (5+)

Dedicated Transport

- A Gorgon Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

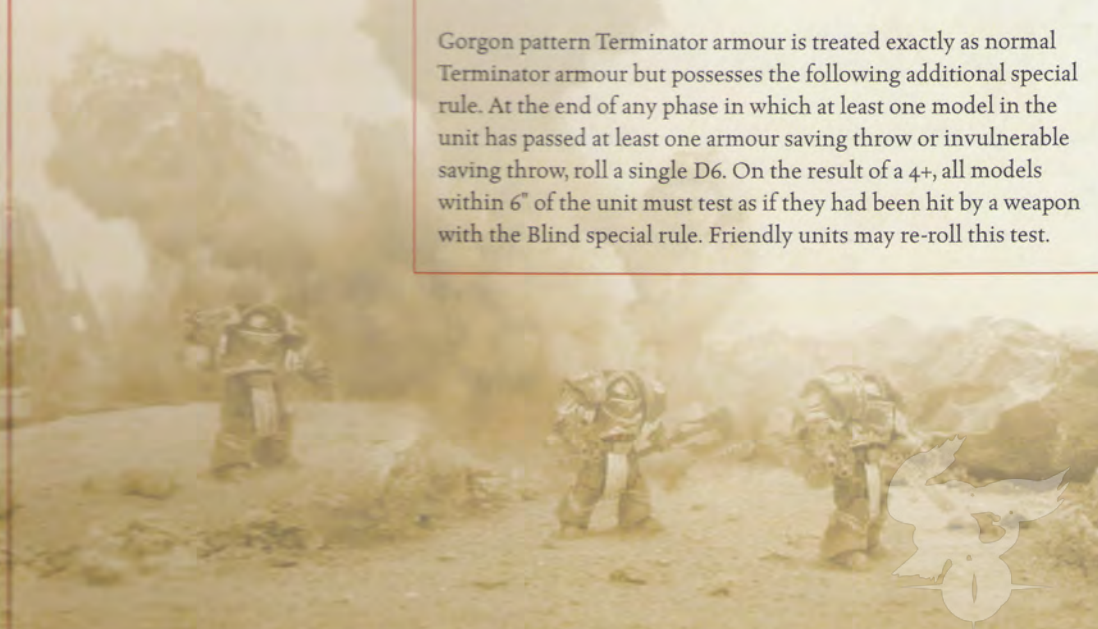
Options

- The Gorgon Terminator squad may take:
 - Up to 5 additional Gorgon Terminators+35 points each
- Any Gorgon Terminator may exchange its power axe for a:
 - Power fist or a lightning claw+5 points each
- Any Gorgon Terminator may exchange its power axe for a:
 - Chainfist+10 points each
- Any Gorgon Terminator may exchange its power axe and combi-bolter for a:
 - Pair of lightning claws+15 points each
- For every five models in the squad, one Gorgon Terminator may exchange their combi-bolter for one of the following options:
 - Heavy flamer+10 points each
 - Reaper autocannon+15 points each
 - Graviton gun+15 points each
- The Gorgon Hammerbearer may exchange their combi-bolter for a:
 - Combi-weapon+7 points
- The Gorgon Hammerbearer may take a grenade harness+10 points
- The Gorgon Hammerbearer may take a Cyber-familiar+10 points

Gorgon Pattern Terminator Armour

A variant of Indomitus pattern Tactical Dreadnought Armour devised by Ferrus Manus and his Iron-Fathers, this advanced prototype suit was just going into production at the outset of the Horus Heresy to supplement the Iron Hands Legion's combat-depleted stocks of Terminator armour. The design replaced the field generators imbedded in the armour with experimental systems that converted incoming electromagnetic and kinetic energy into bursts of blinding light, able to incapacitate and maim nearby foes. The heat and electrochemical toxin bleed from the armour's systems limited the armour's agility, and its negative side effects required a high level of cybernetic rebuild for its wearer to endure. However, volunteers for this painful modification were plentiful in the Legion's ranks, many deeming it an honour to serve as part of this great endeavour.

Gorgon pattern Terminator armour is treated exactly as normal Terminator armour but possesses the following additional special rule. At the end of any phase in which at least one model in the unit has passed at least one armour saving throw or invulnerable saving throw, roll a single D6. On the result of a 4+, all models within 6" of the unit must test as if they had been hit by a weapon with the Blind special rule. Friendly units may re-roll this test.



MEDUSAN IMMORTALS SQUAD

250 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 Immortals: Infantry
- Veteran Sergeant: Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Boarding shield
- Boltgun
- Frag & Krak grenades

Special Rules

- Legiones Astartes (Iron Hands)
- Gun Them Down
- Feel No Pain (5+)
- Hardened Armour (see page 32 of the *Legiones Astartes – Crusade Army List* book)

Dedicated Transport

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

Options

- The Medusan Immortals squad 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+5 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 weapon options:
 - Flamer+10 points each
 - Meltagun+15 points each
 - Graviton gun+15 points each
 - Lascutter+10 points each
- The squad's Veteran Sergeant may replace their boltgun and/or their bolt pistol with one of the following (no option may be taken more than once):
 - Plasma pistol+15 points
 - Power weapon+10 points
 - Single lightning claw+15 points
 - Power fist+15 points
 - Thunder hammer+20 points
- The squad's Veteran Sergeant may also take any of the following options:
 - Melta bombs+5 points
 - Single breaching charge+10 points
 - Artificer armour+10 points

Gun Them Down

Rather than making a Sweeping Advance as normal after a victorious assault, by passing a Leadership test the squad may instead make Snap Shot shooting attacks (with all its usual provisions) against a single squad falling back away from them in combat. This is done before any falling back models are moved, and casualties are selected just as in assault. If the unit fails its Leadership test, no Snap Shots are taken and the unit may not make a Sweeping Advance.

ELITES

For Iron Hands Legionaries who had failed their father's rigid standards and bleak code in battle, whether tasting defeat by the fickle whims of fate or whether laid low by wounds too terrible to bear, there remained one course of action if their own fame or record did not afford them the licence to carry on without the scorn of their brothers; the ranks of the Medusan Immortals.

The Immortals were the Legion's Forlorn Hope, a final chance at glory and redemption where the battle was at its fiercest and the risk of survival, even for a Legiones Astartes, at its dimmest. Armed and armoured principally as Breacher units and featuring a high level of cybernetic rebuild among them, the Immortals wore no symbols of their Clan only their Legion, which proclaimed their mortal intent. It was their lot and their pride to fight and die with steadfast, cold fury, never breaking ranks, marching relentlessly into the jaws of hell.





HQ

One of the most highly regarded tank commanders in the Iron Hands Legion, and the youngest to hold his rank, Orth's 'Subjugator' armoured battalion was chosen among all of the Gorgon's forces to accompany him and the veterans of the Avernii Clan aboard the *Ferrum* in the Primarch's enraged pursuit of Fulgrim and his Emperor's Children. On Istvan V, Orth first took charge of the Iron Hands super-heavy tank spearhead in the battle and survived the destruction of his Fellblade 'Rashemion' at the frontline. Afterwards, he took charge of the Sicaran tank *Black Sun* and redeployed to take charge of Loyalist fast-armour elements in a successful counter-attack against an attempted Traitor outflanking assault. What happened to Orth after the trap was closed and the second wave assaulted remains a matter of conjecture, but it has long been rumoured that Orth survived, though was badly disfigured, abandoning his name and rank in shame, but not his burning desire for vengeance against the Traitors.

SPEARHEAD-CENTURION CASTRMEN ORTH

COMMANDER OF THE IRON HANDS 'SUBJUGATOR' ARMOURED BATTALION, THE HELL RIDER

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Castrmen Orth	5	5	4	4	2	4	3	9	3+

Unit Composition

- 1 (Unique)*

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Refractor field
- Frag & krak grenades
- Bolt pistol
- Power maul
- Cyber-familiar

Special Rules

- Independent Character
- Legiones Astartes (Iron Hands)
- Spearhead Commander*
- Tank Hunters

This unit may only be taken as part of a Loyalist faction army.

Warlord Trait

- **Tank Crushers:** If chosen as the army's Warlord, Castrmen Orth automatically has the Tank Crushers trait rather than rolling randomly. If Castrmen Orth is your army's Warlord, then all vehicles with the 'Tank' type in your primary detachment gain +1 to results they inflict on the Vehicle Damage table when making ramming attacks.

Spearhead Commander

At the beginning of the game, Castrmen Orth must be assigned to a single vehicle or super-heavy in his detachment which has both the 'Tank' type and has a Front Armour value of at least 13. He does not take up any Transport capacity and may not leave the vehicle unless it has become immobilised or it has been destroyed. If he is present on a vehicle when it is destroyed, he is treated exactly as if he was a transported model. Afterwards, he may only board vehicles that have a Transport capacity.

While Castrmen Orth is inside a vehicle, it uses his Ballistic Skill of 5 and benefits from the Tank Hunters special rule for all of its attacks.

*Note that to take Castrmen Orth as part of your force, you must also have at least one tank model in your army suitable for him to command.



IRON-FATHER AUTEK MOR

LORD OF THE MORRAGUL CLAN, THE MAIMED, THE BLOOD-WROUGHT

225 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Cataphractii pattern Terminator armour
- Servo-arm
- Cortex controller
- Paragon blade
- Volkite charger

Special Rules

- Independent Character
- Fearless
- Legiones Astartes (Iron Hands)
- Bulky
- Battlesmith
- Master of the Legion
- Jealous Command

Warlord Trait

- **Murderous Arsenal:** If chosen as the army's Warlord, Autek Mor automatically has the Murderous Arsenal trait rather than rolling randomly. If Autek Mor is your army's Warlord, then both he and a single chosen infantry unit in his detachment may be given the Preferred Enemy (Infantry) special rule.

Jealous Command

If chosen as part of your primary detachment, Autek Mor must be the army's Warlord unless Ferrus Manus is also present.

This unit may only be taken as part of a Loyalist faction army.



HQ

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

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



LORDS OF WAR

"Rest? We were not made to rest; we go on, unflinching, unstoppable, unending in our strength. The Emperor did not make us for such mortal concerns as hearth and home, vanity or contemplation; we are his engines of war, his hammers, beating out the fabric of existence into a vessel fit for Mankind to inhabit."

Ferrus Manus,
As quoted in
'Shadow of the Gorgon'
by the remembrancer
Czel Atternus

FERRUS MANUS

THE MASTER OF THE IRON HANDS, THE GORGON, WYRMSLAYER, THE BANE OF ASIRNOTH, THE GREAT IRON-FATHER

455 POINTS

The Primarch of the Iron Hands Legion was a figure of legend amongst the peoples of his home world of Medusa, named by them 'the Gorgon' after the most ancient of mythic creatures. Ferrus was amongst the strongest of the Primarchs, within him burning the heat of the furnace, its fury tempered by an exterior as cold and unyielding as iron. The Gorgon was known for his uncompromising demeanour, refusing to show favour to his closest followers or even his brother Primarchs. He insisted upon strength in all things, such that he refused the people of Medusa many of the easements of civilisation in order to ensure they produced the toughest of offspring from whom the Legion could recruit. The demand for physical excellence extended beyond the body and mind to include the tools of war and so the Gorgon was a master of the forge, his skills matched only by Vulkan, the Primarch of the Salamanders Legion. It was said of Ferrus Manus that he was only truly at peace toiling at the anvil, creating some marvel of the smith's art beyond even the lords of Mars.

Ferrus Manus was blessed of a physiology remarkable even amongst the Primarchs. His arms were sheathed in liquid metal, the result, so the legends of Medusa claim, of a battle fought against the mightiest of beasts before he was re-united with the Emperor. His armour is as heavy and impenetrable as that of a super-heavy tank, yet he keeps both arms uncovered so that he might bring their full might to bear. Ferrus has wrought countless weapons through the decades, some bestowed as gifts upon his brother Primarchs, others reserved for his own use. The Gorgon himself prefers the heaviest of war hammers, maces and similar types too massive for any but a Primarch to lift, yet alone wield in battle.

The legend of Ferrus Manus was to fall silent upon the bloody ground of Istvan V at the hands of his brother Fulgrim, Primarch of the Emperor's Children Legion. Having attempted unsuccessfully to turn the Gorgon to the Warmaster's cause, Fulgrim engaged Ferrus in a duel to the death, wearing him down in a battle few but the Traitor Primarchs watching could fully perceive. By the duel's end, the head of Ferrus Manus was cleaved from his shoulders by Fulgrim's blade, the grisly trophy presented to Horus Lupercal by the victorious Primarch. Perhaps the Horus Heresy might still have been averted before the death of Ferrus Manus – in its aftermath, nothing would ever be the same again.

	WS	BS	S	T	W	I	A	Ld	Sv
Ferrus Manus	7	6	7	7	6	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Medusan Carapace
- Forgebreaker

Special Rules

- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Precision Strike, Precision Shot)
- Sire of the Iron Hands
- Master of Mechanisms
- Very Bulky

This unit may only be taken as part of a Loyalist faction army.



SPECIAL RULES

Sire of the Iron Hands

One of the most physically powerful of the Primarchs, whose skills as an artificer of arms and armour were every bit as potent as his martial prowess, Ferrus Manus despised weakness and by his presence on the battlefield, the Primarch drove his men to acts of superhuman endurance and remorseless fervour.

Ferrus Manus has the Relentless and Smash special rules (the latter of which may be used in conjunction with any of his close combat weapons or attacks), and shooting attacks against him suffer a -1 penalty to their Strength.

All models with the Legiones Astartes (Iron Hands) special rule in an army containing Ferrus Manus gain the Feel No Pain (6+) special rule (unless they already possess a superior version of this rule).

Master of Mechanisms

Ferrus Manus is a master artificer and possesses the Battlesmith special rule, and passes his Repair rolls on a 3+. In addition, in a primary detachment that contains Ferrus Manus, all vehicles with at least one Armour value of 13 or more gain the It Will Not Die special rule.

The Medusan Carapace

Ferrus Manus operated a wide variety of arms and armour, almost all of which were the products of his craft and genius. Never fully satisfied with his work, he was always looking to improve upon it and test new prototype designs, the fruits of his labour later forming the basis of many Legiones Astartes designs such as Cataphractii pattern Terminator armour.

The Medusan Carapace is an exemplar of these designs, incorporating servo-mechanisms and a plethora of systems. It provides a 2+ armour save and a 3+ invulnerable save, and incorporates a nuncio-vox and a servo-arm. It also allows Ferrus Manus to fire two weapons from the following list (at the same target) in the controlling player's Shooting phase:

- Plasma blaster
- Graviton gun
- Grenade harness (unlimited use)
- Heavy flamer

Forgebreaker

Fashioned by his close comrade, and later hated enemy, the Primarch Fulgrim, this exquisitely fashioned thunder hammer would prove to have a dark infamy of its own and serve the hands of many masters before the Horus Heresy would end.

Weapon	Range	Str	AP	Type
Forgebreaker	-	X2	1	Melee, Concussive, Strikedown

The Death of Ferrus Manus

If you are fighting a battle or campaign closely following the narrative of the Horus Heresy (such as the The Blood of the Primarch mission – see page 189 of *The Horus Heresy Book Two – Massacre*), Ferrus Manus is no longer in possession of Forgebreaker, and so has his points cost reduced to 415 points).





"Monuments are dust,
tales merely words, soon
forgotten, but blood—blood
is forever."

The Primarch Angron

CRUSADE ARMY LIST APPENDIX II: THE WORLD EATERS

LEGIONES ASTARTES (WORLD EATERS)

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.

Of all the Space Marine Legions in the Emperor's service, the World Eaters were among the most feared, the whisper of their coming was enough to quell rebellion and send armies to flight in terror. Tales of their predations and massacres were numberless, and their reputation was as the Emperor's war hounds, as such a name they once carried—beasts, butchers and madmen whose fury was fuelled by bloodshed, and was such that no sane warrior would stand willingly against them. Their reputation was well deserved, if an oversimplification of them as a fighting force, which knew well the virtue of tactics and weapons, at least before their fall.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup regardless of casualties.
- **Incarnate Violence:** Models with the Legiones Astartes (World Eaters) rule may re-roll To Wound rolls of a 1 on any turn in which they charge into combat, unless they are making a Disordered charge. Character models with this rule also gain +1 WS when fighting in a challenge.
- **Bloodlust:** After winning an assault, models with this special rule must always consolidate towards the nearest enemy unit they have the ability to harm. Should a unit with this special rule fail a Morale check after being defeated in combat, before rolling for Fall Back, roll a D6. On a roll of 4+ they do not flee (and count as passing their Morale check instead), but now become subject to the Rage special rule for the rest of the battle. Place a counter by the unit or otherwise mark that this is the case.

THE SAVAGE TIDE RISING: THE DOOM OF THE WORLD EATERS LEGION

Long before the dawning of the Horus Heresy, the World Eaters had stood on the edge of an abyss created by their own unquenchable bloodlust, the bitter rage of their Primarch and the self-mutilation of their own brains and nervous systems. Baptised in the blood of their fellow Legionaries and their own brothers at Istvan III, whether they knew it or not, the Legion had toppled headlong into that abyss, and in that darkness, the Ruinous Powers were waiting to claim their souls. Blindly and unknowingly, the World Eaters went to their doom with each sweep of their chainaxes and each life torn apart before them, and as the blood flowed, the madness within them grew ever worse.

A World Eaters army representing a Traitor force in games set after Istvan in the Horus Heresy campaign may, if its controlling player wishes, exchange the Bloodlust component of their Legiones Astartes (World Eaters) special rule with the Blood Madness special rule shown below instead. In non-campaign games, you are also free to use this rule, but must always declare this at the start of the game. Your entire army must use the Blood Madness or the Bloodlust rules, you cannot have a mix of the two!

Blood Madness: Any unit with this rule has the Rage special rule and must always make Sweeping Advances if able and cannot voluntarily Go to Ground or choose to fail a Morale check. In addition, after an assault, models with this special rule must always Consolidate towards the nearest enemy unit that they are able to harm.



LEGION SPECIFIC UNITS

In addition to those found in the Crusade army list, the World Eaters Legion has particular access to two additional unit types: Rampager squads and The Red Butchers. It also has access to additional wargear: chainaxes and gladiatorial weapons of the Caedere for their Rampager squads. Rampager squads may be chosen as both Fast Attack and Elites choices for a World Eaters Legion army, while The Red Butchers are Elites choices only.

Chainaxes

Any model with the Legiones Astartes (World Eaters) special rule which has access to a chainsword can instead take a chainaxe for free as long as this is appropriately represented on the model.

Caedere Weapons

Based upon the ritual weapons of the cyber-augmetic gladiators of the savage world on which their bloody-handed Primarch was once cast, it was Angron himself who revived the use of the Caedere among his Legion's ranks. Brutal and difficult to master, the weapons of the Caedere remain largely the preserve of the Rampagers—World Eaters who have responded the best to the addition of the cranial berserker implants which are a hallmark of the Legion, and its champions.

A model with Caedere weapons may select one of the following to replace their listed weaponry:

Weapon	Range	Str	AP	Type
Meteor hammer	-	+2	5	Melee, Specialist Weapon, Two-handed, Concussive, +1 Initiative
Excoriator chainaxe	-	+1	3	Melee, Specialist Weapon, Two-handed, Shred, Unwieldy
Twin Falax blades	-	As User	5	Melee, Specialist Weapon, +1 Attack, Rending
Barb-hook lash	-	As User	5	Melee, Specialist Weapon, Fleshbane

Any model with either the Independent Character special rule or Character type and with the Legiones Astartes (World Eaters) special rule may exchange a chainsword or combat blade for one of the Caedere weapons for +15 points.

WORLD EATERS UNIQUE RITE OF WAR: BERSERKER ASSAULT

In the aftermath of the betrayal at Istvan III, the World Eaters Legion, under their savage Primarch Angron, became ever more insular as a Legion and uncontrollable on the battlefield, proving a double-edged sword even to their allies. The psycho-surgery rife within the Legion became even more widespread and extreme in its use, and the neophytes inducted with ever-increasing pace into the World Eaters' ranks to replace the fallen were cerebrally mutilated with the implants as a matter of course. All-out infantry assaults supported by fast moving armour, with the aim of immediately closing into bloody melee with the foe, had always been a hallmark of the Legion, and now became often their goal; carnage for its own sake beyond any strategic objective to the contrary.

Effects

- **Berserk Charge:** All models with the Legiones Astartes (World Eaters) special rule subject to this Rite of War gain the Hatred special rule while outside of their own deployment zone, and must always attempt to make Sweeping Advances if able.
- **Unstoppable Wave:** All models with the Legiones Astartes (World Eaters) special rule subject to this Rite of War must re-roll failed Pinning tests and must re-roll their Run roll results of '1'.

Limitations

- Detachments using this Rite of War must take an additional Compulsory Troops choice in addition to that usually required on their Force Organisation chart.
- Detachments using this Rite of War may not take more vehicles with the Tank or Flyer type than they have Infantry units in the detachment.
- Detachments using this Rite of War may only take a single Consul as part of their HQ choices and may not take a Librarian.
- Primary detachments using this Rite of War may not take a Fortification or other Space Marine Legion allied detachment.

"I have slain many enemies, and won many battles and I tell you there is no great secret to success in war, no subtle trick of strategy that has saved my foes—I seek out the enemy, attack as soon as I am able and with all the force at my command, rend his soldiers and smash his fortresses, leave only corpses behind me and then move on—thus my Primarch has taught me, and I find his wisdom has proved worthy on a hundred battlefields."

Khârn the Bloody,
First Captain
of the World Eaters

THE RED BUTCHERS

275 POINTS

ELITES

The Atrocity at Isstvan III unleashed a madness that had long festered in the World Eaters Legion and its Primarch, a blood-hungry rage that afflicted the very core of the Legion's being and was amplified by the horrific hyper-aggression-inducing cranial surgery many of World Eaters had subjected themselves to. On the killing ground of Isstvan III, there were World Eaters on either side of the conflict who succumbed utterly, devolving into mindless frenzied savages that could not be controlled. Rather than 'putting down' such individuals as had happened in the past (as such things had occurred from time-to-time long before the Horus Heresy), the Apothecaries had the mad subdued and chained for a far darker fate.

The Techmarines made customised Terminator suits for them, fashioning them both as armour and as confinement; mechanised prison cells that could be immobilised with a remote signal. Hung in chains in the holds of the World Eaters warships, foaming and screaming in impotent rage, the Red Butchers were born. Unleashed first against the Loyalists at Isstvan V, these damned souls, insane with wrath were loosed to careen blindly into the foe, hacking and slaughtering with savage abandon. Few survived, but the fragments of their Terminator suits, spattered with gore, were found and remade anew for fresh occupants to inhabit.

	WS	BS	S	T	W	I	A	Ld	Sv
Butcher Terminator	5	2	4	4	2	4	2	8	2+
The Devoured	5	2	4	4	2	4	3	9	2+

Unit Composition

- 4 Butcher Terminators
- 1 Devoured

Unit Type

- Butcher Terminators: Infantry
- Devoured: Infantry (Character)

Wargear

- Cataphractii pattern Terminator armour
- Power axe
- Combi-bolter

Special Rules

- Legiones Astartes (World Eaters)
- Ravening Madmen
- Fearless
- Hatred (Everything)
- Feel No Pain (6+)
- Unstoppable Charge

Dedicated Transport

- A Red Butchers squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

This unit may only be taken as part of a Traitor faction army.

Options

- The Red Butchers squad may take:
 - Up to 5 additional Butcher Terminators.....+45 points each
- Any model in the unit may exchange their combi-bolter for a:
 - Second power axe Free
- Any model in the unit may exchange both their power axe and combi-bolter for a:
 - Pair of lightning claws.....+5 points each
- The Devoured may exchange any of their power axes for one of the following weapons:
 - Power fist+5 points
 - Chainfist+10 points
 - Thunder hammer.....+10 points
- The Devoured may exchange their combi-bolter for a:
 - Combi-weapon+5 points

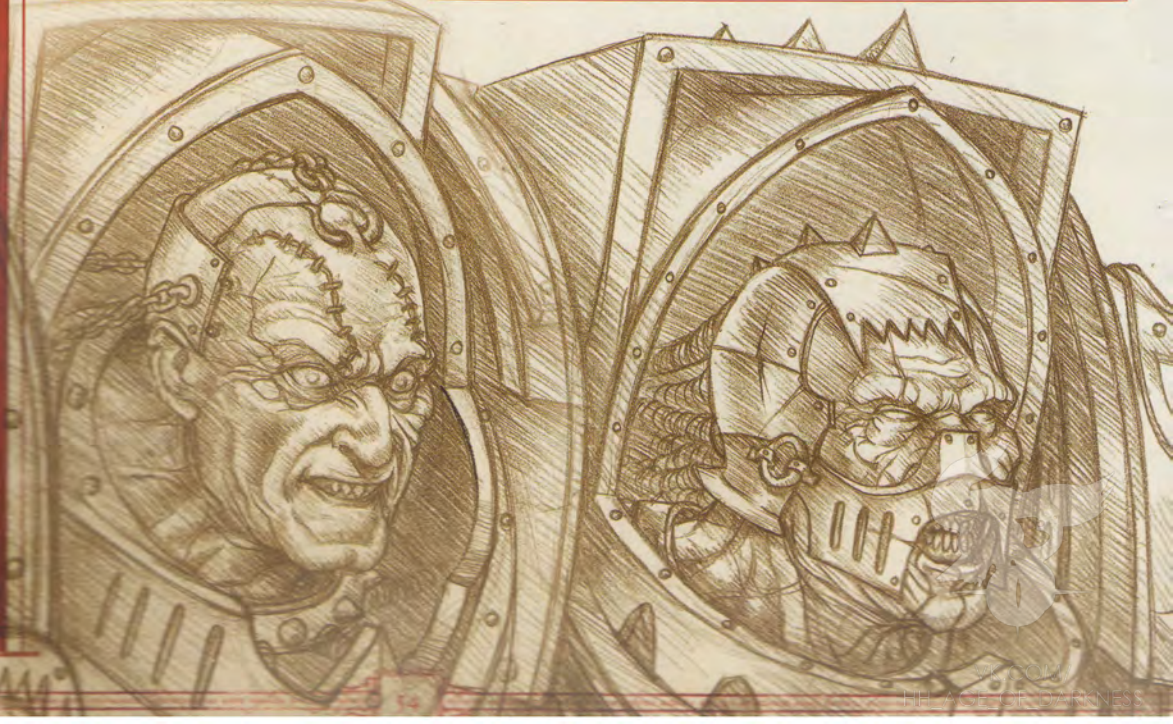
Ravening Madmen

The psych-surgery inflicted upon the Butchers and the awakening taint within the World Eaters Legion has combined to create a superhuman killing machine without reason or restraint, controlled only through the use of brutal shock implants and the prison of the Terminator armour into which they have been fused by the Legion's Techmarines.

While they attack with their listed Weapon Skill (which is also used for any particular test they are called on to make), they care nothing for their own defence in combat, and so enemy models always hit them on a 3+ in assaults. Models with this special rule can never be scoring units regardless of the provisions of the mission being played.

Unstoppable Charge

Units comprised of a majority of models with this special rule may re-roll failed charge distances.



RAMPAGER SQUADS

130 POINTS

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

Unit Composition

- 4 Rampagers
- 1 Rampager Champion

Unit Type

- Rampager: Infantry
- Rampager Champion: Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Chainaxe
- Frag and krak grenades

Dedicated Transport

- A Rampager squad numbering 10 models or fewer and not equipped with jump packs may take a Land Raider Phobos as a Dedicated Transport.

Special Rules

- Legiones Astartes (World Eaters)
- Feel No Pain (6+)
- Chosen Warriors (Rampagers only)
- Scout

Options

- The squad may include:
 - Up to an additional five Rampagers.....+20 points each
- Any member of the squad may exchange their chainaxe for a:
 - Heavy chainsword.....+5 points
- Any member of the squad may exchange both their bolt pistol and chainaxe for:
 - One of the Caedere weapons.....+10 points per model
- The squad's Champion may:
 - Exchange their bolt pistol for a plasma pistol.....+15 points
- The squad's Champion may exchange their chainaxe for one of the following:
 - Power weapon.....+10 points
 - Lightning claw.....+15 points
 - Power fist.....+15 points
- The squad's Champion may:
 - Upgrade to Artificer armour+10 points
- The entire squad may be equipped with:
 - Jump packs.....+10 points each

Chosen Warriors

All Rampagers in the squad may accept and issue Challenges.

ELITES & FAST ATTACK

Rampager squads were shock assault units, formed from the most savage and bloodthirsty warriors in a Legion already known for its fury in battle. All possessed the prohibited psycho-surgery that drove them to ever greater heights of rage, some too far gone to be anything but restrained between battles simply known as the Caedere or the 'Butchers.' Others focused their desire for berserk slaughter through martial discipline, mastering a variety of macabre and savage weapons patterned from those used by Angron's fellow arena gladiators and found on the feral worlds from which the Legion drew its recruits.



HQ

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

CENTURION SHABRAN DARR

'WHITE-EYES', ADJUTANT TO THE 11TH ASSAULT COMPANY OF THE WORLD EATERS

115 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Master-crafted chainaxe
- Frag & krak grenades

Special Rules

- Independent Character
- Legiones Astartes (World Eaters)
- Feel No Pain (6+)
- Rage
- Hatred (Traitor Space Marines)
- Head-hunter

Warlord Trait

- Bloody-Handed (The Warlord and any unit with the Legiones Astartes special rule they join cause Fear).

Options

- Shabran Darr may be equipped with a jump pack.....+20 points

Head-hunter

Shabran Darr took particular pleasure in slaughtering sergeants and officers, cleaving their heads from their shoulders and mounting them on spikes and railings for their traitorous brothers to find. When fighting in a Challenge, Shabran Darr's attacks gain the Rending special rule.

Hatred (Traitor Space Marines)

This applies only if Shabran Darr is part of a Loyalist force and applies to all Traitor models with the Legiones Astartes special rule.

This unit may only be taken as part of a Loyalist faction army.

Khârn the Bloody

Captain of the World Eaters 8th Assault Company, The Twice Un-Slain, The Ender

170 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- The Cutter
- Plasma pistol
- Frag & Krak grenades
- Iron halo

Special Rules

- Legiones Astartes (World Eaters)
- Independent Character
- Master of the Legion
- Warlord's Pride
- Rampage
- Marked by Dark Fates
- Legacy of Blood (Special Option)
- Precision Strike

This unit may only be taken as part of a Traitor faction army.

Warlord Trait

- **Savage Assault:** If Khârn is the army's Warlord then his side gains +1 to any random roll to determine which side gets the first turn, and also to Seize the Initiative if this is a feature of the mission being played.

Warlord's Pride

If Khârn is part of your army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices unless Angron is also present. He does not roll on the Warlord Traits table, but instead uses his own unique trait.

The Cutter

Khârn was the master of many weapons, from the baleful and crude instruments of the arena to crackling power-sabres, but favoured most modified chainaxes and ripper blades. One such he simply called 'The Cutter' he carried into battle against many foes during the Great Crusade and later turned on his former brothers.

	Range	Str	AP	Type
The Cutter	-	User	3	Melee, Rending

Marked by Dark Fates

The Fates hold an eternity of war for Khârn. In campaign games where character casualties and injuries between battles are a factor, any such chart results for Khârn may be re-rolled.

Legacy of Blood

As his Primarch descended into madness, Khârn came to command much of his Legion, though slowly fending off the insanity that infected them all. The mark of this custodianship was Gorechild, the weapon of the Primarch. So long as Angron is not also present in the army, Khârn may exchange the Cutter for Gorechild, the axe of Angron, for +20 points.

In Khârn's hands, Gorechild has the following profile:

	Range	Str	AP	Type
Gorechild	-	+1	2	Melee, Armourbane, Murderous Strike, Specialist Weapon

HQ

Although a skilled warrior and duellist, Khârn was but a line captain at the time of Angron's rediscovery by the Imperium, yet soon rose to become his Primarch's equerry and one of the few individuals whose counsel he ever heeded. While the crude cybernetic implants, known as the Butcher's Nails, drove Angron ever further into bloodlust and rebellion, it was Khârn who acted as the voice of reason, often managing to bring his master back from the brink of insanity and curbing the worst of his bloody excesses.

But Khârn was by no means immune to the cancerous rage which afflicted his Legion, and it was upon the ravaged surface of Istvan III as the World Eaters turned on their brothers that he first surrendered himself fully to the bloodshed and slaughter. At the height of the battle, Khârn fell during a confrontation with Garviel Loken of the Sons of the Horus, impaled upon the ram of a Land Raider and left for dead by his own comrades, but somehow he survived. His eventual return to the front line was seen by many of the World Eaters as nothing short of miraculous and further enhanced his legend within his Legion, and seemed to many a sure sign that he still had some dark destiny yet to achieve in the bloody days to come.



LORDS OF WAR

Angron, most bloody-handed and savage of the Primarchs, was the master of the World Eaters Legion. In his youth cast upon a world of brutal oppression he was enslaved and surgically mutilated to become a gladiator in the games of death, where he became the undefeated lord of the red sands, a killer without peer. After leading a doomed slave revolt the Emperor saved him from dying with his rebellion and placed him at the head of his Legion, but he never forgave the Emperor for the death of his followers, nor was any love lost between him and his fellow Primarchs. When Horus began his rebellion, Angron was quick to join in his treachery, but his only true master was the rage and bloodlust within him.

THE PRIMARCH ANGRON

MASTER OF THE WORLD EATERS, THE RED ANGEL, SLAUGHTERER OF NATIONS, THE UNDEFEATED

400 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Angron	9	5	7	6	5	7	6	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

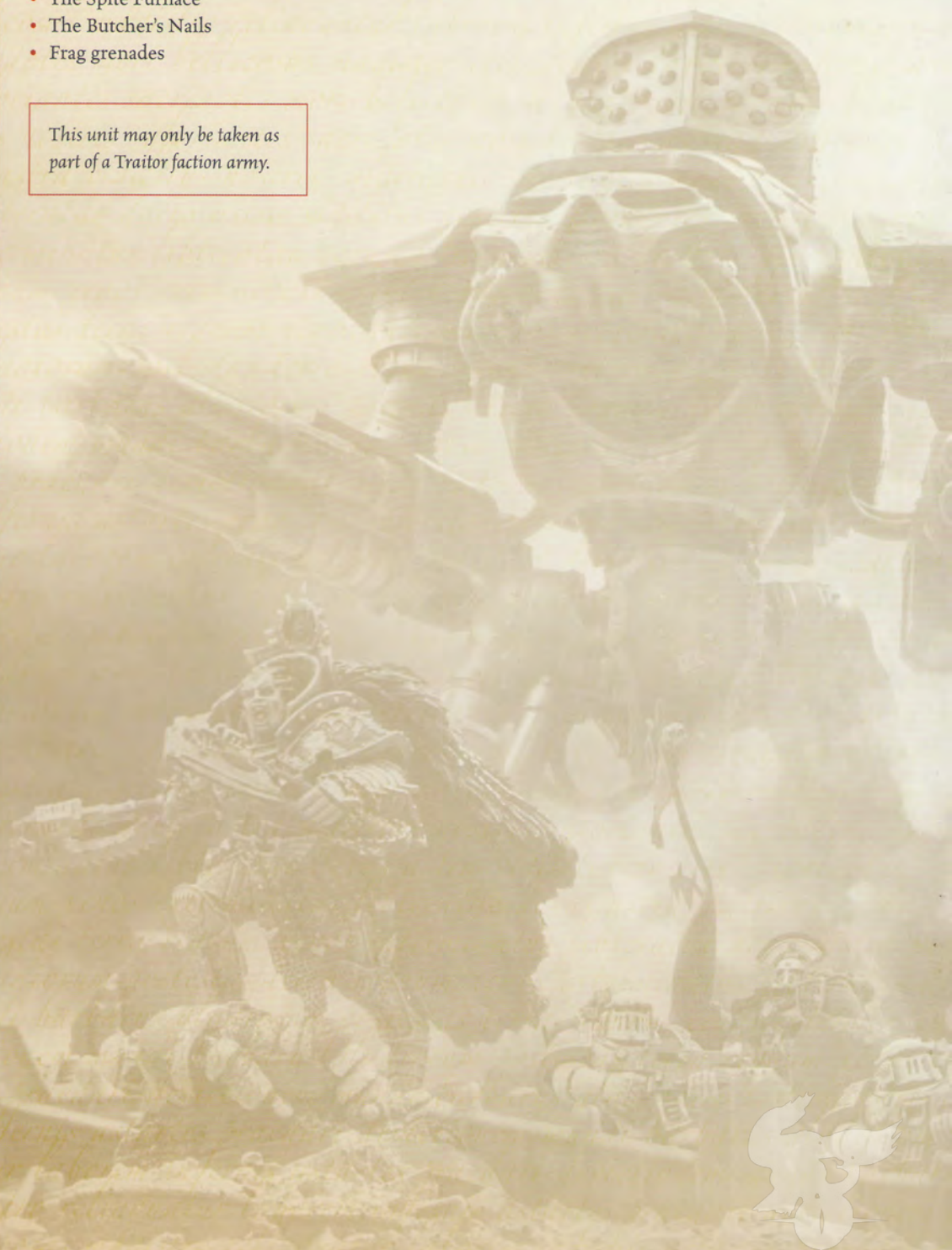
Wargear

- Armour of Mars
- Gorefather & Gorechild
- The Spite Furnace
- The Butcher's Nails
- Frag grenades

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike Precision Shot)
- Red Sands
- Sire of the World Eaters
- Bulky
- Hatred (Everything)

This unit may only be taken as part of a Traitor faction army.



SPECIAL RULES

Red Sands: In any given turn Angron may call and fight as many Challenges as there are enemy Independent Characters and units in combat with him, up to his current number of attacks. Pull out the challengers and fight them in a sequence as desired by Angron's player during the challenge part of the Fight sub-phase. Angron must divide his attacks between them and must devote at least one attack to each Challenge he fights in.

Sire of the World Eaters: Angron has the Furious Charge special rule and Feel No Pain (6+). In addition, when making consolidation moves after combat he must always do so by moving towards the nearest enemy unit. All allied World Eaters units with the Legiones Astartes rule within 12" of Angron are Fearless.

WARGEAR

Armour of Mars: Angron's armour is modified from the gladiatorial armour in which he fought as a slave and offers him a 3+ Armour save and a 4+ invulnerable save.

Gorefather & Gorechild: These archaic matched chainaxes are among the most potent weapons known among the relics of the Primarchs, and are made all the more deadly by Angron's consummate skill as a fighter. They give Angron +1 attack (this has already been included in his profile and use the following weapon profile:

	Range	Str	AP	Type
Gorefather & Gorechild	-	+1	2	Melee, Armourbane, Murderous Strike

The Spite Furnace: Angron carries a master-crafted plasma pistol known as the Spite Furnace.

The Butcher's Nails: For every Independent Character or infantry unit (of any type) wiped out or destroyed in close combat with Angron, he gains +1 to his Attack characteristic for the rest of the game, to a maximum of ten attacks. Note that Angron himself must inflict the fatal blow or remove the last model, etc, from a target to claim this bonus.





"To plunder, to slaughter, to steal, these things have long been misnamed empire. Ours is the better way; after we conquer, we shall rebuild, after we destroy, we will create order. Where once was ruin and slavery, we shall bring civilisation and the Imperial Truth. To those who oppose this great ideal, we bring the peace of a swift ending."

Roboute Guilliman
The Lexis Ultramar

CRUSADE ARMY LIST APPENDIX XIII: ULTRAMARINES

LEGIONES ASTARTES (ULTRAMARINES)

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.

The Ultramarines Legion prosecutes the Emperor's wars with reason, discipline and resolve; every warrior striving to match the example of their Primarch. The most numerous of the Space Marine Legions, they have long formed the bulwark of the Imperium's domains in the Galactic East.

Legiones Astartes: All models with this special rule may always attempt to regroup at their normal Leadership value regardless of casualties.

Interlocking Tactics: The Ultramarines pride themselves above all things on their unity of purpose and their seamless tactical integration in battle. For many years they have been accorded as being the most numerous of the Space Marine Legions and, under their Primarch, they have forged a significant range of tactical doctrines which hone their unity and strength in numbers to lethal advantage.

- Whenever a unit with the Legiones Astartes (Ultramarines) special rule makes a shooting attack against a target which has already been successfully hit in the same Shooting phase by another Ultramarines unit*, they may re-roll rolls of 1 to wound or penetrate the target's armour. This does not affect Snap Shots or Blast weapons.
- Whenever a unit with the Legiones Astartes (Ultramarines) special rule charges a unit which is already engaged in an assault by another Ultramarines unit* and fails to reach the target owing to a failed Charge Range roll, this roll must be re-rolled.

**For the purposes of this special rule, an Ultramarines unit is defined as any unit in the same detachment drawn from the Space Marine Legion Crusade Army list except Super-heavy vehicles, Flyers, Servo-automata and Battle-automata of any kind.*

Certainty and Resolve: Any model with the Legiones Astartes (Ultramarines) special rule takes Fear and Regrouping tests on an unmodified Leadership value of 10.

Rigid Chain of Command: One potential disadvantage to the uncommon unity the Legion displays is its reliance on a rigid chain of command for its decision making; a chain that can be momentarily broken if a unit commander is slain.

If all of the HQ units in the Ultramarines detachment are slain, their opponent gains an additional +1 Victory point. In addition, if the army's Warlord is slain, then every unit in the Ultramarines detachment with the Legiones Astartes (Ultramarines) special rule must take an immediate Pinning test, with the exception of those with the Independent Character special rule or who have had an Independent Character join their unit.

LEGION SPECIFIC UNITS

In addition to those found in the Space Marine Legion Crusade Army list, the Ultramarines Legion has particular access to four additional unit types:

- Invictarus Suzerain Squads
- Fulmentarus Terminator Strike Squads
- Locutarus Storm Squads
- Damocles Command Rhino

Independent Characters in the Legion also have access to two unique items of wargear: the Legatine Axe and the Mantles of Ultramar. Legion Breacher squads with the Legiones Astartes (Ultramarines) special rule may also exchange their bolters with power swords for +5 points each.

Invictarus Suzerain Squads may be taken either as Elites choices or in place of normal Command squads, while Fulmentarus Terminator Strike Squads are Heavy Support choices, Locutarus Storm Squads are Fast Attack choices and a single Damocles Command Rhino may be taken as a non-compulsory HQ choice for the army.

The Legatine Axe

Created to the specifications of Guilliman himself after a comprehensive study of thousands of individual power weapon designs from across the many worlds of humanity, the Legatine axe's design is that of a precise and perfectly balanced instrument of war. Requiring great skill to master, the weapon is swifter to wield than most power axes, but lacks the brute destructive force of many of its kind, relying instead on the skilful placement of blows to inflict maximum harm.

Any model with the Independent Character type and with the Legiones Astartes (Ultramarines) special rule may exchange a chainsword or combat blade for a Legatine axe for +20 points.

Weapon	Range	Str	AP	Type
Legatine axe	-	As User	2	Melee, Specialist Weapon, Cutting Strike

Cutting Strike: Any To Hit roll result of 6 with this weapon wounds automatically.

The Mantles of Ultramar

These suits of artificer armour, believed to number only seven, are said to owe their origins to a pre-Age of Strife derelict human warship found floating on the borders of the Seyrn Reach area at the very edge of the eastern galactic fringe. The ship and all it contained were claimed as prizes by Chapter Master Theokista Weir at the outset of his disastrous counter-invasion of the Khrave-haunted Reach, a campaign which would ultimately cost his own life and the lives of close to 4,000 of his fellow Ultramarines. These ancient suits of void battle plate, hybridised for use by the Legiones Astartes, have since shielded the lives of many of the Legion's greatest warriors. Awarded only by the hand of the Primarch, they have come to symbolize sacrifice, unfailing service and the adherence of duty unto death to the Ultramarines Legion.

A Mantle of Ultramar counts as a suit of artificer armour, granting a 2+ Armour save. In addition, it provides the Feel No Pain (5+) special rule and immunity to the Blind special rule for the wearer only.

A Praetor model with the Legiones Astartes (Ultramarines) special rule may exchange their artificer armour for one of the Mantles of Ultramar for +20 points.

ULTRAMARINES UNIQUE RIGHT OF WAR: THE LOGOS LECTORA

One of many practical applications of the vast storehouse of theoretical battle scenarios, plans and tactical formulae that make up the vast strategic corpus upon which the Ultramarines Legion bases its art of war, the 'Logos Lectora', or roughly more commonly and imprecisely rendered the 'pronouncement of writ' is a battlefield formation which takes advantage of an interlocking range of Legion units to their best effect. Reliant on sophisticated command and control protocols, faultless obedience and rigid discipline, if the Logos Lectora has a disadvantage as a tactic, it is that its interlocking units form a coherent pattern somewhat inflexible in their makeup and deployment.

Effects

All models with the Legiones Astartes (Ultramarines) special rule as well as Ultramarines Dreadnoughts (of any type) in a detachment subject to this Rite of War gain a single particular benefit each turn from the following list. Only one effect is used at a time for the entire detachment. The controlling player determines which effect applies at the beginning of each of their turns and the effect is constant until they choose again.

- **Full March:** Any affected unit may re-roll Run distances.
- **Hold Fast:** Any affected unit which remains stationary this turn may make Snap Shots at BS 2.
- **Retribution Strike:** All affected units gain the Counter-attack special rule.

Limitations

- Detachments using this Rite of War must take an additional compulsory HQ choice in addition to that usually required by their Force Organisation chart, and this second compulsory choice must be either a Master of Signal Consul or a Damocles Command Rhino.
- Detachments using this Rite of War must take an additional compulsory Troops choice in addition to that usually required by their Force Organisation chart.
- Detachments using this Rite of War may not take more vehicles with either the Tank or Flyer type in total than they have Infantry units in the detachment.
- Units which are part of a detachment using this Rite of War may not deploy as Infiltrators or enter play via Deep Strike (normal Reserves, etc., are however allowed). This means that certain units which may only enter play in this fashion, such as Drop Pods, may not be taken as part of the detachment.

"Superiority of force is key and the key to superiority is above all structure. With structure comes order, with order the ability to carry out purpose, and only through clear purpose can victory be perceived."

Principia Bellicosa,
Ch. XXXIV, Vs. I-IV

INVICTARUS SUZERAIN SQUAD

200 POINTS



ELITES

The Invictarus Suzerains exist as a class apart from the line units of the Legiones Astartes Ultramarines, for they serve the Primarch and the Tetrarchs directly. Chosen from the ranks, each Suzerain is a warrior marked for future greatness and high command. It is from the Invictarus Suzerains that many of the Legion's future officers are drawn, and in fulfilling their many and varied duties, they learn not only the arts of war, but those of order, leadership and governance.

The warriors of the Invictarus Suzerains are living embodiments of their Primarch's rule and they bear arms and armour intended to exemplify this ideal. Their Legatine power axes are ancient symbols once carried by the heralds of the battle-kings of Macragge, but they are more than signs of office, they are used to enact instant justice on any who would defy the Primarch's will. They bear shields with which to hold anarchy and disorder at bay and resplendent armour that shines with the light of their Primarch's wisdom and authority.

In battle, the Invictarus Suzerains enact their Primarch's judgement upon the foe, striking down the enemies of Mankind in order to build the shining future of which Ultramar is the leading edge.

	WS	BS	S	T	W	I	A	Ld	Sv
Invictarus Suzerain	5	4	4	4	1	4	2	10	2+

Unit Composition

- 5 Invictarus Suzerains

Unit Type

- Infantry

Wargear

- Bolt pistol
- Legatine axe
- Boarding shield
- Frag & Krak grenades
- Artificer armour

Special Rules

- Legiones Astartes (Ultramarines)
- Implacable Advance
- Lords of Ultramar
- Chosen Warriors
- Honour Bearers

Dedicated Transport

- An Invictarus Suzerain Squad may take a Land Raider Phobos or Land Raider Proteus as a Dedicated Transport.

Options

- The squad may include:
 - Up to an additional five Invictarus Suzerains+25 points each
- Any Invictarus Suzerain may exchange their bolt pistol for a:
 - Plasma pistol.....+15 points
- Any Invictarus Suzerain may exchange their Legatine axe for a:
 - Thunder hammer.....+15 points

Lords of Ultramar

The Invictarus Suzerains are indefatigable warriors whose actions and example are held up as paragons to their fellow Ultramarines, and beyond the battlefields of the Great Crusade, they were the voice and iron fist of the Legion's rulership over its star-spanning realm.

Units with the Legiones Astartes (Ultramarines) special rule as well as Allied Detachment units drawn from either the Solar Auxilia or Imperialis Militia army lists within 12" of an Invictarus Suzerain model which is itself not Pinned or Falling Back gain a +1 modifier to their Leadership value (to a maximum of Ld 10).

Chosen Warriors

Any model in the squad may issue and accept Challenges.

Honour Bearers

As well as being an Elites choice in their own right, an Invictarus Suzerain Squad may be chosen instead of a Command squad for any Praetor of the Ultramarines Legion (as well as any other Ultramarines model with the Master of the Legion special rule). If this is the case, then one of the Invictarus Suzerains must exchange their boarding shield for a Legion Standard as an Invictarus Ancient and be so appropriately modelled.



HONOURED TELEMACHUS

THE FURY OF CALTH, THE HERO OF BLOODY KEEP, THE LAST OF THE OLD 92ND

255 POINTS

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Telemachus	6	5	7	13	12	10	4	3	4

Unit Composition

- 1 (Unique)

Unit Type

- Vehicle (Walker)

Wargear

- Dreadnought close combat weapon with inbuilt combolter
- Kheres assault cannon
- Extra armour
- Smoke launcher
- Searchlight

Special Rules

- Atomantic Shielding
- Fleet
- Brutal Charge
- Living Icon of the Legion
- Resilient
- Wrath in Betrayal

Brutal Charge

Honoured Telemachus inflicts D3 Hammer of Wrath attacks on the charge.

Living Icon of the Legion

Units with the Legiones Astartes (Ultramarines) special rule with at least one model within 12" of Honoured Telemachus gain +1 to their Assault Resolution score and may add +1" to their Sweeping Advance rolls.

Resilient

Whenever Honoured Telemachus suffers a Penetrating hit, their owning player may ask their opponent to re-roll the result rolled on the Vehicle Damage chart or the Destroyer Damage chart. However, the second result always stands, even if it is worse than the first!

Wrath in Betrayal

Honoured Telemachus has the Hatred (Traitor Legiones Astartes) special rule, which applies to all units chosen from Traitor Legiones Astartes forces.

This unit may only be taken as part of a Loyalist faction army.

ELITES

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

The Battle of Calth was Telemachus' first war as an Ancient, a title he rejected. He soon mastered fighting as a Dreadnought, hard-won experience, combined with an unusually deep bond between the machine sarcophagus and its occupant, empowered Telemachus in ways not fully understood even by the savants of the Machine God who attended him.

Surviving the plummet from on high after his transport was destroyed, Telemachus fought at the side of the Tetrarch Lamiad through the slaughter-fields of Komesh. He then went on to lead the assault into Lanshear, reinforcing the 4th Company's attack on the Guildhall.

LOCUTARUS STORM SQUAD

185 POINTS

FAST ATTACK

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

Where the assault units of many other Legions are known for their savagery or even their outright bloodthirstiness, the Locutus are universally of a disciplined and exacting mien. They practice the arts of sword- and pistol-play with precision, their strikes perfectly timed and placed to maximum effect.

During pitched battles, Locutus Storm squads are often held as reserves, their commanders waiting until the perfect moment to commit them to the battle, and in one single charge tip the outcome in favour of the Ultramarines. The Locutus are superbly equipped to fulfil this role, each bearing an artificer-wrought power sword which serves as a mark of honour and courage as much as a lethal tool of war.

Unit Composition

- 4 Locutus
- 1 Locutus Strike Leader

Unit Type

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

Wargear

- Bolt pistol
- Power sword
- Jump pack
- Frag & Krak grenades
- Artificer armour

Special Rules

- Legiones Astartes (Ultramarines)
- Opening Salvo
- Precision Intervention

Options

- The squad may include:
 - Up to five additional Locutus.....+20 points each
- For every five models in the squad, a single Locutus may exchange their bolt pistol for one of the following:
 - Plasma pistol.....+15 points each
 - Hand flamer.....+10 points each
- The Locutus Strike Leader may exchange their power sword for one of the following weapons:
 - Power axe.....Free
 - A single lightning claw.....+5 points
 - Power fist.....+5 points
- The Locutus Strike Leader may exchange their bolt pistol for one of the following weapons:
 - Plasma pistol.....+15 points
 - Hand flamer.....+10 points
- The Locutus Strike Leader may also take any of the following:
 - Melta bombs.....+5 points
 - Combat shield.....+5 points

Opening Salvo

On the turn on which this squad arrives via Deep Strike, it may fire its Pistol type weapons twice in the Shooting phase (this must be against the same target). Characters who have joined the unit do not gain this ability.

Precision Intervention

When arriving via Deep Strike, the unit may re-roll the Scatter dice to see where it lands, but must accept the second roll's result.



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

Unit Composition

- 4 Fulmentarus Terminators
- 1 Fulmentarus Decurion

Unit Type

- Fulmentarus Terminators: Infantry
- Fulmentarus Decurion: Infantry (Character)

Wargear

- Power maul
- Combi-bolter
- Peritarch targeter
- Cataphractii pattern Terminator armour

Special Rules

- Legiones Astartes (Ultramarines)

Options

- The squad may include:
 - Up to five additional Fulmentarus Terminators.....+35 points each
- Any model in the squad may exchange their power maul for a:
 - Power sword or power axe Free
- Any model in the squad may exchange their power maul for a:
 - Power fist.....+5 points
- All of the models in the squad may exchange their combi-bolter for one of the following heavy weapons. If this option is taken, all models in the squad must be identically equipped:
 - Combi-melta.....+5 points
 - Reaper autocannon+20 points each
- So long as they have not already exchanged their combi-bolters for heavy weapons, all of the models in the squad may be equipped with cyclone missile launchers in addition to their normal armament. If this option is taken, all models in the squad must be identically equipped:
 - Cyclone missile launcher+30 points each

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

Dedicated Transport

- A Fulmentarus Terminator Strike Squad may take a Land Raider Phobos or Land Raider Proteus as a Dedicated Transport if it numbers five models, or a Spartan if it numbers between 6-10 models.

Peritarch Targeter

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

- So long as at least two models equipped with a Peritarch targeter are in the unit, the entire unit gains the Night Vision special rule.
- So long as at least five models equipped with a Peritarch targeter are in the unit, the entire unit gains the Tank Hunters special rule.
- So long as eight models equipped with a Peritarch targeter are in the unit, the opposing player makes its cover saves at -1 against the unit.

Weapon	Range	Str	AP	Type
Cyclone missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2

HEAVY SUPPORT

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

The warriors of the Fulmentarus are equipped with Cataphractii pattern Terminator armour, enhanced to carry an array of targeting systems that make it possible for each to combine their fire in a highly coordinated fashion. When combined with a heavy weapons system such as the reaper autocannon, or the cyclone missile launcher first utilised by the Tyrant Siege Terminators of the Iron Warriors, these sensors make the Fulmentarus a fearsome heavy assault unit and one that, were it not for the outbreak of the Horus Heresy, might one day have entered service across the Legiones Astartes.



HQ

Remus Ventanus was central to the Legion's fight-back on the surface of Calth. At the moment of the destruction of Calth Veridian Anchor, Ventanus was inspecting loading operations at Numinus Port, and in the anarchic hours that followed, he rallied the remnants of the 4th and warriors from other shattered formations into a force able to mount a fierce resistance against the Traitors. It was during this early phase that Ventanus linked up with Magos of Analyticae Tawren, the most senior surviving Mechanicum adept and the only Tech-Priest able to perceive a means of regaining control of the Calth defence grid. Thanks to Ventanus's leadership and courage, the magos completed her crucial task.

The captain's duties did not end with his victories at Leptius Numinus and the Lanshear Guildhall, for he fought on even as the bulk of the Ultramarines forces on the surface were evacuated at the order of his Primarch. He led the counter-attack against the disordered Word Bearers, and as the extent of the wounds to the Veridia star became evident, Ventanus led his forces and as many civilians as he could contact into the subterranean arcologies. His deeds throughout the subsequent Calth Underworld War led to him becoming known as the Saviour of Calth.

CAPTAIN REMUS VENTANUS

COMMANDER OF THE 4TH COMPANY OF THE 1ST CHAPTER OF THE ULTRAMARINES LEGION, THE SAVIOUR OF CALTH

155 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Remus Ventanus	5	5	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Iron halo
- Power sword
- Bolt pistol
- Melta bombs
- Nuncio-vox
- Frag and krak grenades
- Legion standard
- Power armour

Special Rules

- Legiones Astartes (Ultramarines)
- Master of the Legion
- Independent Character
- Warlord (if Remus Ventanus is the army's Warlord, he has the Resolute Planning trait rather than rolling randomly)
- Adamantium Will
- Cunning Strategist

This unit may only be taken as part of a Loyalist faction army.

Cunning Strategist

Whilst Remus Ventanus is alive, the opposing player has a -1 modifier to all Reserves rolls, and the owning player may choose to re-roll any Reserves rolls made (whether failed or successful).

Warlord: Resolute Planning

The hallmark of Remus Ventanus' command was the phenomenal resolution with which he committed his will and blood to any strategy he had decided upon in battle, no matter the odds or the opposition, and his ability to inspire those in his service to do the same. During the murderous perfidy of the Battle of Calth, it was this factor, above all else, which allowed the forces under his command to endure and triumph.

Both Captain Remus and units with the Legiones Astartes (Ultramarines) special rule in an army with Remus Ventanus as its Warlord have the Stubborn special rule while they have at least one model within 3" of an objective.



Armour

BS	Front	Side	Rear	HP
Damocles	4	11	11	11

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+10 points
- Pintle-mounted heavy bolter+10 points
- Hunter-killer missile+10 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 Reserves 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 acuity. 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 Crusade Legion 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, cognis-analysis 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.



LORDS OF WAR

"Space Marines excel at warfare because they were designed to excel at everything. Each of you will become a leader, a ruler, the master of your world and when there is no more fighting to be done, you will bend your talents to order, governance and culture so that the Imperium will stand eternal."

Roboute Guilliman to his gathered Chapter Masters (duty servo-transcription, hours prior to the Battle of Calith)

ROBOUTE GUILLIMAN

PRIMARCH OF THE ULTRAMARINES, THE VICTORIOUS, THE MASTER OF ULTRAMAR, RULER OF HOSTS, THE BLADE OF UNITY

Held by some as a paragon among the Emperor's sons, Roboute Guilliman is as much a patrician statesman as he is an indefatigable warrior. A being of preternatural intelligence, cold reason and indomitable will, Guilliman forged his Legion into a vast force of conquest and control, a weapon by which he made himself the master of a domain which spanned five hundred worlds.

400 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Roboute Guilliman	7	6	6	6	6	6	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Armour of Reason
- The Gladius Incandor and the Hand of Dominion
- The Arbitrator
- Cognis signum
- Frag grenades

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Ultramarines
- Preternatural Strategy
- Unyielding Will
- Bulky

This unit may only be taken as part of a Loyalist faction army.



SPECIAL RULES

Sire of the Ultramarines

Roboute Guilliman and any unit he joins may re-roll failed charge distances and ignore the effects of the Concussion special rule. All models with the Legiones Astartes (Ultramarines) special rule in the same army as Roboute Guilliman gain +1 to their Leadership value (to a maximum of Ld 10) when he is in play.

Invictarus Suzerain squads and Legion Terminator squads may be taken as Troops choices for an Ultramarines Primary Detachment with Roboute Guilliman as its Warlord.

Preternatural Strategy

Roboute Guilliman is justifiably famed, even among his brother Primarchs, for the intricacy and foresight of his strategic planning and the acuity of his analytical intelligence. On the battlefield these powers of apprehension and warlike intellect are manifested through his Legion as a deliberate and all but unstoppable force of arms, which once set upon a course cannot be easily thwarted, while Guilliman himself uses his mind to deadly effect in combat, adapting to and overcoming with frightening speed to any foe that would otherwise give him pause.

- If an army containing Roboute Guilliman has been determined to have the first turn in a particular mission, the opposing player must re-roll successful attempts to Seize the Initiative where this is a factor.
- Select a single unit entry from the Ultramarines army list, units of this type in Roboute Guilliman's detachment gain one of the following rules: Implacable Advance, Interceptor or Tank Hunters if they do not already possess it. Only one special rule may be chosen which affects all of the selected units. Note that this applies to particular entries in the army list, not types of models or the chosen unit's Dedicated Transports. So, for example, this ability could be applied to all Legion Land Raider Battle Squadrons in the detachment, as this is a specific Heavy Support choice in the Legiones Astartes Crusade Legion Army list, but such a selection would not confer this rule to any Land Raiders in the detachment from other selections from the army list.
- When fighting in a Challenge, Roboute Guilliman gains +1 WS on each round of continuous combat after the first, (becoming WS 8 on the second round, WS 9 on the third round, and WS 10 on the fourth and subsequent rounds). This effect is reset and he must start again from his normal WS value against each subsequent opponent fought in a Challenge.

Unyielding Will

Roboute Guilliman's Leadership value is not subject to negative modifiers of any kind and he may re-roll failed Deny the Witch tests.

The Armour of Reason

Known in the legends of his Legion as the 'ever-reforged' armour, it was said that Roboute Guilliman himself had this set of artificer power armour remade and adapted countless times if ever a flaw or weakness was discovered in battle, and at various times the artisanship both of Mars and his fellow Primarchs Vulkan and Perturabo influenced its design in the days before the sundering of the Imperium. The armour provides a 2+ armour save and a 4+ invulnerable save and, in addition, the first invulnerable save failed by Roboute Guilliman in each particular phase of the game may be re-rolled.

The Gladius Incandor and the Hand of Dominion

As with many of his brother Primarchs, Roboute Guilliman possessed a vast selection of weapons and wargear, both to wield on the battlefield as desire and need dictated, and in Guilliman's case also to study and contemplate, so that his arts of war and that of his Legion could be continuously honed and improved. Perhaps the most iconic of these arms were the power gauntlet known as the Hand of Dominion and the glittering silver blade known as the Gladius Incandor. These were not merely weapons of surpassing quality, but symbols for the Ultramarines Legion of their master's might and authority.

Roboute Guilliman's controlling player must choose which of these two weapons to use in any particular Assault phase, and all of the model's attacks are made with the chosen profile, but in either case, Guilliman gains +1 attack for using two specialist weapons in combat.

Weapon	Range	Str	AP	Type
Gladius Incandor	-	+1	2	Melee, Shred, Murderous Strike, Specialist Weapon
Hand of Dominion	-	10	1	Melee, Concussive, Unwieldy, Specialist Weapon

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

The Arbitrator

One of Roboute Guilliman's favoured side arms when in open battle was a heavily customised combi-bolter which he was able to wield as deftly as one of his Legionaries might handle a pistol. Dubbed by him the 'Arbitrator' for the matters it settled, it was tooled to tolerances beyond any but the archmagos of the Mechanicum to fathom, while its bolt shells were hand-crafted by the finest ordnancer-wrights of the Legion's forges and fitted with micro-atomantic compression warheads.

Weapon	Range	Str	AP	Type
The Arbitrator	18"	6	3	Assault 2, Rending





"Pain is an illusion of the senses, fear an illusion of the mind, beyond these only death waits as silent judge o'er all."

The Primarch Mortarion

CRUSADE ARMY LIST APPENDIX IV: THE DEATH GUARD

LEGIONES ASTARTES (DEATH GUARD)

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.

The Death Guard are stalwart and implacable fighters, who have made a speciality both of endurance under the harshest of circumstances and of overcoming the most nightmarish and inhospitable of war zones. Their name is a byword for unflinching determination and victory through bloody, gruelling attrition when all else fails, as well as for expertise in the darker arts of warfare, such as the use of bio-alchem and rad weaponry.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup regardless of casualties.
- **Remorseless:** The Death Guard are immune to Fear and automatically pass any Pinning tests they are called on to make.
- **Sons of Barbarus:** Veterans of the most hellish battlefields of the Great Crusade, Death Guard models with this special rule may re-roll failed Dangerous Terrain tests. Models with this rule also gain a Feel No Pain (4+) against any wounds inflicted against them by attacks that have the Poison or Fleshbane type ability. This ability cannot be combined with Feel no Pain from other sources.
- **Intractable:** When making Sweeping Advance tests, models with this special rule reduce the score they roll by -1.

LEGION SPECIFIC UNITS & WARGEAR

In addition to those found in the Crusade Army list, the Death Guard Legion has particular access to the following additional units: Deathshroud Terminators and Grave Warden Terminators, and the specialised wargear: Chem-munitions and power scythes.

Chem-munitions

Flame weapons taken as part of a Death Guard force may be upgraded to special issue Chem-munitions (ie, flamers, hand flamers, heavy flamers, combi-flamers or Flamestorm cannon) at no additional points cost.

If this upgrade is taken, all eligible weapons in a unit (or on a chosen vehicle) are upgraded, and this should be noted on the army list.

Weapons with the Chem-munitions upgrade gain both the Shred and Gets Hot special rules.

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.



DEATH GUARD UNIQUE RITE OF WAR: THE REAPING

The Death Guard were arguably the most remorseless and among the most feared of the Space Marine Legions. This was not simply because of their power in battle or force of arms, but also because there seemed to be no loss they would not accept to ensure eventual victory and no hell they would not endure to reach their foe. Although specialising in entrenched and attritional warfare, the Legion also had a number of formations and tactics that enabled it to operate in concentrated and crushing force in an attack – one such was dubbed 'The Reaping' by those who had fought alongside the Death Guard during the Great Crusade. A heavily reinforced column of attack particularly suited to urban warfare and shattered landscapes, the Reaping was deliberately slow moving and utterly murderous in its methodical assault pattern and, like the reaper's scythe, little escaped it.

Effects

- **Superior Firepower:** Death Guard Legion Veteran Tactical squads and Legion Heavy Support squads may be taken as non-Compulsory Troops choices using this Rite of War.
- **Implacable:** All units in a detachment using this Rite of War gain the Move Through Cover special rule.
- **Dark Arsenal:** Any character or independent character model chosen as part of a primary detachment using this Rite of War with the Legiones Astartes (Death Guard) special rule may be given rad grenades for +10 points each.

Limitations

- Models and units taken as part of a detachment using this Rite of War may not make Run or Flat Out moves.
- Detachments using this Rite of War may not deploy models using the Deep Strike rule (and units which must deploy by this method therefore cannot be chosen as part of the detachment).
- Detachments using this Rite of War may only take a single Fast Attack choice on their Force Organisation chart.



"And the seven crowned and the seventh Angel poured fourth his bowl, saying 'It is done.'"

And the stain spread upon the lands and all was laid waste."

The Book of Sorrows
The Apocrypha Terra



GRAVE WARDEN TERMINATOR SQUAD

200 POINTS

HEAVY SUPPORT

Originally used as an informal name for the variously armed battalions of Death Guard Terminators of Calas Typhon's company carried into battle aboard the battleship *Terminus Est*, the term 'Grave Wardens' also eventually became synonymous both within the Death Guard Legion and beyond it, specifically for the alchemical-weapon equipped Terminators unique to the Death Guard.

Alone among the Legiones Astartes, the Death Guard made free and frequent use of alchemical weapons such as the crawling horror of phosphex, inimically lethal cullgene gas and flesh-eating vascotox fluid as a matter of course, and outfitted specialised units in modified Tactical Dreadnought Armour to disperse it accordingly. Where the Grave Wardens walked, they brought a lingering, ugly death to whatever crossed their paths, and as the Death Guard were unleashed on the Imperium in the wake of the Warmaster's betrayal, weapons which had previously only been used against the foulest and most resilient forms of alien life were turned upon humanity instead and the Death Guards' tally of murder grew world by world.

Unit Composition

- 4 Grave Warden Terminators
- 1 Chem-Master

Unit Type

- Grave Warden Terminators: Infantry
- Chem-Master: Infantry (Character)

Wargear

- Cataphractii pattern Terminator armour
- Assault grenade launcher with krak and toxin grenades
- Power fist
- Death cloud

Special Rules

- Legiones Astartes (Death Guard)
- Implacable Advance

Dedicated Transport

- A Grave Warden Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

	WS	BS	S	T	W	I	A	Ld	Sv
Grave Warden Terminator	4	4	4	4	1	4	2	8	2+
Chem-Master	4	4	4	4	1	4	2	9	2+

Options

- The Grave Warden Terminator Squad may include:
 - Up to an additional 5 Grave Warden Terminators+35 points each
- Any model in the unit may upgrade their power fist to a:
 - Chainfist+5 points
- One Grave Warden for every five models in the unit may exchange their grenade launcher for a:
 - Heavy flamer with Chem-munitions+10 points
- The Chem-Master may exchange their grenade launcher for a:
 - Combi-weapon Free

Assault Grenade Launcher

A robust, if short ranged, belt-fed weapon, the grenade launcher carried by Grave Wardens is a modified pattern designed primarily for mounting on vehicles of the Imperial Army. It carries two kinds of ammunition: one is a standard shaped-charge krak shell and the other a toxin warhead which unleashes a burst of highly lethal chemical agents and concentrated acid vapour on detonation. The weapon has the following profile:

Weapon	Range	Str	AP	Type
Assault grenade launcher				
(Krak)	18"	6	4	Assault 2
(Toxin)	18"	*	4	Assault 2, Blast (3"), Poison (3+), No Cover Saves

Death Cloud

The Terminator armour of the Grave Wardens carried in-built alchemical containment and projection units, allowing the unit to shroud itself in a murderous fog of toxins and direct-focused jets of lethally poisonous vapours against their enemies.

The Death Cloud means that any unit with a Toughness characteristic charging an unengaged unit will be forced into making a Disordered Charge while doing so. In addition, the Death Cloud can be used as a weapon with the following profile, and may also be used to make Overwatch Attacks, contrary to the usual limitations of Cataphractii Terminator armour.

Weapon	Range	Str	AP	Type
Death Cloud	Template	*	4	Assault 1, Poison (3+)



DEATHSHROUD TERMINATOR SQUAD

90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Deathshroud Terminator	4	4	4	4	2	4	2	10	2+

Unit Composition

- 2 Deathshroud Terminators

Unit Type

- Infantry (character)

Options

- The squad may include:
 - Up to an additional 8 Deathshroud Terminators+40 points each
- The squad may have:
 - Melta bombs..... +5 points each

Wargear

- Terminator armour
- Hand flamer with Chem-munitions
- Deathshroud power scythe

Special Rules

- Legiones Astartes (Death Guard)
- Implacable Advance
- Favoured of Mortarion

Dedicated Transport

- A Deathshroud Terminator squad numbering five models or less may take a Land Raider Phobos as a Dedicated Transport.

Implacable Advance

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

Favoured of Mortarion

In addition to being a HQ or an Elites choice in their own right, a Deathshroud Terminator unit may be chosen instead of a Command squad as a bodyguard for any Terminator armour-equipped Praetor of the Death Guard (or the Primarch Mortarion himself). Deathshroud Terminators must always be modelled/painted to be visually distinct from standard Legion Terminator squads to avoid confusion.



HQ/ELITES

The Deathshroud are an elite cadre of warriors within the Death Guard Legion. Singled out by Mortarion and chosen for their skill at arms, fearlessness and their proven endurance, they were often selected from Death Guard who had survived where their comrades had fallen. The Deathshroud formed Mortarion's silent bodyguard, and in peace or war it was said that at least two of their number remained within forty-nine paces of their Primarch at any time.





HQ

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

SECTION LEADER CRYOS MORTURG

BLACK SHIELD, FORMERLY OF THE DEATH GUARD LEGION

175 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Hardened power armour
- Bolt pistol
- Power sword
- Combi-flamer
- Frag, krak and rad grenades

Special Rules

- Independent Character
- Legiones Astartes (Death Guard)
- Stubborn
- Infiltrate
- Psyker: Mastery Level 1

This unit may only be taken as part of a Loyalist faction army.

Warlord Trait

- Master of Ambush
(see the Warhammer 40,000 rulebook)

Psychic Powers

- Endurance
(Biomancy, see the Warhammer 40,000 rulebook)



MARSHAL DURAK RASK
SIEGEMASTER OF THE DEATH GUARD LEGION

165 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Thunder hammer
- Volkite serpenta
- Frag & krak grenades
- One phosphex bomb
- Nuncio-vox

Special Rules

- Legiones Astartes (Death Guard)
- Master of the Legion
- Art of Destruction
- Independent Character

Warlord Trait

- **Target Priority:** Durak Rask and all friendly units within 12" re-roll To Hit rolls of 1 when shooting at enemy units that are within 3" of one or more objectives.

Art of Destruction
Durak Rask has both the Tank Hunters and Wrecker special rules applied to all of his attacks, and also confers these rules to the heavy weapon shooting attacks of any infantry unit he joins.

This unit may only be taken as part of a Traitor faction army.



HQ

A fanatical follower of his Primarch, Durak Rask had viewed Mortarion as a preternatural saviour from his early youth on the benighted planet of Barbarus. Having first been accepted into training for the Death Guard Legion when he came of age, Rask's innate intelligence and fervour were marked from an early stage and he quickly proved to be a dour and driven warrior with an uncommon flair for siege-craft. Over his decades of service Rask rose steadily through the ranks to become his Legion's Marshal of Ordnance, proving his mettle over many battles and campaigns, and earning a rare commendation from Mortarion himself after the Siege of Valstpol, a battle in which Rask himself lost his left eye and was left horrifically scarred.

When Mortarion declared for Horus, Rask was one of the first and loudest in his support, having already become a member of the seven-pillared lodge which had been founded within the Death Guard to corrupt them. On Isstvan III Rask volunteered to lead the vanguard attack against his former battle-brothers, a treachery he would pay for with his life.





HQ

The First Captain of the Death Guard Legion once pursued the role of Epistolary in the Legion's Librarius, but with the Primarch Mortarion harbouring a deep-rooted distrust of those who wield the powers of the psyker, Typhon suppressed his gift and strove instead to serve as a war leader. His strength, skill and demeanour led him to high rank indeed, culminating in his command of the potent and unique war ship *Terminus Est* and the deadly alchemical payload held within its arsenal. Though he served no more as battle-psyker, the influence of the Warp lingered within Typhon still, for he was amongst the first of his Legion to heed the influence of the beyond.

In the aftermath of the Legion's treachery, Typhon was revealed as the master of chemical death and the reaper of men, cutting down his foes with his deadly power scythe and with blasphemous chem-munitions.

CALAS TYPHON

FIRST CAPTAIN OF THE DEATH GUARD, THE LEFT HAND OF MORTARION, MASTER OF THE TERMINUS EST

200 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Cataphractii pattern Terminator armour
- Master-crafted Deathshroud power scythe
- Hand flamer with Chem-munitions
- Grenade harness
- Nuncio-vox
- Rad grenades

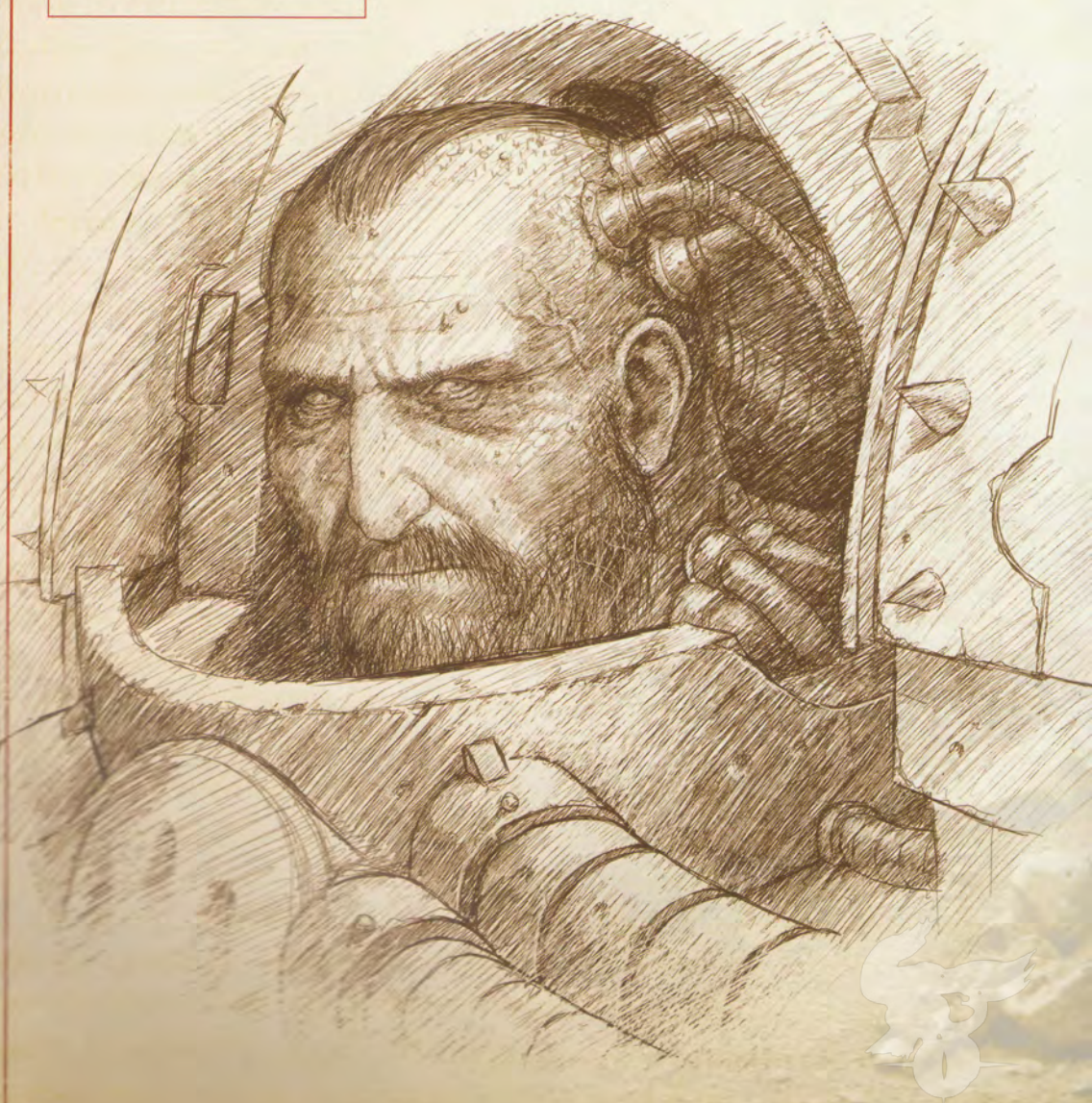
Special Rules

- Legiones Astartes (Death Guard)
- Independent Character
- Master of the Legion (Note that he may have a Deathshroud bodyguard, see the Deathshroud entry on page 73)
- Chem-bombardment
- Witchblood
- Warlord's Pride

Warlord Trait

- **Comes the Reaper:** Calas Typhon counts as a denial unit and no enemy unit within 3" of him can claim an objective.

This unit may only be taken as part of a Traitor faction army.



Chem-bombardment

Typhon is a master of chemical warfare, and seldom enters battle without the backing of chemical shell artillery or aerial strike. This ability can be used once per game in the Shooting phase of any turn in which Typhon has not moved in the preceding Movement phase (though he may declare a charge in the Assault phase as normal). Using this ability counts as firing a weapon and uses the following profile:

Weapon	Range	Str	AP	Type
Chem-bombardment	Unlimited	-	4	Ordnance 3, Barrage, Large Blast (5"), Poison (4+), No Cover Saves

Note that if this attack scatters, it will always scatter the full 2D6" – Typhon's Ballistic Skill makes no difference.

Witchblood

Thought by some to have been 'tainted' by the blood of the nightmarish alien warlords who once held sway on ill-fated Barbarus, Calas Typhon was a psyker. However, given the hatred of 'witchery' professed by his Primarch, he has long held his abilities in abeyance before the whispers of Chaos came to him in the guise of Erebus.

Calas Typhon is a Level 1 Psyker who may utilise a power from the Telepathy Discipline, but may not use his powers if on the same battlefield as his Primarch Mortarion before Mortarion's fall to Chaos.

Warlord's Pride

If Calas Typhon is part of your army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices unless Mortarion is also present. He does not roll on the Warlord Traits table, but instead uses his own unique trait.





LORDS OF WAR

The shadowed and sinister Mortarion was Primarch and Commander of the Death Guard Legion. Raised upon a nightmare world of fell secrets and necromantic horror where humans were hunted like animals, the darkness that surrounded him seeped into his soul and would never leave him. Fiercely driven and relentless, the reaper-Primarch led his Legion to become wrathful liberators, spectres of death and judgment to whom no battlefield was insurmountable and no foe too terrible to face. With lies and half-truths did Horus sway Mortarion to his cause, and the price that he and his Legion would pay for their role in the Heresy would be nightmarish beyond imagining.

MORTARION THE REAPER

THE PALE KING, MASTER OF THE DEATH GUARD, THE TRAVELLER, DREAD LIBERATOR OF BARBARUS

425 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mortarion	7	5	6	7	7	5	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Barbaran Plate
- Silence
- The Lantern
- Frag grenades
- Phosphex bombs (unlimited)

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Death Guard
- Shadow of the Reaper
- Preternatural Resilience
- Witch-spite
- Very Bulky

This unit may only be taken as part of a Traitor faction army.



SPECIAL RULES

Sire of the Death Guard

Mortarion's presence on the battlefield lends his troops a terrifying, grim resolve beyond that even the Death Guard commonly display, while the force's munitions are likely to have been augmented by bio-alchem and toxic rounds from their master's own armoury.

All models with the Legiones Astartes (Death Guard) special rule in an army containing Mortarion gain the Stubborn special rule (if they were not already Fearless). Frag grenades, frag missiles and Havoc launchers in the army gain the Poisoned (4+) special rule.

Shadow of the Reaper

Mortarion is a terrifying, almost spectral figure, who despite his size and bearing is able to go unseen almost at will and attack from an unexpected quarter. Leadership tests taken against Fear caused by Mortarion are at a -1 penalty. In addition, so long as he is not within a transport, in Reserve or locked in combat, in the player's Shooting phase in lieu of making a Run move or a shooting attack, Mortarion's player may attempt to redeploy him by passing a successful Leadership test.

This special redeployment may be anywhere within 10" of his starting position as long as there is space for his model and he may not be placed within 3" of an enemy model. He may not be placed within impassable terrain or inside a vehicle or building. This is not counted as a move as such, and the intervening terrain does not affect him in any way.

If Mortarion is part of a unit, he is automatically separated from them by using this ability and leaves them behind.

Mortarion may assault normally in a turn that he is redeployed in this way, but counts as making a disordered charge if doing so.

Preternatural Resilience

Mortarion's resilience and stamina are legend, and it has been said that of all the Primarchs none were more able to shrug off injury and torment as he, and of all none had endured more in their lives before the Emperor had reclaimed them.

- Mortarion re-rolls any failed Toughness tests or It Will Not Die! rolls.
- Mortarion automatically passes any Dangerous Terrain rolls he is called on to take.
- Any weapon which wounds based on a flat dice roll result rather than a normal To Wound roll against Mortarion's Toughness (such as attacks with the Poison special rule, etc) only affect Mortarion on a D6 roll of a 6 instead of their usual effect.

Witch-Spite

Any Malediction power affecting Mortarion or a unit he has joined is negated on a D6 roll of 4+.

WARGEAR

The Barbaran Plate

Mortarion's war panoply is of his own design, fusing power armour technology with his own lore. It is designed not only to protect him in battle but augment his own singular physiology and environmental needs, synthesising trace elements of the poisonous vapours of his home world to mix with the air he breathes. The Barbaran Plate provides a 2+ Armour save and a 4+ invulnerable save.

Silence

A massive two-handed battle scythe with a blade span as long as most human warriors are tall, "Silence" —to give it the macabre nickname favoured by its wielder— is accounted as one of the most fearsome blades wielded by any Primarch. Since Mortarion's finding, there have been dark whispers that the blade is of xenos-tainted origin, and some familiar with the legend of the Death Guard Primarch's early life believe it to be none other than the weapon of the terrible creature that once named himself Mortarion's 'father'.

	Range	Str	AP	Type
Silence	-	+1	2	Melee, Instant Death, Sunder, Two-handed, Reaping Blow

The Lantern

A drum-barrelled energy blaster of unknown origin, the 'Lantern', is Mortarion's preferred sidearm.

	Range	Str	AP	Type
The Lantern	18"	8	2	Assault 1, Sunder

Sunder

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

Phosphex Bombs

Mortarion carries a number of compact phosphex bombs of his own design which hang from his armour in the shape of censers. These are identical in game terms to the phosphex bombs found on page 84 of the Legiones Astartes – Crusade Army List book except Mortarion has an effectively unlimited supply in battle (and so they are not considered One Shot weapons). Mortarion may throw one of these bombs as a shooting attack with a range of 12".



CRUSADE ARMY LIST APPENDIX I: THE SONS OF HORUS

LEGIONES ASTARTES (SONS OF HORUS)

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.

In the case of the Sons of Horus, the combat doctrines of this most aggressive Legion were those of the application of overwhelming force directed to where the foe was weakest. These shattering blows were used to utterly destroy enemy command cadres, vital strategic support structures and wreak terrible slaughter on the pride of an enemy's forces, often turning the tide of an entire conflict with a single, well-placed and savage attack. Even on a personal level, the Sons of Horus took this merciless doctrine to heart and, like the wolves they were once named for, were swift to exploit a foe's weakness, surrounding and brutally tearing apart an outnumbered or exposed enemy before they could recover from the shock of an assault.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup regardless of casualties.
- **The Edge of the Spear:** Units with this rule who are held in Reserve (and any transport vehicles they are being carried in) may, if their controlling player wishes, re-roll results of a '1' when making Reserve rolls.
- **Bitter Pride:** Units with this special rule cannot benefit from the Warlord Trait of an allied character or an allied Independent Character's Leadership score.
- **Merciless Fighters:** If the number of Sons of Horus infantry models* in a particular close combat is greater than that of the enemy during Initiative step 1 of the Fight sub-phase, then each model with this rule that has already fought may make a single additional attack.
- **Death Dealer:** Models with this special rule gain +1 BS when shooting with Pistol, Assault and Rapid Fire weapons at targets 12" or less away (this special rule does not apply when making Snap Shots, Chain Fire or Fury of the Legion attacks).

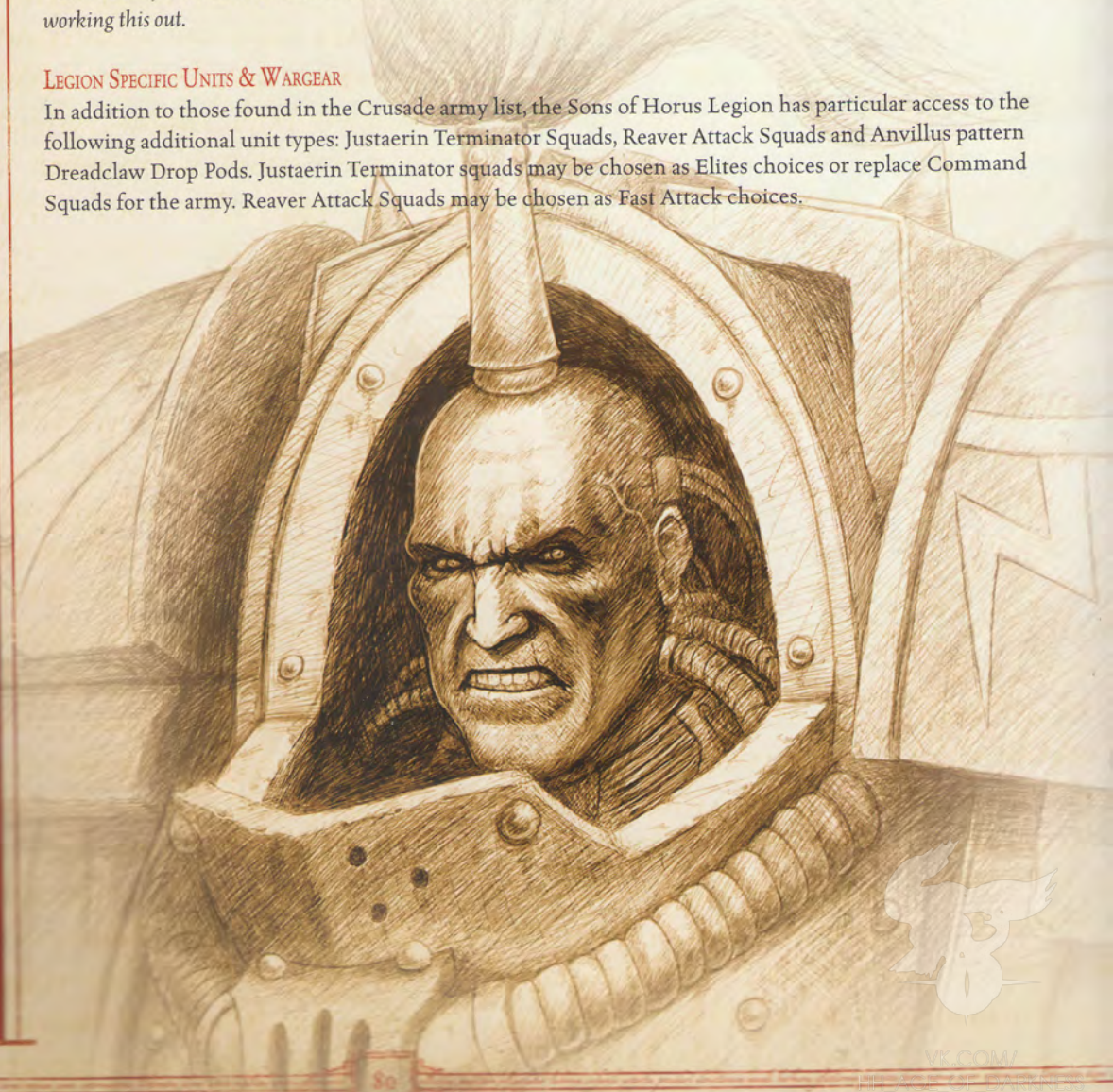
**Count Bulky models on both sides as two models each, and very Bulky models as three models each for the purpose of working this out.*

LEGION SPECIFIC UNITS & WARGEAR

In addition to those found in the Crusade army list, the Sons of Horus Legion has particular access to the following additional unit types: Justaerin Terminator Squads, Reaver Attack Squads and Anvillur pattern Dreadclaw Drop Pods. Justaerin Terminator squads may be chosen as Elites choices or replace Command Squads for the army. Reaver Attack Squads may be chosen as Fast Attack choices.

"For a warrior, the only
crime is cowardice."

Attributed to
Horus Lupercal



THE SONS OF HORUS UNIQUE RITE OF WAR: THE BLACK REAVING

With the treachery of the Warmaster, their gene-father, the Sons of Horus Legion grew ever more savage and proud. Freed of the last remaining shackles imposed on them by the distant rule of the Emperor and the dim remembrance of Terra's martial traditions, they fought with callous, calculated fury, born both of the darkness in their hearts and shadowed powers which Horus had found communion with. Their battle tactics became ever more predatory, while the Warmaster himself saw to it that as the rebellion burned on, his own Legion lacked neither for recruits nor the finest weapons and wargear his enthralled Mechanicum allies could supply. This Rite of War represents just such a Sons of Horus formation, a highly co-ordinated strike force which encircles and tears apart its victims like a pack of nightmarish predators.

Effects

- **Encirclement:** Any non-Vehicle unit which is part of a detachment using this Rite of War which enters play from reserve (other than by Deep Strike) has the Fleet special rule on the turn it arrives.
- **Cut them Down:** Units with the Legiones Astartes (Sons of Horus) special rule taken as part of a detachment using this Rite of War gain the Rage special rule when they successfully charge an enemy unit which is already engaged in an on-going assault.
- **Reaver Onslaught:** Sons of Horus Legion Reaver squads may be chosen as Troops choices for detachments using this Rite of War.
- **The Eye of the Warmaster:** Justaerin Terminators chosen as part of a detachment using this Rite of War gain the Deep Strike special rule.

Limitations

- Detachments using this Rite of War must take a Master of Signal as a Compulsory HQ choice, in addition to the Praetor or other characters whose presence allows for the use of a Rite of War.
- Detachments using this Rite of War must take more Fast Attack choices than Heavy Support choices from the Force Organisation chart for the mission type they are using. So, for example, if the force contains three Fast Attack choices, it may also contain up to two Heavy Support choices.
- Detachments using this Rite of War must take an additional Compulsory Troops choice as part of their Force Organisation chart.
- Primary detachments using this Rite of War may not take Fortification detachments.

Banestrike Bolter Rounds (Special Ammunition type)

These mysterious variant bolt shells, believed to have been designed in secret within the armouries of the Alpha Legion long before the outbreak of the Heresy, had it seems a sole purpose; to breach the ceramite power armour of Space Marines. Used openly for the first time at the Dropsite Massacre on Isstvan V, their dense explosive cores and firing stresses reduced their range and swiftly degraded the firing weapon, but their effect against the betrayed Legions was devastating. Fortunately for the Loyalists, supplies of these difficult to manufacture munitions rounds were limited, and only the Alpha Legion and the Sons of Horus were able to field them in substantial numbers beyond that incident of brutal treachery.

Banestrike bolter rounds used in bolters have the following profile:

Banestrike	Range	Str	AP	Type
(Boltgun)	18"	4	5	Rapid Fire, Banestrike
(Combi-bolter)	18"	4	5	Rapid Fire, Banestrike, Twin-linked

Banestrike: When rolling To Wound, results of a 6 with this weapon are at AP 3.

Legion Seeker Squads with the Legiones Astartes (Sons of Horus) special rule may exchange their Scorpions special issue ammunition with Banestrike ammunition at no cost.

Independent characters with the Legiones Astartes (Sons of Horus) special rule may upgrade either a boltgun or combi-bolter they are carrying to use exclusively Banestrike ammunition for +5 points.



"Truth is decided upon by those with Power. Those who can accumulate enough Power can enforce their own Truth upon a recalcitrant galaxy."

Slaban Strontos
Rogue Trader Militant



ANVILLUS PATTERN DREADCLAW DROP POD

100 POINTS

(SONS OF HORUS DEDICATED TRANSPORT)

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 melta 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 melta 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.

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 models or can be used to transport a single Dreadnought.

Access Points

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

Dedicated Transport

- In a Sons of Horus army, an Anvillus Pattern Dreadclaw Drop Pod may be taken as a Dedicated Transport for the following units:
 - Justaerin Terminator Squad
 - Legion Terminator Squad
 - Legion Dreadnought (Talon of 1 only)
 - Legion Seeker Squad
 - Reaver Attack Squad
 - Legion Command Squad
- Any unit purchased a Dreadclaw Drop Pod as a Dedicated Transport must begin the game deployed within it.

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).

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 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.



	WS	BS	S	T	W	I	A	Ld	Sv
Justaerin Terminator	5	4	4	4	2	4	2	9	2+

Unit Composition

- 5 Justaerin Terminators

Unit Type

- Infantry

Wargear

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

Dedicated Transport

- A Justaerin Terminator squad numbering five models or less may take a Land Raider Phobos or a Dreadclaw Drop Pod as a Dedicated Transport.

Special Rules

- Legiones Astartes (Sons of Horus)
- Implacable Advance
- Stubborn
- Furious Charge
- Favoured of Horus
- Chosen Warriors

Options

- The squad may include:
 - Up to an additional seven Justaerin Terminators.....+40 points each
- For every five models in the squad, one Justaerin Terminator may exchange their combi-bolter for one of the following special weapons:
 - Heavy flamer.....+10 points
 - Reaper autocannon.....+15 points
 - Multi-melta.....+25 points
- Any Justaerin Terminator may exchange their combi-bolter for:
 - Combi-weapon.....+7 points each
- Any Justaerin Terminator may exchange their power weapon for a:
 - Power fist.....+5 points each
 - Lightning claw.....+5 points each
 - Chain fist.....+10 points each
- Any Justaerin Terminator may exchange both their power weapon and their combi-bolter for:
 - Pair of lightning claws.....+15 points

Implacable Advance

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

Favoured of Horus

A Justaerin Terminator unit may be chosen instead of a Command squad as a bodyguard for any Terminator armour-equipped Praetor of the Sons of Horus (or the Primarch Horus himself). Justaerin Terminators must always be modelled/painted to be visually distinct from standard Legion Terminator squads to avoid confusion.

ELITES

One of the two principal elite formations within the wider Luna Wolves and later Sons of Horus Legion, the black-armoured Justaerin were the pride of their Legion. Tasked with forming the 'point of the spear' of the Legion, they went where the fighting was thickest, their attack directed usually at destroying the heart of an opposing target or conducting the decapitation strike of an enemy force. Early proponents of the use of Tactical Dreadnought armour, many entered combat as Terminators, relying on the resilience this gave them to smash aside any resistance and close in for the kill.





REAYER ATTACK SQUAD

135 POINTS

FAST ATTACK

An evolution of the despoiler and assault squads found in the order of battle of the Luna Wolves, the Reaver squads in many ways epitomised the Sons of Horus' way of warfare. Heavily influenced by the tactics of the seething and incessant tribal warfare of Cthonia, Reaver units specialised in lightning-swift assaults which maimed and disabled a foe, striking down leaders, mercilessly cutting down any who were weak or isolated, and sowing panic and disorder in any who remained. Vicious and adaptable, the Reaver squads could fight equally well in multiple theatres of warfare, from void boarding actions, to battlefield shock-assaults, to hit and run raids and scouring operations. Each Reaver unit, whether squad or entire company in strength, was effectively a warband in its own right, and its warriors fought more as individuals than regimented soldiers. Idiosyncratic both in appearance and wargear, it strove to make its own name and reputation. Of these the Catulan Reavers were the most infamous during the early battles of the Horus Heresy and were active at both Isstvan III and V, but there were many more. As the war progressed, the Reaver pattern became more commonplace in the Sons of Horus, displacing more regimented formations as new units were formed. Accordingly they were favoured with the finest arms and wargear the Warmaster could provide.

Unit Composition

- 4 Reavers
- 1 Reaver Chieftain

Unit Type

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

Wargear

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

Special Rules

- Legiones Astartes (Sons of Horus)
- Assassin's Eye
- Outflank

Dedicated Transport

- A Reaver squad, so long as it is not equipped with jump packs, may choose a Legion Rhino or an Anvillus pattern Dreadclaw Drop Pod as a Dedicated Transport if it numbers 10 models or less.

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

Options

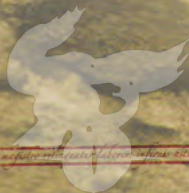
- The Reaver squad may take:
 - Up to 10 additional Reavers.....+15 points each
- Each model in the squad may take one of the following options:
 - Boltgun with banestrike shells.....+5 points each
 - Volkite charger.....+7 points each
 - Combi-weapon with banestrike shells for its boltgun component.....+10 points each
- Rather than taking an option from the previous list, one in every five models in the squad may take one of the following options instead (this may include the Reaver Chieftain):
 - Flamer.....+10 points each
 - Meltagun.....+15 points each
 - Plasma gun.....+15 points each
 - Plasma pistol.....+15 points each
- Any model in the squad may exchange their chainsword or combat blade with one of the following weapons:
 - Chainaxe.....+1 point each
 - Power weapon.....+10 points each
 - Power fist.....+15 points each
- The Reaver Chieftain may also take any of the following options:
 - Melta bombs.....+5 points
 - Artificer armour.....+10 points
 - Hand flamer.....+5 points
- The entire squad may also take:
 - Jump packs.....+50 points for the squad

Assassin's Eye

A model with this special rule uses the Precision Shots and Precision Strikes rules (see the *Warhammer 40,000* rulebook).



Addenda: Remembrancer depictions of Sons of Horus Reaver units. Reaver units made extensive use of prototype and sub-pattern wargear and power armour, manufacture and origin unknown.





HQ

A veteran Legiones Astartes who had served in the Luna Wolves and the Sons of Horus throughout numerous campaigns of the Great Crusade, Maloghurst earned himself the title 'Twisted' by way of his formidable mind, devoting his every effort to the role of equerry to his Primarch Horus Lupercal. The title found cruel double meaning when Maloghurst was wounded almost unto death when his transport was shot down during the pacification of Sixty-Three Nineteen. Though Maloghurst survived, his body was left crippled, forcing him to abandon the role of the warrior but allowing him to devote himself fully to his master's service. In serving the Warmaster with such diligence, Maloghurst would share his fall from grace. By the time of the Isstvan III betrayal, Maloghurst was one of the Warmaster's closest counsellors as well as the bearer of his iron-bound icon of the eye.

MALOGHURST THE TWISTED

CADRE-CAPTAIN OF THE SONS OF HORUS, BEARER OF THE EYE, THE SHADOWED HAND, EQUERRY OF THE WARMASTER

140 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Maloghurst	5	5	4	4	3	4	2	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Power sword
- Bolter with banestrike shells
- Bolt pistol
- Frag & krak grenades
- Refractor field
- Legion standard

Special Rules

- Legiones Astartes (Sons of Horus)
- Independent Character
- Master of the Legion
- Bearer of the Eye
- Broken in Body
- Adamantium Will

This unit may only be taken as part of a Traitor faction army.

Warlord Trait

The Battle Standard of Rebellion: If Maloghurst is the army's Warlord, then he is counted as a scoring unit in any mission where Troops are classed as scoring units.

Bearer of the Eye

Maloghurst serves both as the Warmaster's equerry and enforcer within his own ranks, and where he goes, the will and power of Horus goes with him. If Maloghurst is present in a detachment, the Sons of Horus Veteran Tactical Squads and Sons of Horus Reaver Squads may be taken as Troops choices in that detachment.

Broken in Body

Once one of the finest warriors in his Legion, his body was shattered by terrible injuries which have left him a shadow of his former glory. Maloghurst and any unit he joins may not make Run moves or Sweeping Advances.



*Addenda: Remembrancer depictions of
Sons of Horus Centurion and Command units,
Later Great Crusade era.*

*Divergent armorial and Cithonian glyph patterns
increase in use, alongside repeated use of the
Warmaster's personal iconography.*



EZEKYLE ABADDON

FIRST CAPTAIN OF THE SONS OF HORUS, FAVOURED OF THE WARMASTER

215 POINTS



HQ

Fanatically loyal to his Warmaster, Ezekyle Abaddon was one of the foremost warriors of his Legion and commander of the elite Justaerin Terminators. A hulking brute of a Space Marine, given his size and appearance there had long been whispered rumours within the Sons of Horus Legion that he was in some part the direct clone-progeny of the Warmaster himself. Regardless of this he echoed his Primarch in many ways, not least in his savage power as a fighter and skill as a tactician which gave him the greatest tally of victories of any within the Sons of Horus bar his Primarch. Once regarded as a hero of the Imperium, Abaddon was first and foremost devoted to Horus always, and walked willingly into damnation with his master and soon his name became among the most feared and despised of those that turned traitor.

On Istvan III he took to the field of battle and was personally responsible for destroying many of his former comrades who remained loyal.

	WS	BS	S	T	W	I	A	Ld	Sv
Ezekyle Abaddon	7	5	4	4	3	5	4	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Justaerin warplate
- Master-crafted power fist
- Combi-bolter or power sword
- Grenade harness

Special Rules

- Legiones Astartes (Sons of Horus)
- Rites of War
- Master of the Legion
- Fearless
- Teleporter Assault
- Marked by Dark Fates
- Bulky
- Independent Character
- Precision Strike

Warlord Trait

- Intimidating presence (see the Warhammer 40,000 rulebook)

This unit may only be taken as part of a Traitor faction army.

Justaerin Warplate

By the time of the Horus Heresy, Abaddon habitually took to battle wearing a modified suit of Terminator armour re-engineered for his frame by the Dark Mechanicum. This armour gives him a 2+ armour save and a 4+ invulnerable save, as well as the Relentless special rule.

Teleporter Assault

Operating most commonly off of Horus' flagship, the *Vengeful Spirit*, Abaddon and his Justaerin commonly took advantage of the vessel's substantial teleporter engines to attack into the heart of an enemy force. Abaddon and any Terminator armour-equipped unit with which he is joined before deployment may Deep Strike. Additionally, they may re-roll results on the Deep Strike Mishap table if desired.

Marked by Dark Fates

The fates hold an eternity of war for Abaddon. In campaign games where character casualties and injury between battles is a factor, any such chart results for Abaddon may be re-rolled.



GARVIEL LOKEN

LAST CAPTAIN OF THE LUNA WOLVES

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Garviel Loken	6	5	4	4	3	6	4	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Paragon blade
- Bolt pistol
- Frag and krak grenades
- Iron halo

Special Rules

- Legiones Astartes (Sons of Horus)
- Rites of War
- Master of the Legion
- Born Survivor
- Independent Character

This unit may only be taken as part of a Loyalist faction army.

Warlord Trait

- **Inspiring Presence:** Friendly units within 12" can use Loken's Leadership value rather than their own.

Born Survivor

The first time that Loken should be removed as a casualty during a game, roll a D6. On a result of 2+, he lives on with a single wound remaining. Once this rule has been used once in a particular battle, it has no further effect.



HQ

Garviel Loken was one of the senior captains of the Luna Wolves Legion (later the Sons of Horus) during the latter part of the Great Crusade. Highly regarded as a warrior and commander by both his brethren and his Primarch, admired for his cool head and intelligence as well as his record in battle, he was given the honour of induction into the Mournival, his Legion cadre of close advisors to their Primarch. However, after Horus' fall on Davin, he was considered too loyal to the old way—the ideals of the Great Crusade and the Emperor, to be inducted into the dark conspiracy that was overtaking his beloved Legion. Assigned to lead the Sons of Horus contingent attack in the first wave, he rose swiftly to the mantle of leadership, he and his command casting aside the identity of the Sons of Horus, and proclaiming themselves Luna Wolves once more, extracting a heavy toll of dead on those they had once called brother.





LORDS OF WAR

Horus was the Primarch of the Luna Wolves Legion and greatest of his superhuman kind. A tactical genius and charismatic battle leader, Horus proved himself over the course of the Great Crusade as a warlord second only to the Emperor whom he served and called father. So it was that when the Emperor stood apart from the burden of the command of the Great Crusade, it was Horus that he named Warmaster to act in his stead. But ambition and pride festered within the Warmaster's heart and at Davin he fell, and the lies and corruption of the Warp infected his soul. From then on he plotted with dark forces to usurp the Emperor's throne and become the master of Mankind, throwing the galaxy into bloody civil war.

HORUS THE WARMASTER

HORUS LUPERCAL, THE BREAKER OF TYRANTS, THE FAVOURED SON, THE EYE OF TERRA

500 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Serpent's Scale
- The Warmaster's Talon
- Worldbreaker
- Cognis signum
- Frag grenades
- Teleportation Matrix

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Weapon Mastery
- Sire of the Sons of Horus
- The Point of the Spear
- God of Battle
- Very Bulky

This unit may only be taken as part of a Traitor faction army.



SPECIAL RULES

Weapon Mastery: The Warmaster has two close combat weapons and may wield them simultaneously, splitting his attacks between them in combat as desired.

Sire of the Sons of Horus: When Horus fights a unit or character with Weapon Skill 4 or less, he gains +D3 attacks (roll at the start of each fight sub-phase). If he (and any Terminator unit he has joined) are placed in reserve, then his player may elect which turns he arrives on. Any turn from the second onward may be selected rather than rolling randomly as would normally be the case.

God of Battle: Horus wields a genius-level strategic intellect combined with a gutter-fighter's savagery, honed together over centuries of constant warfare and martial experience, and it was not for nothing he was considered by many as foremost among his superhuman kind.

- Any unit part of a force containing Horus placed in reserve gains the Outflank rule.
- All models with the Legiones Astartes (Sons of Horus) special rule gain +1 Leadership to a maximum of Leadership 10 when Horus is present in the same force.
- A force containing Horus may Seize the Initiative on a roll of 4+ where this is allowed in a mission.

The Point of the Spear: Where Horus gives battle, he does so with the full might of his dread Legion with him, from his fanatic Justaerin Terminator armoured elite to a war-fleet capable of crushing entire star systems with contemptuous ease.

- Veteran Tactical Squads and Justaerin Terminator-squads may be taken as Troops choices in an army with Horus as its Warlord.
- Unless engaged in close combat or held in reserve, Horus may call down a single precision orbital bombardment attack in the Shooting phase once per game. This attack has the following profile:

	Range	Str	AP	Type
Precision Bombardment	Unlimited	10	2	Ordnance 1, Large Blast (5"), Lance, Twin-linked

WARGEAR

The Serpent's Scales: Horus' unique suit of Terminator armour is one of the first prototypes of its kind, fashioned and continuously improved by the hand of Kelbore Hal and the greatest artificers of the Imperium, and it is proof against attacks of both brute and esoteric origin. The armour provides a 2+ armour save and a 3+ invulnerable save. The armour also negates any psychic attack directed at the Warmaster or any effect that would adversely modify his characteristic profile on a D6 roll of 3+.

Worldbreaker: This is a power maul of prodigious size and might, which as well as being a weapon capable of shattering armoured ceramite, it is also a signifier of Horus' rank of Warmaster, and is said to have been created by the hand of the Emperor himself as a gift to his favoured son.

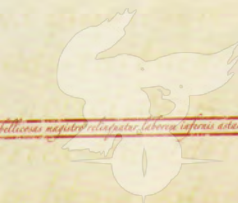
	Range	Str	AP	Type
Worldbreaker	-	10	2	Melee, Master-crafted, Concussive, Unwieldy

The Warmaster's Talon: A unique lightning claw which incorporates a baroquely styled twin-bolter, the Talon has long been Horus' favoured weapon. Some apocryphal sources claim it is an antediluvian relic that was found deep on the planet Clthon, and was a product of Mankind's Dark Age of Technology. The Talon has two profiles listed: one represents the lightning claw, and the second the in-built bolt weapon.

	Range	Str	AP	Type
The Talon	-	User	2	Melee, Shred, Disabling Strike.
	24"	5	3	Assault 3, Twin-linked

Disabling Strike: Horus favours a combat style that is part measured cruelty and part unbridled fury, and with the blades of his Talon is adept and severing tendons, gutting vitals, puncturing organs and laying low the mightiest opponent be they human or xenos beast. Any model wounded but not slain by the Warmaster's Talon in a particular Assault phase is -1 WS and -1 Str for the rest of the game. This damage is cumulative across multiple Assault phases.

Teleportation Matrix: The Warmaster and any attached Terminator unit from his army may choose to Deep Strike, and will not scatter while doing so.





"That which we foolishly call truth is only a small island in a vast sea of the unknown. For man to truly flourish, he must be willing to abandon the ever-shrinking island of such petty 'truth' and surrender himself to the reality of that which is beyond."

Outlawed writings,
confiscated,

Defunct Astartes Warrior
Lodge [censored] Legion

Attrib. Erebus, First Chaplain
of the Word Bearers Legion

CRUSADE ARMY LIST APPENDIX VIII: THE WORD BEARERS

LEGIONES ASTARTES (WORD BEARERS)

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.

Where once the XVIIth Legion brought the light of the Emperor to benighted humanity, now the Word Bearers bring the blinding darkness of Old Night. No longer driven by duty and honour, but by the thirst for forbidden lore and undeserved power, they seek to bind the Warp itself and to enslave its denizens to their will. When the Word Bearers march to war, the fabric of reality is distorted and the dread things of the Abyss march at their side. To stand against the Word Bearers is to invite insanity, death and, unknown to most yet the worst fate of all, the damnation of the eternal soul.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **True Believers:** All units with the Legiones Astartes (Word Bearers) special rule roll 3D6 for all Morale checks and must pick the two lowest dice.
- **Cut Them Down:** All units with the Legiones Astartes (Word Bearers) special rule must always make Sweeping Advances when possible, and must re-roll Sweeping Advance roll results of a '1'.
- **Charismatic Leadership:** Any primary detachment force chosen from the Word Bearers Legion must take a second Compulsory HQ choice on the Force Organisation chart (where a second choice is allowed). This choice must always be either a Centurion or a Chaplain Consul.

LEGION SPECIFIC UNITS

In addition to those found in the Space Marine Legion Crusade Army list, the Word Bearers Legion has particular access to additional unit types: Anakatis Kul Blade-slaves (which are a HQ choice on the Force Organisation chart), Word Bearers Mhara Gal Tainted Dreadnought (which is an Elites choice on the Force Organisation chart), Gal Vorbak Dark Brethren squads (which are an Elites choice on the Force Organisation chart) and Ashen Circle (which are a Fast Attack choice on the Force Organisation chart). In addition, it has a specific option of a Consul unavailable to other Legions – the Diabolist.

The Diabolist.....+35 points

This Consul type represents one of the Word Bearers who has already become engulfed in the unholy lore of Chaos and has paid the forfeit with their soul.

- The Diabolist gains the Daemon special rule and the Preferred Enemy (Loyalists) special rule is added to all their close combat attacks (in addition to any other weapon effects).
- A Diabolist may not be equipped with a Space Marine Bike or Space Marine Jetbike, Terminator armour, a power fist or thunder hammer.
- If a Diabolist is present in a Word Bearers force, then that force also has access to the Dark Channelling option listed as follows for certain of its units.

The Word Bearers Legion is at the heart of the darkness of the Horus Heresy, using the rules presented here they may only be part of Traitor faction armies.



Dark Channelling +25 points per squad

A unit with the Dark Channelling special rule is charged with the terrible power of the Warp bound into dark incantations upon their armour and the tortured taint in their souls and flesh. This option is available to any Word Bearers Legion Tactical Squad, Veteran Tactical Squad, Legion Breacher Siege Squad, Legion Terminator Squad or Legion Assault Squad so long as the primary detachment also contains at least one Diabolist.

Roll a D6 at the beginning of the game separately for each unit with Dark Channelling to determine its effects for that game. The bonuses and/or penalties of Dark Channelling do not apply to any Independent Characters or other models which join the unit in question.

D6	Result
1-3	The unit gains the Zealot special rule.
4-5	The unit gains +1 Strength for the duration of the battle.
6	The unit gains the Daemon special rule for the duration of the battle.*

*If the Daemon result is rolled, the unit no longer counts as scoring regardless of its type, and counts as destroyed at the end of the game for the purposes of calculating Victory points where this is relevant.

LEGION SPECIFIC WARGEAR

The Word Bearers Legion has access to the following items of occult wargear:

Burning Lore

Any Word Bearers Praetor, Diabolist, Centurion or Chaplain has access to the Burning Lore wargear upgrade, representing the Warp-tainted incantations inscribed upon their armour or on parchments and books chained and mounted about them. This upgrade turns them into a Level 1 Psyker with access to the Biomancy or Telepathy Discipline and costs +30 points.

Tainted Weapon: Any Word Bearers character with the option to take a power weapon may take a tainted weapon instead at the same cost:

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

WORD BEARERS UNIQUE RITE OF WAR: THE DARK BRETHREN

Before the canker of corruption took root within the Word Bearers Legion, it was renowned for the cohesion and selfless sacrifice with which it fought in the Emperor's name. After it came to the worship of older and more nightmarish gods, parts of the Legion took to enacting horrific rites on the eve of battle to curry favour from the Warp. Such warbands soon became shadowed with the foulest and most unnatural evil, often paying with the blood and souls of their own brethren to appease their new masters.

Effects

- **Arch-Traitors:** All independent characters in a detachment using this Rite of War gain the Preferred Enemy (Loyalist Space Marines) special rule.
- **Signs & Portents:** The controlling player selects a single unit from the detachment's Troops choices at the start of the game (do this after deployment but before the game begins). Roll a D6. On a result of 1-3, all opposing units count as having the Preferred Enemy special rule against this unit. On a result of 4-6, this unit counts as having the Preferred Enemy special rule against all opposing units.
- **From Beyond:** A primary detachment that uses this Rite of War may take allies from *Codex: Chaos Daemons* as Battle Brothers.
- **Hell follows with Them:** All wounds caused by Perils of the Warp tests taken by the opposing force gain the Instant Death special rule.

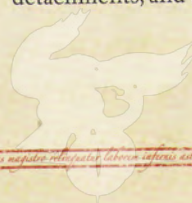
Limitations

- Detachments using this Rite of War must take at least one Diabolist as a HQ choice.
- Detachments using this Rite of War may not take more than one Heavy Support choice as part of its primary detachment on its Force Organisation chart.
- Detachments using this Rite of War may not take Fortification or allied Space Marine Legion detachments, and treat all other allies except Daemons as Desperate Allies.



"The Emperor has denied all claims to godhood, but there are other gods, older gods, gods who will hear our pleas and reward our service with more than empty promises and false dreams. In their name we will have our revenge, and the Emperor will regret that He spurned our loyalty in the ashes of Monarchia."

[[Unknown transmission intercept//Calth war zone]]



MHARA GAL TAINTED DREADNOUGHT

305 POINTS



ELITES

First encountered during the Battle of Ithraa amidst the catastrophe on Calth, the Shadow Crusade which ravaged Ultramar confirmed the existence of this twisted monster and its kin, an enemy unlike anything the Loyalists had faced. In form it was undeniably Contemptor Dreadnought in origin, its fire-blackened armour running like molten wax as its plates cracked open to pour out blood and choking black flames. The bounds of reality bent and buckled around the machine-creature, the ground itself seeming to shudder, flesh blistering and metal burning with black empyreal fire at its passing.

Cultic writings record it as the 'Mhara Gal' —a complex Colchiosian allegorical phrase translated as "...that which was blessed, but now stands beyond the sight of the gods" and claims this first travesty to have been one of the original Gal Vorbak dismembered and shattered, but clinging to life after the apocalyptic battle on Isstvan V. These writings describe this fallen killer as having "failed its oath to the Eightfold path" and being "punished with life beyond death", and interred in a Dreadnought chassis also recovered from that field of massacre. What followed was a nightmarish transformation unexpected by its creators as the power of the Warp fused tainted flesh and corrupted metal, embodying and giving strength to a terrible curse and unholy purpose.

Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Mhara Gal	6	3	7	13	12	11	5	3	4

Unit Composition

- 1 Mhara Gal Dreadnought

Unit Type

- Vehicle (Walker)

Wargear

- Tainted power claw with an inbuilt curs'd boltspitter
- Warpfire plasma cannon

Special Rules

- Fleet
- Daemon
- It Will Not Die
- The Earth Recoils
- Shroud of Dark Fire
- Accursed
- Adamantium Will

Options

- A Mhara Gal Dreadnought may exchange its tainted power claw and inbuilt curs'd boltspitter for one of the following upgrades:
 - Multi-melta* Free
 - Twin-linked autocannon* Free
 - Twin-linked lascannon.....+10 points
 - Warpfire plasma cannon*+15 points
 - *The Howling Death special rule is added to these weapons' rules in addition to their normal effects
 - A Mhara Gal Dreadnought may exchange its warpfire plasma cannon for a:
 - Second tainted powerclaw with an inbuilt curs'd boltspitter Free
- (This will grant a bonus +1 Attack as for an additional weapon in combat).



Shroud of Dark Fire

The atomantic reactor which once powered the Mhara Gal has since twisted and warped to become a thing of ravaging darkness, burning with coal-black fire from the depths of the Empyrean. Such is the baleful power of this force, it shrouds the Mhara Gal Dreadnought in a guttering conflagration that leaks from the rends in its armour and belches from the ventilation stacks on its back, waxing as the nightmarish war machine kills, and waning to shadowed embers when it is at rest. Even the solar heat of plasma fire is muted and consumed on contact with this dark radiance, and flesh withers and crumbles to dust.

- Any heat-, fire- or plasma-based weapon (mostly these will be identified by fire, volkite, fusion, flamer, plasma or melta in their description) has its attacks reduced by -1 strength when striking the Mhara Gal.
- Any model assaulting the Mhara Gal with a Toughness value less than 7 or a facing Armour value less than 13 suffers a -1 modifier To Hit in close combat.
- If the Mhara Gal suffers an Explodes! result, instead of following the usual procedure, replace the model with the Massive Blast (7") marker. All models touched by the template suffer a Str 6 AP 5 hit with the Soul Blaze special rule, whose effects are determined as per a Barrage attack.

Accursed

A baleful vortex of empyrean forces is centred upon the accursed Mhara Gal, like a moving sinkhole on the face of reality incarnated into its twisted form, and the echoes of this tormenting force drive even its allies away from it in reeling horror. The radiations of fear and horror that the war machine generates are particularly abhorrent to psykers and even daemonkind, who must shun this warp-abomination lest the black fire at its core consume their soul-stuff.

- Fear tests against the Mhara Gal are taken at a -2 Leadership penalty.
- The Mhara Gal can never count as a scoring unit, regardless of the mission being played or the rules of the detachment or Force Organisation type to which it belongs. In Age of Darkness games, it still counts as a denial unit however.
- All models with the Daemon and/or Psyker special rule and members of units which are subject to a Blessing-type psychic power who are within 6" of the Mhara Gal at the end of the Mhara Gal's controlling player's turn each suffer an automatic Str 5 AP 2, Ignores Cover hit. This occurs regardless of such factors as line of sight, cover, whether or not the victim can be seen or targeted or which side the model belongs to.

The Earth Recoils

Corporeal reality breaks and buckles around the Mhara Gal, allowing it to force or burn its way through obstacles unheeded.

- The Mhara Gal ignores completely the effects of difficult terrain and/or dangerous terrain, and passes through obstacles up to 1" across without penalty or need for an aperture to move through. It cannot end its turn inside an obstacle and there must be sufficient space for its model to be placed into at the end of its movement.

Tainted Power Claw & Curs'd Boltspitter

The Dreadnought power fist with which the Mhara Gal's chassis was equipped has become tainted by the dark energies which saturate it, its murderous grip sliding in and out of corporeal reality so that even defensive energy fields offer no reliable defence.

Weapon	Range	Str	AP	Type
Tainted power claw	-	10	2	Melee, Ghost Razor
Curs'd boltspitter	24"	4	5	Rapid Fire, Blind

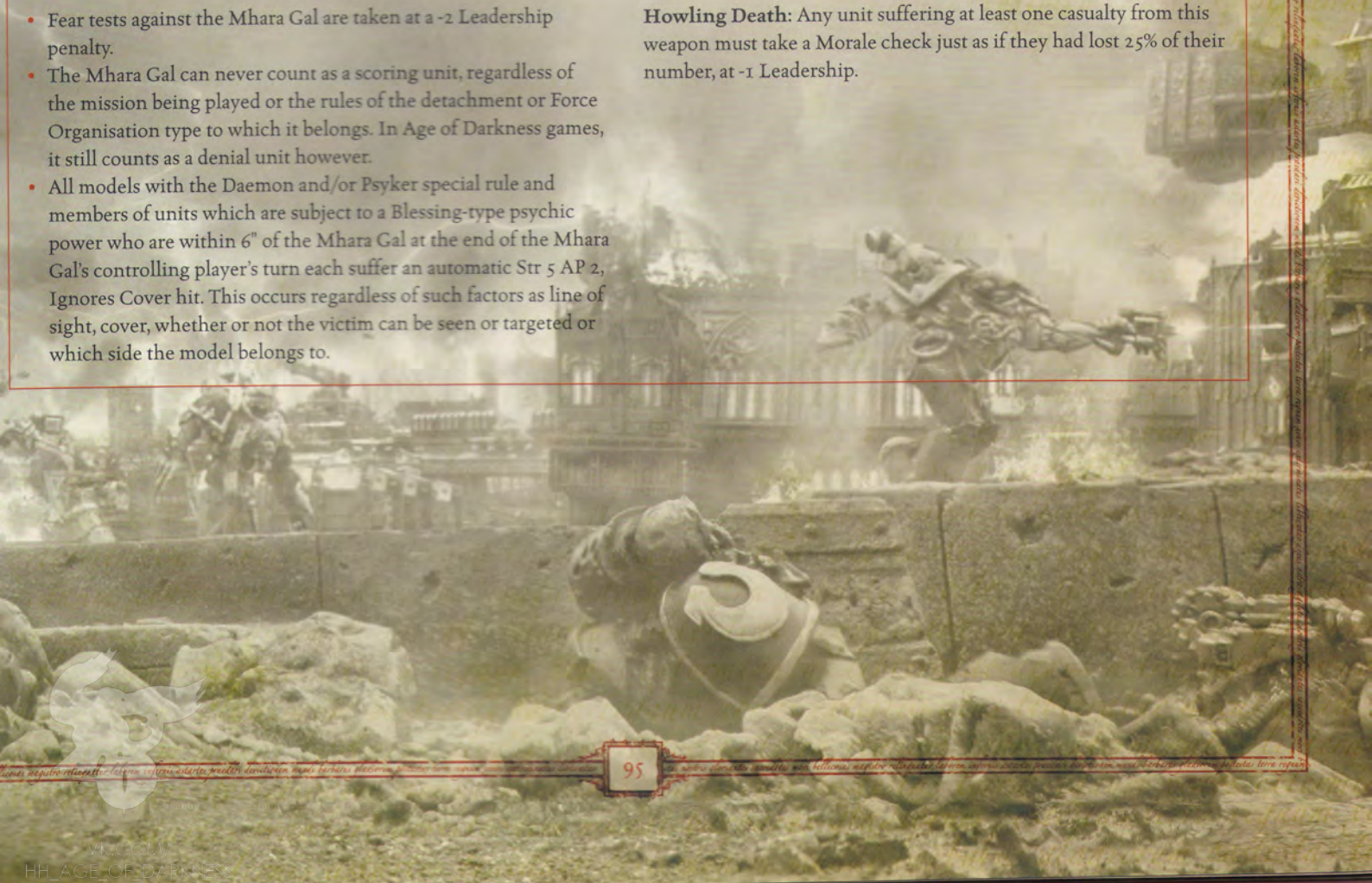
Ghost Razor: Successful invulnerable saves made against wounds caused by this weapon must be re-rolled (results of the second roll count as normal).

Warpfire Plasma Cannon

The plasma cannon with which the Mhara Gal is fitted has similarly become a weapon of terrible destructive power, the eerie monochrome blaze of its plasma fire now rippling with the tormented faces and screams of the damned.

Weapon	Range	Str	AP	Type
Warpfire plasma cannon	36"	8	2	Heavy 1, Blast (3"), Howling Death

Howling Death: Any unit suffering at least one casualty from this weapon must take a Morale check just as if they had lost 25% of their number, at -1 Leadership.





ELITES

The Gal Vorbak is built upon the remnants of the Serrated Sun Chapter of the Word Bearers Legion, the conquerors of the primitive world of Cadia who looked into the depths of the Eye of Terror itself and in doing so were changed for all time. Their psyches infiltrated by creatures from the darkness of the Æther, the survivors are named the Gal Vorbak, or 'Blessed Sons' in the language of Colchis, and are possessed of strengths and abilities far above those of other Legiones Astartes.

It is said that each of the Gal Vorbak was host to some form of warp entity, itself subservient to the greater scheme plotted between Warmaster Horus and the nightmare powers beyond. In battle, this being comes to dominate the mind and body of the warrior. His already mighty form swells as hands turn into rending talons and jaws into slavering, fang-filled maws twisted beyond reason and reality. At Isstvan V, the Word Bearers' pact with the horrors beyond was sealed in a great ritual of carnage and betrayal.

GAL VORBAK DARK BRETHREN

200 POINTS

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

Unit Composition

- 4 Dark Brethren
- 1 Dark Martyr

Unit Type

- Dark Brethren: Infantry
- Dark Martyr: Infantry (Character)

Wargear

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

Special Rules

- Daemon
- Stubborn
- Bulky
- Rage
- Rending*
- Deep Strike
- Damned

*This special rule applies to all the model's close combat attacks only, regardless of the weapon being used and in addition to any weapon special rules.

Options

- The Gal Vorbak Dark Brethren Squad may include:
 - Up to five additional Dark Brethren.....+30 points each
- For every five models in the squad, one Dark Brethren may exchange their boltgun for one of the following options:
 - Flamer.....+10 points each
 - Meltagun.....+15 points each
 - Plasma gun.....+15 points each
 - Power weapon.....+10 points each
- The Dark Martyr may exchange their chainsword or combat blade for a:
 - Power weapon.....+10 points
 - Power fist.....+15 points
 - Single lightning claw.....+15 points
- Alternatively, the Dark Martyr may exchange their chainsword or combat blade, bolt pistol and boltgun for a:
 - Pair of lightning claws.....+20 points
- The Dark Martyr may also take any of the following options:
 - Melta bombs.....+5 points
 - Artificer armour.....+10 points

Damned

A unit with this special rule never counts as a scoring unit, regardless of the provisions of the mission being played.



	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
- Jump pack
- Frag & Krak grenades
- Hardened armour

Special Rules

- Legiones Astartes (Word Bearers)
- Burning Descent
- Scorched Earth
- Bitter Duty

Options

- An Ashen Circle squad may include:
 - Up to five additional Incendiaries.....+20 points each
- Any model in the squad may exchange their axe-rake for a:
 - Power axe.....+5 points each
- The Iconoclast may also exchange their hand flamer for one of the following weapons:
 - Inferno pistol.....+10 points
 - Plasma pistol.....+15 points
- The Iconoclast may also take any of the following options:
 - Melta bombs.....+5 points
 - Up to three phosphex bombs.....+10 points each
 - Artificer armour.....+10 points

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 its Hammer of Wrath attack, regardless of whether or not it has used its jump packs 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.

Axe-rake

A heavily reinforced axe-weapon with a grappling barb, this vicious blade is used to drag down victims, and topple graven idols and false icons for the Word Bearers' pyres.

	Range	Str	AP	Type
Axe-rake	-	+1	6	Melee, Grapple

Grapple: Enemies attempting to Fall Back after losing an assault to a unit equipped with axe-rakes suffer a -1 penalty to their Fall Back distance.

FAST ATTACK

Serving alongside the Destroyers of the Word Bearers Legion, the Ashen Circle was a unique formation created for a unique purpose; the destruction of culture, learning and faith. These Space Marines were iconoclasts, charged beyond the battlefield with hunting down works of false doctrine and those who purveyed it, consigning both to destruction and eradicating flame.

On the battlefield, their task was deemed no less important by their Legion; seeking out those things which gave the foe the heart and courage to fight: charismatic leaders, priests, battle flags and champions. These they singled out, dragged down with the hook-blades of their axe-rakes and destroyed with brutal fervour, often making plunging attacks far in advance of their own lines in order to do so, with no thought as to their own survival.

On world after world the Ashen Circle tore down libraries and churches, parliaments and sepulchres, first so that the Imperial Truth might be set up in their place, but later so that far darker creeds could take root and fester.



HQ

Erebus was the First Chaplain of the Word Bearers Legion and the primary instrument of his Primarch's descent into treachery. When the Emperor chastised Lorgar for worshipping him as a god, the Primarch was stricken and it was Erebus who counselled that, if the Emperor was not worthy of Lorgar's veneration, then there were other, older powers that were. When the scales fell from Lorgar's eyes and the true power of the Warp was revealed to him, the Primarch would have declared his new-found revelation to the entire galaxy, but it was Erebus again who counselled caution.

The opening phase in his scheme complete, Erebus set in motion a chain of events that led to the damnation of Horus himself, engineering the injury that brought him to the serpent priests of Davin. In these and a thousand other blasphemies, Erebus is revealed as both the master and the puppet, the instrument of the ruination of all that the Emperor fought for and the ultimate pawn of the powers of the Warp.

HIGH CHAPLAIN EREBUS

THE DARK APOSTLE, EMISSARY OF THE WARMASTER, CHILD OF THE PRIMORDIAL TRUTH

195 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Erebus	5	4	4	4	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Iron halo
- Frag & Krak grenades
- Plasma pistol
- Master-crafted power maul

Special Rules

- Independent Character
- Zealot
- Legiones Astartes (Word Bearers)
- Burning Lore (see page 93)
- Master of the Legion
- Warlord (if Erebus is the army's Warlord, he has the Intimidating Presence Trait rather than rolling randomly)
- Marked by Dark Fates
- Harbinger of Chaos
- Adamantium Will

Marked by Dark Fates

The Fates hold an eternity of war for Erebus. In campaign games where character casualties and injury between battles is a factor, any such chart results for Erebus may be re-rolled.

Harbinger of Chaos

If Erebus is your army's Warlord, then its units may benefit from Dark Channelling (see page 93) and the army may take an allied contingent from *Codex: Chaos Daemons* if desired.

Warlord: Intimidating Presence

All enemy units within 12" of High Chaplain Erebus must use their lowest Leadership value, not their highest.

For the purposes of the *Legiones Astartes (Word Bearers)* special rule, Rites of War, etc, Erebus is counted as both a Diabolist and a Chaplain.



	WS	BS	S	T	W	I	A	Ld	Sv
Kor Phaeron	4	4	4	3	4	3	2	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Terminus Consolaris
- Pair of lightning claws
- Digi-flamer

Special Rules

- Independent Character
- Legiones Astartes (Word Bearers)
- Burning Lore (see page 93)
- Master of the Legion
- Harbinger of Chaos
- Jealous Command
- Warlord (if Kor Phaeron is the army's Warlord, he has the Dark Oratory Trait rather than rolling randomly)

Jealous Command

If chosen as part of your primary detachment, Kor Phaeron must be the army's Warlord unless Lorgar is also present.

The Terminus Consolaris

Too old for transformation into a full-blooded Space Marine when the Emperor found Lorgar on Colchis, the Primarch nevertheless assured, through the use of gene-craft and anti-agathics, that his foster-father would join him on the Great Crusade as his First Captain. Before his later transfiguration by Chaos, Kor Phaeron's aged physique was augmented in battle by a custom designed suit of Terminator armour reinforced with additional medicae, exoskeletal and life support systems known as the Consolaris. As well as augmenting his profile from human norms (the effects of which have already been included above), this counts in all particulars as a suit of Cataphractii pattern Terminator armour which also confers Feel No Pain (6+) on the wearer.

Digi-flamer

Concealed within Kor Phaeron's regalia of office is a miniaturised flamer weapon. This is treated as a hand flamer with the One Use special rule.

Harbinger of Chaos

If Kor Phaeron is the army's Warlord, then its units may benefit from Dark Channelling (see page 93) and the army may take an allied contingent from *Codex: Chaos Daemons* if desired as Fellow Warriors.

Warlord: Dark Oratory

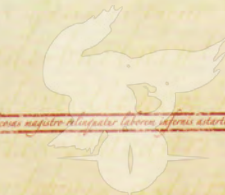
While Kor Phaeron is in play, all units with the Legiones Astartes (Word Bearers) special rule in his primary detachment gain a +1 bonus to their Leadership (to a maximum of Leadership 10).

For the purposes of the Legiones Astartes (Word Bearers) special rule, Rites of War, etc, Kor Phaeron is counted as a Diabolist.

HQ

Scorned by many in his Legion as a 'half Astartes', Kor Phaeron was Lorgar's surrogate father and served as his tutor in the ancient ways of Colchis before the coming of the Emperor. By the time the XVIIth Legion was united with its Primarch, Kor Phaeron was too old to undergo the full implantation process, but so favoured was he in the eyes of his Primarch that he received the most potent of biological augments it was possible to bestow upon a man short of elevation to the Legiones Astartes, and was declared First Captain of the Word Bearers Legion.

Along with Erebus, Kor Phaeron has the ear of his Primarch and, more than any other individual, is responsible for Lorgar's nature as a seeker after the truth, wherever that truth may lie and whatever terrible secrets it might reveal. Now aging and never having possessed the sheer potency of a full Space Marine, the First Captain nevertheless exerts great influence upon his Primarch and within his Legion, his conviction and zeal unfettered and undiminished.



ZARDU LAYAK, THE CRIMSON APOSTLE

THE THRICE-BORN, THE BINDER OF SOULS, THE VOICE OF THE UNSPEAKING

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Zardu Layak	5	5	4	5	2	5	2	10	2+

HQ

Zardu Layak's true name is now lost, but it is recorded in his Legion's lore that he was once an officer of the Ashen Circle, a Terran by birth, and a devout destroyer of all that pertained to false superstition and errant creed. He oversaw the burning of a hundred temples and countless tomes of lies in the Emperor's service. That was until the Word Bearers' brutal censure by their ultimate master.

As Lorgar led his Legion into the wilderness after their punishment on Monarchia, Layak was contrite and ashamed, soul-sick and lost, and quickly a fervent convert to Erebus' and Lorgar's new teachings in which he sought solace, but even this did not fill the terrible void within him. So it was that when he began to receive visions in which he believed his Primarch spoke to him directly, he concealed them from others for fear his shame had driven him mad. In those visions the golden-skinned apparition of Lorgar bade him to reconsider his work, not to burn the books and lore he encountered, but to read them, cover them, to search in them for the hidden truths that the Emperor had not wished his sons to know.

Word upon word, rune upon rune, glyph upon secret glyph was a new creature born, a creature who named himself from the Book of Lorgar, using the ancient practice of Sottilege, as Zardu Layak, 'Eater of Wisdom', but who came to

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Azurda Char'is
- Bolt pistol
- Panoply of Flame
- Frag and Krak grenades
- Artificer armour

Special Rules

- Legiones Astartes (Word Bearers)
- Master of the Legion
- Independent Character
- Daemon
- Binder of Souls
- Zealot
- Psyker Level 2 (Zardu Layak may select powers from the Pyromancy or Malefic Daemonology disciplines)
- Warlord (If Zardu Layak is your army's Warlord, he has the Reign of Fire trait rather than rolling randomly)

Options

- Zardu Layak may be accompanied by his Anakatis Kul Blade-slaves instead of a conventional Command squad..... +100 points
They form a single HQ unit with him and do not take up a separate HQ choice. If this is done, Zardu Layak may not split from this unit while any Blade-slaves remain alive.

The Azurda Char'is

This weapon is Zardu Layak's force stave. Not a member of his Legion's Librarius, it is unknown how the Crimson Apostle acquired this potent artefact, or by what hidden lore he has modified it to his usage. In addition to the usual abilities of a force weapon, it allows him to re-roll a single failed test to manifest a psychic power once per game.

Weapon	Range	Str	AP	Type
Azurda Char'is	-	+2	4	Melee, Force, Two-handed

Panoply of Flame

An inheritance of his days as a Centurion-Iconoclast of the Ashen Circle of the XVIIth Legion, the Panoply of Flame serves both as a war banner to invigorate those under his command and as a weapon to turn on his enemies – Zardu Layak's warp-gifts allowing him to mould the unclean flame the Panoply now produces by will alone.

- All models with the Legiones Astartes (Word Bearers) special rule within 12" of the Panoply of Flame add a +1 modifier to their score for deciding their combat results when determining victory in assaults and +1 to their Sweeping Advance rolls.
- In lieu of making one of Zardu Layak's normal shooting attacks, the Panoply may be used as if it were a heavy flamer once per game.

Binder of Souls

Zardu Layak counts as a Diabolist for the various rules pertaining to his Legion, its Rites of War, etc., and, in addition, units in an army containing Layak may benefit from the Dark Channelling special rule with a +1 modifier on the Dark Channelling table. If an army has Zardu Layak as its Warlord, then an allied detachment may be chosen from *Codex: Chaos Daemons*.

Warlord: Reign of Fire

On Calth and beyond, Zardu Layak brought with him a wake of utter destruction; the incendiary fury of his iconoclastic Legion of old writ large into twisted, apocalyptic madness, an unclean fire that consumed all before it.

If Zardu Layak is the army's Warlord, then Ashen Circle units may be taken as Troops choices for the army's primary detachment instead of Fast Attack choices and becomes a scoring unit. In addition, if taken, these units must be given the Dark Channelling upgrade at a cost of +25 points per squad.



be known more swiftly by his Legion as the Crimson Apostle for his fiery raiment and the scalding blood in which he daily daubed his armour.

Assigned to the Chapter of the Ochre Gate as its apostle by Erebus, who sought to channel his fervour, Zardu Layak quickly proved more than a mere voice of the First Chaplain. Soon the chapter began to seek missions of its own, away from its parent Legion for long stretches, and each time it returned it was further changed. Like a cancer, Zardu Layak had embedded himself deeper into its carcass, so that after a time, the Ochre Gate was no more and now the Chapter of the Unspeaking stood in its place, with Zardu Layak its de facto master.

Though Kor Phaeron was disquieted by the Crimson Apostle's growing power, much of which he would keep hidden until the atrocity on Calth, Lorgar pronounced himself pleased by Zardu Layak and his devotion to the word of the Primordial Truth, assigning the Unspeaking and their master to command a key assault at Calth, though so changed had they become that complete concealment was needed for them until the hour came to strike.



HOL BELOTH

CHAPTER CAPTAIN OF THE GRAVEN STAR, THE DEATH OF SERENITY ALPHA

165 POINTS



HQ

One of the most prominent and certainly the most ambitious of the field commanders of the Word Bearers Legion, Hol Beloth was a seasoned warrior and a decorated veteran of his Legion's lightning-swift Compliance campaign in the years after their censure. This was a period which saw the XVIIth Legion conquer more worlds in a confined period of time than any other, and Captain Hol Beloth, then a rising star within the ranks, was personally responsible for a score of broken and subjected worlds.

Of these Compliance actions perhaps the most infamous was that of the self-entitled Serenity Alpha, a human world of billions whose near-complete isolation had spared it the ravages of the Age of Strife. Its indigenous people had turned their technology into the creation of a life of mindless ease, their every need catered to by automata, and their freedoms suborned to the guidance of impassive thinking machines. Hol Beloth's condemnation for their sins was absolute, and after nine days not a single living being walked on Serenity Alpha.

The flames of his ambition fanned further by the honeyed words of Erebus and his Dark Apostle Maloq Kartho, Hol Beloth took up a position of command at the forefront of the Word Bearers' attack on Calth, where he would meet his dark fate at last.

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Master-crafted power fist
- Tainted weapon
- Plasma pistol
- Iron halo
- Frag and krak grenades
- Artificer armour

Special Rules

- Legiones Astartes (Word Bearers)
- Master of the Legion
- Independent Character
- Hexaglyphic Ward
- Exhortation of Battle
- Warlord (If Hol Beloth is your army's Warlord, he has the Bloody-handed trait rather than rolling randomly)

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

Hol Beloth

Hexaglyphic Ward

Freshly incised on his skin before the Battle of Calth by the diabolic ministrations of his Dark Apostle Maloq Kartho, Hol Beloth believed that this ward gave him protection against the entities of the Warp over his life. Little did he know the ultimate price such ministrations would come to cost him.

- Hol Beloth ignores the first wound suffered as a result of a failed save in the game, even if that wound would normally inflict Instant Death.

Exhortation of Battle

Hol Beloth was a skilled battlefield tactician and a charismatic war leader within his Legion. He favoured direct, overwhelming assaults which counted on the faith and fervour of his Word Bearers to carry the field against any odds.

So long as Hol Beloth is on the table and not Falling Back, then once per game his controlling player can declare the use of this ability at the beginning of their Assault phase. All models in the army with the Legiones Astartes (Word Bearers) special rule increase their Weapon Skill to 5 for the duration of the Assault phase, unless it would normally be equal to or higher than this.

Warlord: Bloody-handed

The Warlord and any unit with the Legiones Astartes special rule they join cause Fear.



	WS	BS	S	T	W	I	A	Ld	Sv
Anakatis Kul	5	4	6	5	3	5	3	8	3+

Unit Composition

- 2 Anakatis Kul

Unit Type

- Infantry

Wargear

- Anakatis blade
- Power armour
- Plasma pistol

Special Rules

- Legiones Astartes (Word Bearers)
- Daemon
- Rage
- It Will Not Die
- Mindless Killers
- Bulky

Anakatis Blade

Only two of these such weapons are known to exist. Believed to have been discovered by Zardu Layak rammed through the chest of a towering alien-carcass mummified by untold millennia on a dead world on the very edge of the Ghoul Stars, these occult blades reek of unholy, warp-spawned power and their forging may well have pre-dated human life. Dark and coiling entities have been trapped within the blades, entities that whisper promises of untold might and power, but such promises are only bought at a terrifying price to both body and soul.

Weapon	Range	Str	AP	Type
Anakatis blade	-	User	3	Melee, Severing Cut, Specialist Weapon

Severing Cut: On any To Wound rolls of a 5 or 6, attacks from the weapon are treated as AP 2 and, in addition, each unsaved wound inflicts two wounds each (any saves must be taken against these wounds separately).

Mindless Killers

Should Zardu Layak be slain or otherwise removed from play and any of the Anakatis Kul Blade-slaves remain, they devolve into mindless killers. Unless already engaged in combat, at the start of each of their controlling player's subsequent Movement phases, they will immediately move towards the nearest Infantry or Monstrous Creature type unit (friend or foe) and charge it in the Assault phase, fighting normally against whichever unit has the most models in base contact – if this number is equal, the Blade-slaves' controlling player gets to decide which unit is attacked. The Anakatis Kul Blade-slaves will always attempt to make Sweeping Advances if they are able.

Special Unit: The Anakatis Kul may only be taken as part of a Word Bearers force which also contains Zardu Layak, forming a single HQ choice with him.

HQ

There are always those who hunger for power beyond their appointed measure, even among the Space Marine Legions long before the dark days of the Horus Heresy was this true. After their humiliation and censure by the Emperor and the Ultramarines, this became doubly so within the Word Bearers Legion as the sting of their fall left many within their ranks feeling powerless and cast adrift from the bedrock of their beliefs. For the Legion as a whole this would mark the start of a perilous path and for some within its ranks, it ignited a hunger that could not be denied.

It was on such morbid cravings that Zardu Layak, the Crimson Apostle of the Chapter of the Unspeaking, preyed, with baleful gifts in mind to bestow on those whose ambition outweighed their caution, and whose hubris overwhelmed their fear. These gifts were the Anakatis blades, dark relics of the time before Mankind, weapons which must be ritually given and freely accepted to work their doom for such unearthly might do they promise to any warrior who grasps them, but only if that warrior's spirit and will are strong enough to master the beast within the blade; it never was, Zardu Layak saw to that.



LORDS OF WAR

"Mankind's stoicism in the face of suffering is founded upon its ignorance of the alternatives."

Erebus
First Chaplain
of the Word Bearers

LORGAR

MASTER OF THE WORD BEARERS, AURELIAN, THE GOLDEN, THE VOICE OF TRUTH

375 POINTS

Lorgar Aurelian, the Golden Son as many called him, who alone amongst his brothers wielded the raw power of devotion as his preferred weapon, was the lord of the Word Bearers Legion. In his earliest days he swayed an entire world with his powerful oratory and the sheer force of his charisma, leading Colchis, his adopted home world, through the fires of civil war to the veneration of the Emperor, whose coming he had foreseen in dreams. Reunited with his father, and at the head of the Word Bearers Legion, Lorgar conquered, not simply through stratagem, overmatching power or simple brute violence, but by the subtle craft of exaltation, liberation and example, by inspiring his sons to feats of arms in the name of the Imperial Truth and swaying whole planetary populations through his statecraft and vision. Under his governance, his Legion did not simply batter a world into submission, leaving behind only a scorched ruin, but applied force of arms only as needed to raise them up and render them to freedom, reserving raw destruction and carnage for the recidivist, the hopelessly corrupt and damned. But in his literal interpretation of the meaning of the Great Crusade upon which he was embarked, he and his Legion strayed from the path that had been set out for them.

For his failings, Lorgar received only disdain, contempt and censure from his siblings and father. His greatest success, the temple-city of Monarchia was rendered to dust and ashes at the command of the Emperor, who sought no worship from his son, only swift victories to hasten his works. With his beliefs shattered by the actions of his father, anger and resentment set Lorgar upon the path that would lead to the Heresy, and the Word Bearers began to secretly accept new, darker truths, even as they channelled their anger into a renewed slew of conquests that allayed the Emperor's suspicions. Both betrayer and betrayed, it was Lorgar and his Legion who would set the stage for the nightmare of the Heresy, seeking to spread his new creed across the galaxy.

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Armour of the Word
- Illuminarum
- Archaeotech pistol
- Frag grenades

Special Rules

- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Precision Shot, Precision Strike)
- Living Icon
- Sire of the Word Bearers
- Dark Fortune
- Erratic Psychic Power
- Bulky



SPECIAL RULES

Sire of the Word Bearers

Lorgar has the Crusader special rule and confers this to any unit he joins. In addition, while he is on the table (and not being carried by a Transport vehicle), all models in the same Primary Detachment which have the Legiones Astartes (Word Bearers) special rule may use Lorgar's Leadership value for all Morale checks and Pinning tests.

Living Icon

Lorgar's presence drives his Legion to greater heights of glory and fanatical determination to be worthy of his favour. All models in the same Primary Detachment which have the Legiones Astartes (Word Bearers) special rule who can draw line of sight to Lorgar gain +1 to their charge distance rolls, are immune to Fear and add a bonus of +1 to their total score to determine who has won an assault.

Dark Fortune

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 Hit and To Wound Lorgar in a given player turn. The use of this power must be declared before the attacking player rolls any dice for attacks by the nominated model that turn.

Erratic Psychic Power

Lorgar's potent psychic powers were, until his transfiguration by the dark gods, erratic and unreliable. In order to represent this, Lorgar is a Level 2 Psyker who may choose to roll powers from either the Divination or Telekinesis Disciplines. When wishing to manifest his powers, Lorgar successfully harnesses Warp Charge on rolls of 5+ rather than 4+ as would normally be the case.

The Armour of the Word

Lorgar's battle plate is a customised suit of artificer armour based upon the Maximus pattern, incorporating a defensive field generator and graven with ancient Colchisian sigils of protection and Lorgar's own words of anathema. The Armour of the Word provides a 2+ armour save and a 4+ invulnerable save. This invulnerable save increases to a 3+ against any psychic empowered attack (including Witchfire powers and blows from force weapons).

Illuminarum

This ornate sceptre-maul was fashioned for Lorgar by the master weaponsmith Ferrus Manus in a rare display of filial support. Perfectly balanced for Lorgar's strength and size, it is a formidable weapon and apocryphally seen as the pattern on which the Chaplains' crozier was later based.

Weapon	Range	Str	AP	Type
Illuminarum	-	+2	2	Melee, Master-crafted, Concussive, Smash

Lorgar Transfigured

When Lorgar came to embrace what he saw as the Primordial Truth of Chaos, he used it and its sorcerous lore to finally unlock his full psychic potential. To represent this option, you may choose to use this special rule. If you do so, the Lorgar Transfigured special rule replaces the Erratic Psychic Power rule.

Lorgar Transfigured is a Level 3 Psyker who may select (rather than randomly roll) three powers in any combination from the Divination and Telekinesis Disciplines at the start of the game. When wishing to manifest his powers, Lorgar successfully harnesses Warp Charge on rolls of 3+ rather than 4+ as would normally be the case.

Lorgar Transfigured is treated as an upgrade which costs +75 points.



CRUSADE ARMY LIST APPENDIX VII: THE SALAMANDERS

LEGIONES ASTARTES (SALAMANDERS)

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.

The Salamanders are the exemplars of forge-wrought duty, masters of artifice and possessed of a fearsome and uncompromising sense of honour. They stand for toil and sacrifice, bearing arms and armour forged to the highest possible standards and often by the hands of the Legionaries who bear them in battle. The Legion wields the tools of the smith as weapons of war, bringing heat, iron and raw strength of arms to strike down all those who would deny the Imperial Truth or attempt to undermine the Imperium of Man.

"Without wisdom, skill cannot be focussed. Without skill, strength cannot be brought to bear. Without strength, wisdom may not be applied."

The Teachings of the
Promethean Cult

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **Strength of Will:** All units with this special rule automatically pass any Fear test they are called on to make and must re-roll a single D6 when Morale checks and Pinning tests are failed.
- **Promethean Gift:** All hand flammers, flammers and heavy flammers used by models with this special rule gain +1 Strength to their listed profile. This special rule also extends to all vehicles used by a detachment containing units with this rule. In addition, all enemy flamer-type attacks are at -1 Strength when used against models with this rule.
- **Nocturne Born:** All units with the Legiones Astartes (Salamanders) special rule do not add their Initiative score to their Sweeping Advance rolls and reduce their randomly rolled Run and Charge distances by -1" to a minimum of 1".



LEGION SPECIFIC UNITS

In addition to those found in the Crusade Army list, the Salamanders Legion has particular access to additional unit types: Firedrake Terminator squads (which are an Elites choice on the Force Organisation chart) and Pyroclast squads (which are a Heavy Support choice on the Force Organisation chart).

LEGION SPECIFIC RESTRICTION: DISDAIN OF THE DARK AGE

Moritat Consuls and Destroyer units may not be used in a Salamanders Legion primary detachment, nor may phosphex weapons be taken as an option or used by any model in a Salamanders Legion primary detachment.

LEGION SPECIFIC WARGEAR

The Salamanders Legion has access to the following items of special wargear, and were renowned for their prevalence of artificer grade arms and armour, many the craftsmanship of the Legion's Space Marines themselves.

Artificer Weapons

All characters with the Legiones Astartes (Salamanders) special rule, including unit sergeants, etc, may apply the Master-crafted special rule to a single weapon they possess for +5 points. Which weapon this is must be noted on their army list before the battle begins.

Dragonscale Storm Shield

This prototype wargear may be taken by Legiones Astartes (Salamanders) models in Terminator armour or by independent characters, and must be shown on the model. A Dragonscale storm shield provides a 5+ invulnerable save or increases an invulnerable save the model already has by +1 (to a maximum of 3+). The model may not claim an additional attack for a second weapon in close combat if they also have this wargear. This option costs +10 points per model for an independent character not in Terminator armour, and for any model in Terminator armour; it may be exchanged for their combi-bolter for +5 points.

Mantle of the Elder Drake

This is an additional wargear option for a Salamanders Praetor costing +20 points. The model gains the Eternal Warrior special rule.

Purging Flame

Any heavy bolters/twin-linked heavy bolters in a Salamanders Legion detachment may be exchanged for heavy flamers/twin-linked heavy flamers respectively at no cost. This option must be represented on the model. Any Salamanders model eligible to take a plasma pistol may instead take an inferno pistol at the same cost given in their army list entry.

SALAMANDERS LEGION UNIQUE RITE OF WAR: THE COVENANT OF FIRE

Under the tutelage and spiritual leadership of their Primarch Vulkan, the Salamanders have become a Legion of warrior mystics; slow to anger, deliberate in action and supremely disciplined. But when their fury is unleashed, it is a terrible thing to behold and carried out with all the arts of warfare and artifice at their disposal; an unstoppable tide of fire and destruction purging all before it.

Effects

- **Obsidian Forged:** All Salamanders vehicles (ie, any model with an Armour value) taken as part of a detachment using this Rite of War have a 5+ invulnerable save against melta, volkite, plasma and flamer weapons (of all types), and also against melta bombs.
- **Veneration of Wrath:** All meltaguns, inferno pistols and multi-meltas in the detachment using this Rite of War have the Master-crafted special rule. Pyroclast squads may be chosen as non-Compulsory Troops choices for a detachment using this Rite of War.
- **Implacable:** All units in a detachment using this Rite of War gain the Move Through Cover special rule.

Limitations

- Detachments using this Rite of War may not deploy models using the Deep Strike special rule (and units which must deploy by this method therefore cannot be chosen as part of the detachment).
- Detachments using this Rite of War cannot take more Heavy Support and Fast Attack choices in total than they have Troops choices in the detachment. So, for example, a detachment with three Troops choices could take three choices made up of Fast Attack or Heavy Support or a combination of the two.
- Detachments using this Rite of War may not take Fortification detachments.
- With the exception of the Legion Champion type, detachments using this Rite of War may only take a single Consul as part of their HQ choices.



"Unless you are capable of enduring whatever hurt your foe can inflict, there will come a time when you will fail, and by failing you will have made useless the sacrifice of millions. We are the Salamanders and we will endure, for no sacrifice made in the name of this great empire we seek to build shall be made in vain."

Xiaphas Jurr,
Chaplain of the Salamanders



HEAVY SUPPORT

The dreaded Pyroclasts are the burning fury of the Salamanders Legion given material form. Shunning conventional Destroyer units in his Legion, save for a small cadre retained for xenocide operations, due to the tainting and unclean nature of the weapons they wielded, Vulkan created the Pyroclasts to fulfil the role of bringers of utter destruction, creating for them advanced and extremely powerful thermal/incendiary weapons of his own devising. To the Salamanders fire is more than merely a weapon; it has an almost mystical function and truth, and embodies both purifying destruction and the potential for rebirth and redemption. But for renewal to occur, what has gone before must be wiped away; purified by fire. It is this last concept that the Pyroclasts embody, and in battle they are relentless and remorseless, and where they are unleashed there can be no possibility of mercy or reprieve from the fire.

PYROCLAST SQUAD

160 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Pyroclast	4	4	4	4	1	4	1	9	2+
Pyroclast Warden	4	4	4	4	1	4	2	9	2+

Unit Composition

- 4 Pyroclasts
- 1 Pyroclast Warden

Unit Type

- Pyroclast: Infantry
- Pyroclast Warden: Infantry (Character)

Wargear

- Artificer armour
- Pyroclast flame projector
- Combat blade
- Frag & krak grenades

Special Rules

- Legiones Astartes (Salamanders)
- Mantle of Ash

Dedicated Transport

- A Pyroclast squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport.

Options

- The Pyroclast Squad may take:
 - Up to 5 additional Pyroclasts.....+25 points each
- The entire squad may take melta bombs+25 points
- The Pyroclast Warden may exchange their combat blade for a:
 - Power weapon.....+10 points
 - Power fist.....+15 points

Pyroclast Flame Projector

The unique and complex flame weapons wielded by the Pyroclasts are a type of design created by the Primarch Vulkan himself, and are both more elegant and far more potent than the standard flamer wielded by the Space Marine Legions. They can be used to incinerate a swathe of targets in the manner of a standard flamer, but can also focus their jet into searing cutting arcs, difficult to aim, but able to slice through the most durable armour.

In the Shooting phase or when carrying out Overwatch fire, the entire unit must fire its Pyroclast flame projector in the same firing mode. Declare which this is every time the weapons are used:

	Range	Str	AP	Type
Flame projector (Dispersed)	Template	5*	5	Assault 1
(Focused)	6"	6	1	Assault 1, Melta

*Note: This already includes the effect of the Promethean Gift special rule.

Mantle of Ash

The finely wrought artificer plate worn by the Pyroclasts is fashioned with flecks of obsidax crystal from the volcanoes of Nocturne, and draped with the hides of the Damen-Salamanders who dwell in their fiery depths. As a result, Pyroclasts have an invulnerable save of 5+ against all weapons defined as flamers, plasma weapons, melta weapons and volkites.



FIREDRAKE TERMINATOR SQUAD

275 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Firedrake	5	4	4	4	2	4	2	9	2+
Firedrake Master	5	4	4	4	2	4	3	9	2+

Unit Composition

- 4 Firedrakes
- 1 Firedrake Master

Unit Type

- Firedrakes: Infantry
- Firedrake Master: Infantry (Character)

Wargear

- Cataphractii pattern Terminator armour
- Combi-bolter
- Power weapon (Firedrakes only)
- Master-crafted power weapon (Firedrake Master only)

Special Rules

- Legiones Astartes (Salamanders)
- Implacable Advance
- Favoured of Vulkan

Dedicated Transport

- A Firedrake Terminator squad may choose a Land Raider Proteus or Land Raider Phobos as a Dedicated Transport if it numbers 5 models, or a Spartan Assault tank if it numbers 10 models or less.

Options

- The Firedrake Terminator squad may take:
 - Up to 5 additional Firedrakes.....+40 points each
- Any model may exchange its power weapon for a:
 - Power fist.....+5 points
- Any model may exchange their power weapon for a:
 - Chainfist or thunder hammer.....+10 points each
- The Firedrake Master may exchange their master-crafted power weapon for a:
 - Master-crafted thunder hammer.....+10 points
- Any model may exchange its combi-bolter for a:
 - Combi-flamer or combi-melta or a Dragonscale pattern storm shield.....+5 points each
- A single Firedrake may exchange their combi-bolter for a:
 - Heavy flamer.....+10 points

Implacable Advance

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

Favoured of Vulkan

A Firedrake Terminator squad may be chosen instead of a Command squad as a bodyguard for any Terminator armour-equipped Praetor of the Salamanders Legion (or the Primarch Vulkan himself). Firedrake Terminators must always be modelled/painted to be visually distinct from standard Legion Terminator squads to avoid confusion.

ELITES

The elite of the Salamanders Legion are those Legionaries known as the Firedrakes; veterans chosen not simply for their martial skill, but also because of their mental resilience and capacity for discipline and self-sacrifice; for these are values the Promethean Cult holds in high esteem. Tried and tempered in the flames of war, just as a blade is tempered in the flames of the forge, the Firedrakes are indefatigable and relentless, possessing a singular focus in battle which borders on the preternatural and legendary resilience; a matter as much to do with their phenomenal willpower as their superhuman physiology or superlatively fashioned arms and armour.

Such is the wisdom of Vulkan and the traditions of the Legion that many of the Firedrakes can be found fulfilling numerous roles throughout the ranks, rather than concentrated into elitist cadres as may be found in other Legions; the better to serve as exemplars, champions and protectors. Exceptions to this practice do exist, however, such as the Pyre Guard who serve as their Primarch's praetorians and advisors, and warrior bands of Firedrakes, most commonly clad in exquisitely crafted Terminator armour, who are formed to act as shock troops and line breakers for the Legion in the most deadly battles it undertakes.



CASSIAN DRACOS

THE FALLEN MASTER, THE DRAGON REVENANT, FIRST COMMANDER OF THE XVIIITH LEGION

275 POINTS



HQ

Mortally wounded in battle against Orks, Cassian was the first Lord Commander of the XVIIIth Legion before the coming of the Primarch Vulkan. Such was the honour and esteem in which Vulkan held this warrior—who had commanded his sons with unflinching honour and self-sacrifice—he undertook to fashion for him the Dracos Revenant, a unique Dreadnought sarcophagus of unsurpassed sophistication and resilience. One of a number of unique wonders wrought by Vulkan, it was forged of a nigh-impregnable and unknown alloy, a relic it was said from deep beneath Old Earth that none but Vulkan was able to master and shape to his will. But as the years went on, though Cassian's will to fight was undimmed, his mind grew increasingly unclear and dislocated outside of the battlefield, and he was allowed to remain in slumber for longer periods, awoken only in the direst of need and to participate in the gravest of conflicts.

At Istvan V, Cassian Dracos fought with unmatched fury, first spearheading the attack against the enemy then, as the second wave showed their true colours, standing fast though all around him were slaughtered. Eventually, his armour was burned through and pierced in a dozen places by a blizzard of heavy weapons fire, but he fought on, crashing into the encircling foe and leaving a trail of devastation in his wake. His final fate remains unknown.

Unit Composition

- 1 (Unique)

Unit Type

- Vehicle (Walker)

Wargear

- Two dreadnought close combat weapons, each of which has an inbuilt Dreadfire heavy flamer (additional close combat attacks already included in profile)
- Extra Armour
- Smoke launcher
- Searchlight
- Nuncio-vox

Special Rules

- Wrought by Vulkan
- It Will Not Die
- Venerable
- Burning Wrath
- The Last Warlord

This unit may only be taken as part of a Loyalist faction army.

Armour

	WS	BS	S	Front	Side	Rear	I	A	HP
Cassian Dracos	6	5	6 (10)	14	12	10	4	4	4

Warlord Trait

- **Fires of Martyrdom:** If Cassian Dracos is your army's Warlord then your opponent cannot score Victory points for the Slay the Warlord secondary objective. In addition, all models from your detachment with the Legiones Astartes (Salamanders) special rule within 3" of Cassian Dracos gain the Feel No Pain (5+) special rule.

Dreadfire Heavy Flamers

These weapons may either be fired as two individual heavy flamers, or as a single twin-linked meltagun. This choice must be made at the beginning of the Shooting phase before any dice are rolled for their attacks. If one of the heavy flamers is destroyed then the remaining heavy flamer cannot use this optional attack mode. These weapons benefit from the Legiones Astartes (Salamanders) special rule.

Wrought by Vulkan

Cassian Dracos is immune to all of the effects of the Melta, Armourbane, Sunder and Lance special rules. Any other rules which either reduce or permanently degrade his Armour value or allow attacks which target him to roll more than one dice when making an Armour Penetration roll have no effect against him.

Burning Wrath

Cassian Dracos may forfeit his usual close combat attacks in order to inflict one automatic S6 (bonus included) AP 4 hit on every model (friend and foe) in base contact with him at Initiative step 1.

The Last Warlord

If Cassian Dracos is the only HQ choice present in your army, he becomes your army's Warlord, even though he does not have a Leadership value. He does not roll on the Warlord Traits table, but instead receives the trait listed previously.

Sunder

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



LORD CHAPLAIN NOMUS RHY'TAN
THE VOICE OF THE FIRE, KEEPER OF THE KEYS OF PROMETHEUS

215 POINTS

Table with 10 columns: WS, BS, S, T, W, I, A, Ld, Sv. Row 1: Nomus Rhy'tan, 6, 4, 4, 4, 3, 5, 3, 10, 2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

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

Special Rules

- Independent Character
Zealot
Legiones Astartes (Salamanders)
Master of the Legion
Keeper of the Keys

This unit may only be taken as part of a Loyalist faction army.

Warlord Trait

- Inspiring Presence: If chosen as the army's Warlord, Lord Chaplain Rhy'tan automatically has the Inspiring Presence trait rather than rolling randomly. This means that all friendly units within 12" of him may use his Leadership value rather than their own.

Keeper of the Keys

Nomus Rhy'tan carried the sacred charge of Warden of Prometheus at the outbreak of the Horus Heresy, and dual roles as spiritual instructor to the Legion's initiates and as watcher of those who had fallen in battle. It was also at his behest that the Dreadnoughts of the Salamanders Legion rose from their dreaming slumbers. If Nomus Rhy'tan is part of a Space Marine Legion force (of any type) then a single Dreadnought Talon may be taken as a non-compulsory HQ selection in that force. These Dreadnoughts may not be the force's Warlord!

Darkstar Falling

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

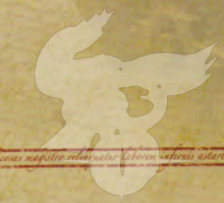
Table with 5 columns: Range, Str, AP, Type. Row 1: Darkstar Falling, -, +2, 2, Melee, Armourbane, Concussive, Two-handed



HQ

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

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



LORDS OF WAR

"It is in our nature to create things that will outlast us. So we strive; we craft, we build, we make, and we fight and do not yield. For within each frail human body born is the will to grasp the stars and walk a path unto eternity itself."

The Book of Vulkan

VULKAN

THE PRIMARCH OF THE SALAMANDERS, THE PROMETHEAN FIRE, THE HAMMER OF SALVATION, REGENT OF NOCTURNE

425 POINTS

An indomitable warrior whose strength in battle was tempered by the depth of his wisdom, Vulkan was sire to the Salamanders Legion and its paragon. In war, his fury was a match for any of his brothers, and yet was ever mastered by a keen understanding for the destruction he caused and the power and dread responsibility he and his Legion carried as Angels of Death. In all his undertakings Vulkan ever sought to limit needless and wanton destruction, seeing in that a path to ruin and desolation of the soul, shouldering whatever hardship this might bring him or his sons without compliant and absorbing the wisdom such suffering brought, allowing it to forge him into an ever better protector for the growing Imperium. But like the fires of the deep earth, that wellspring of savage power slept but was never extinguished, to be called on when needed, as implacable and devastating as the fires of the turbulent world he called home.

During his brief youth, Vulkan led the people of Nocturne from a fear-ridden existence as the playthings of xenos raiders to freedom, enduring on a world that tested Mankind to its very limits each day and acting as a champion for the embattled people that had adopted him. Where other Primarchs swiftly rose to rule their adopted homes, Vulkan was content to serve simply as a teacher and protector on Nocturne, leaving only when the Emperor arrived to summon him to war as part of the Great Crusade. Bequeathed a Legion on the verge of destruction, Vulkan was quick to rescue and remould the XVIIIth Legion, forging them into a potent tool of war with the wisdom that had been hard-earned on Nocturne and beyond. Amongst his fellow Primarchs, Vulkan's skill and intelligence won him many allies and friends, including Ferrus Manus, who shared his appreciation of the smith's arts. However, where the Gorgon knew only a cold approval for efficient weapons of war, Vulkan excelled at the creation of artefacts of stunning complexity and beauty, forging many weapons for his brothers, all of which were treasured by their owners. With Horus' betrayal at Istvan III, and the wholesale slaughter of those Legionaries who refused to join him, Vulkan was quick to pledge his Legion to the Loyalist cause, ever ready to safeguard the worlds of the Imperium and bring just and destroying wrath to the Traitors.

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

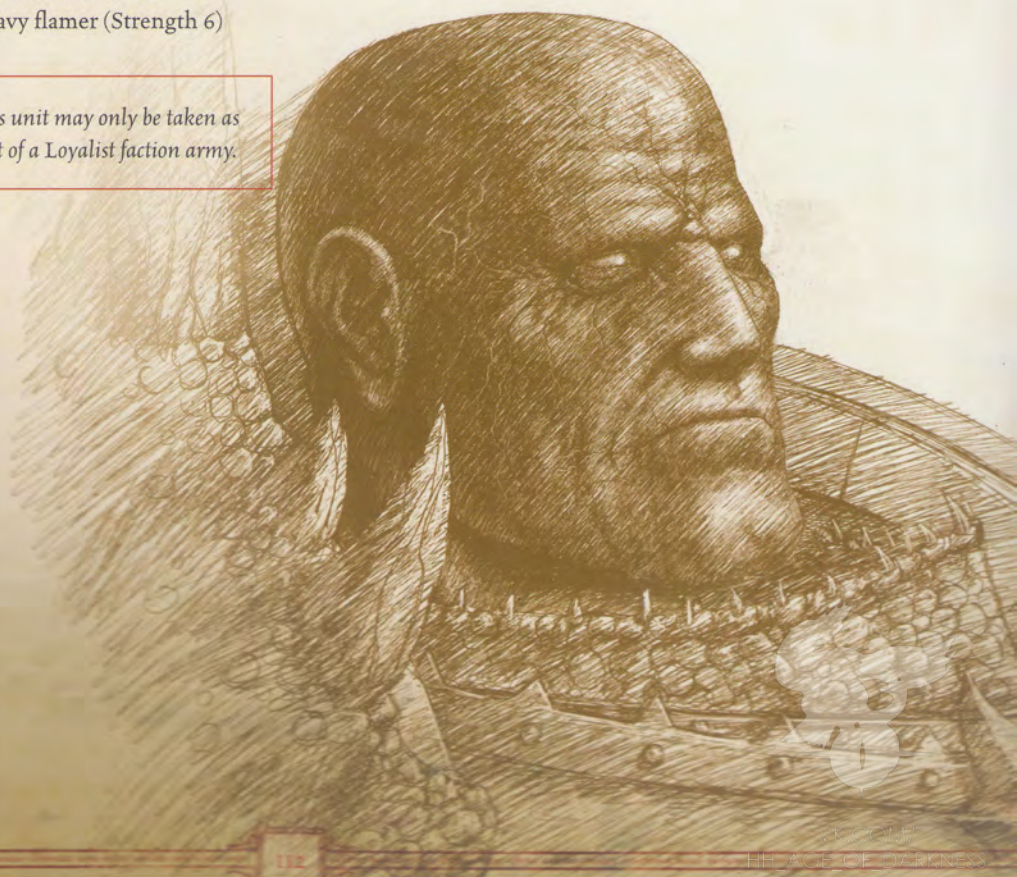
Wargear

- The Draken Scale
- Dawnbringer
- The Furnace's Heart
- Heavy flamer (Strength 6)

Special Rules

- Primarch (Independent Character, Master of the Legion, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Precision Strike, Precision Shot)
- Sire of the Salamanders
- Blood of Fire
- Very Bulky

This unit may only be taken as part of a Loyalist faction army.



Sire of the Salamanders

A paragon of wisdom as well as martial prowess to his Legion, Vulkan embodies the stoicism and honour that has become the hallmark of his Legion, and those who stand with him have an unshakable conviction in their cause.

In an army which contains the Primarch Vulkan, all models with the Legiones Astartes (Salamanders) special rule gain +1 Leadership (to a maximum of 10) and also gain the Adamantium Will special rule.

Blood of Fire

Vulkan's powers of endurance and, above all, will are phenomenal, even for a Primarch. As a result, he may re-roll any failed It Will Not Die or Deny the Witch tests.

The Draken Scale

Vulkan's armour was a marvel of the Imperium and a famed relic in its own right, and 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, and halves the strength (round down) of any flamer, fusion, volkite, melta or plasma weapon used against him.

Dawnbringer

A warhammer of prodigious size and reputedly indestructible material construction, Dawnbringer was too great a weight for any but a Primarch to lift. Wielded by Vulkan, Dawnbringer was capable of sundering any defence set against it, from isolithic stone to the densest armour plate, and brutally crushed countless foes in the Primarch's hands.

	Range	Str	AP	Type
Dawnbringer	Melee	10	1	Melee, Two-handed, Concussive, Armourbane, Instant Death, Earthshatter

Earthshatter: Instead of attacking normally in an assault, Vulkan may instead opt to place a Blast (3") marker anywhere in base-to-base contact that does not cover any friendly models. All models under the marker suffer a single automatic Strength 8 AP 3 hit with the Strikedown special rule.

The Furnace's Heart

A baroquely styled energy weapon gifted to Vulkan by Ferrus Manus, this weapon utilised individual charged shells to produce powerful laser-like blasts capable of cutting swathes through even heavily armoured foes. The weapon, however, was not truly favoured by Vulkan, for reasons that remained the subject of dark rumour, but the Salamanders Primarch carried the weapon into battle at Isttvan V regardless to honour his brother for the gift.

	Range	Str	AP	Type
The Furnace's Heart	18"	6	2	Assault 1, Rending, Line of Effect

Line of Effect: Draw a line from the Primarch 1mm wide and 18" long to determine the weapon's area of effect. All units crossed by the line suffer a number of hits equal to the number of models in the unit the line crosses. This line may not be drawn so that it crosses through friendly models.



CRUSADE ARMY LIST APPENDIX XII: THE RAVEN GUARD

LEGIONES ASTARTES (RAVEN GUARD)

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.

The Raven Guard are equal parts light and dark — quick to exact justice and retribution upon the tyrant and the oppressor by striking from the shadows with lightning speed and shocking strength. The annals of the Great Crusade tell relatively few tales of the numerous great deeds the Legion has enacted, for it has ever shunned the glare of adulation. Though the master of the full spectrum of war, the Raven Guard Legion favours the tactics of patience, guile and subtlety. It is adept at reconnaissance and infiltration, of identifying its foe's weakest point and then rapidly striking at that point with precisely applied force.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **By Wing & Talon:** Corax strove to forge his Legion into a highly adaptable rapid strike force, in which each component had its own unique role to play in sealing its enemy's fate, and was trained and equipped accordingly. In order to reflect this, each model with Legiones Astartes (Raven Guard) gains a further special rule(s) depending on its type:
 - **Infantry (except models with Terminator armour of any type):** Infiltrate and Fleet
 - **Jump Infantry, Bikes and Jetbikes, Infantry in Terminator Armour:** Furious Assault
- **Flesh over Steel:** A Raven Guard detachment may not have more units in total with the Vehicle (Tank) type than it does with the Legiones Astartes (Raven Guard) special rule. Note that because of this, certain Rites of War may be unavailable to Raven Guard armies.

"Those who claim to walk in the light have no right to do so until they have mastered the darkness within themselves."

The Gates of Oblivion



LEGION SPECIFIC UNITS

In addition to those found in the Crusade Army list, the Raven Guard Legion has particular access to additional unit types: Mor Deythan Strike Squads (which are an Elites choice on the Force Organisation chart) and Dark Fury Assault Squads (which are a Fast Attack choice on the Force Organisation chart).

LEGION SPECIFIC WARGEAR

The Raven Guard Legion has access to the following items of Legion specific wargear:

The Raven's Talons

These unique and jealously guarded variants of lightning claws, each a work of art in its own right, were both synonymous with the Raven Guard Legion and often bestowed as a mark of honour among them. Any Raven Guard model with lightning claws may upgrade them to Raven's Talons for +10 points (both singularly and for a pair), gaining them both the Master-crafted and the Rending special rules.

Infravisor

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

Cameleoline

Any Raven Guard independent character may be given the Cameleoline upgrade for +5 points, gaining the Stealth special rule. However, if this option is chosen, they may not also be equipped with Terminator armour, a Jump Pack, a Space Marine Bike or a Space Marine Jetbike.

RAVEN GUARD UNIQUE RITE OF WAR: DECAPITATION STRIKE

Although the Raven Guard Legion possessed (as any Space Marine Legion did) the manpower, will and matériel such as heavy weapons and tanks to fight wars of brutal onslaught and bloody attrition, they found it to be both needlessly wasteful and primitive to do so. Strategically, where possible, they favoured the clinical effectiveness of the decapitation strike. Launched either with complete surprise, or against a foe lured in by a raiding force set up as bait, this was a highly organised and precisely targeted attack, whose murderous and unforgiving force was contained and directed with precision, like the predatory strike of a raptor at its prey.

Effects

- **For Whom the Bell Tolls:** All Legiones Astartes (Raven Guard) units in a force using this Rite of War gains the Preferred Enemy (Independent Characters) special rule.
- **Predatory Strike:** So long as the force using this Rite of War forms the army's primary detachment, the controlling player may re-roll the dice to see who goes first/deploys first if this is part of the mission being played.
- **Fury from Above:** Tactical Squads, Veteran Tactical Squads, Tactical Support Squads, Seeker Squads and Heavy Support Squads may choose Legion Drop Pods as Dedicated Transports in detachments using this Rite of War, so long as their number does not exceed the Legion Drop Pod's transport capacity. In addition, Deathstorm Drop Pods may be chosen as Elites rather than Heavy Support choices by a force using this Rite of War.

Limitations

- Detachments using this Rite of War may only take a single Heavy Support choice as part of their Force Organisation chart.
- Detachments using this Rite of War may only take a single Consul as part of their HQ choice.
- Detachments using this Rite of War may not take Fortifications or allied Space Marine Legion detachments.



"We strike from the darkness,
but we are not of the night.
Though born in darkness, we
seek only the light."

Corvus Corax,
Primarch of the Raven Guard





ELITES

Informally known as the 'Shadow Masters', the Mor Deythan are a small cadre of infiltration squads within a Legion already well known for its nigh unsurpassed skill in such tactics. They are, however, far more than specialists in the arts of stealth, for each warrior is a veteran of the Lycaen Uprising who fought at the side of Corax himself. When the Emperor arrived on Lycaeus and the Raven Lord learned the truth of his creation, some rebels sought to remain at his side. The strongest of the young freedom fighters were judged worthy of ascension to the ranks of the XIXth Legion, providing a constant reminder of the Primarch's roots.

At the beginning of the Heresy, the Mor Deythan are few in number, having fought countless campaigns over eight decades at their master's side and they rarely admit new recruits into their ranks. Most who remain are grizzled veterans, supremely confident in their abilities. They are adept at moving silent and unseen through the shadows and attacking as and where they will. They utilise a range of weapons and specialised equipment, but there are some that whisper that the Mor Deythan are possessed of a portion of the preternatural skills of their gene-father the Primarch Corax, his ability to walk unseen even in full view of the foe somehow passed on through the unknowable processes of gene-seed implantation.

MOR DEYTHAN STRIKE SQUAD

(RAVEN GUARD LEGION ONLY)

135 POINTS

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

Unit Composition

- 4 Mor Deythan
- 1 Mor Deythan Shade

Unit Type

- Mor Deythan: Infantry
- Mor Deythan Shade: Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Chainsword or combat blade
- Frag & krak grenades
- Shroud bombs

Special Rules

- Legiones Astartes (Raven Guard)
- Scout
- Stealth
- Fatal Strike

Dedicated Transport

- A Mor Deythan Strike Squad may choose a Legion Rhino or a Darkwing Storm Eagle as a Dedicated Transport.

Options

- The Mor Deythan Strike Squad may take:
 - Up to 5 additional Mor Deythan.....+20 points each
- Each model in the squad must take one of the following:
 - Legiones Astartes shotgun.....+2 points each
 - Sniper rifle.....+5 points each
 - Combi-weapon.....+7 points each
- Rather than taking a mandatory option from the previous list, one in every three models in the squad may take one of the following instead (this may include the Shade):
 - Volkite charger.....+7 points each
 - Flamer.....+10 points each
 - Meltagun.....+15 points each
 - Plasma gun.....+15 points each
 - Plasma pistol.....+15 points each
 - Missile launcher with suspensor web and frag & krak missiles.....+15 points each
- The Mor Deythan Shade may also take any of the following:
 - Melta bombs.....+5 points
 - Artificer armour.....+10 points

Fatal Strike

Once per game, a Mor Deythan Strike Squad may execute a fatal strike attack against a chosen target, utilising the precise timing of their attack to exploit their foe's weakness, coupled with specialised munitions to seal their enemy's fate. The Mor Deythan Strike Squad's controlling player declares the Fatal Strike at the start of one of the squad's Shooting phases. For the duration of that phase, the squad's shooting attacks have both the Twin-linked and Rending special rules, in addition to any other effects their weapons might have. In the case of sniper rifles, during the Fatal Strike they will rend on a 5+ rather than a 6 as would normally be the case.



DARK FURY ASSAULT SQUAD
(RAVEN GUARD LEGION ONLY)

175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Fury	4	4	4	4	1	4	2	8	3+
Chooser of the Slain	5	4	4	4	1	4	2	9	2+

Unit Composition

- 4 Dark Furies
- 1 Chooser of the Slain

Unit Type

- Dark Furies: Jump Infantry
- Chooser of the Slain: Jump Infantry (Character)

Wargear (Dark Furies)

- Power armour
- Pair of Ravens Talons
- Frag & krak grenades

Wargear (Chooser of the Slain)

- Artificer armour
- Pair of Raven's Talons
- Frag & krak grenades

Special Rules

- Legiones Astartes (Raven Guard)
- Sudden Strike
- Fateful Descent
- Precision Strike (Chooser of the Slain only)

Options

- The Dark Fury Assault squad may take:
 - Up to 5 additional Dark Furies+30 points each
 - The Chooser of the Slain may take melta bombs.....+5 points

Sudden Strike

Models with this special rule gain a +1 Initiative bonus on any phase in which they charge.

Fateful Descent

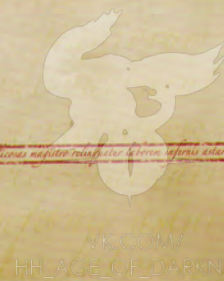
Models with this special rule have a cover save of 5+ on the turn they arrive via Deep Strike.

FAST ATTACK

The Dark Fury Assault squads are utilised by the Raven Guard to conduct focused decapitation strikes upon specific, pre-designated enemy leaders against the backdrop of the carnage of battle. Far from subtle assassins striking unseen from the shadows, the Dark Fury descend into the very midst of the battlefield. Their squad leaders, known as the Choosers of the Slain for good reason, engage the target while the warriors cut down any retainers who dare attempt to intervene. The result of a successful decapitation strike is utter confusion in the ranks of the foe, and the complete breakdown of the enemy's chain of command.

Dark Fury Assault squads are equipped with vicious lightning claws fashioned after those carried by their Primarch Corvus Corax, and the Choosers of the Slain are issued artificer-wrought arms and armour that make them still more fearsome adversaries.

The squads are often deployed from the holds of specialised transport vessels such as Darkwing pattern Storm Eagle Gunships or the open frame Whispercutter, leaping from great heights to descend upon the silenced retro thrusters of their jump packs directly onto the heads of their unsuspecting target.





FAST ATTACK

Kiavahr is host to a caste of tech-adepts who yet refuse to cede the full extent of their machine lore to the Mechanicum, citing the higher sovereignty of the Legiones Astartes. The outbreak of the Heresy has made it unlikely the matter will be settled in the short term, and so they supply their Raven Guard lords with specialised war machines while refusing to acknowledge higher authority.

The bulk of the Kiavahran guilds' secrets relate to advanced field technologies predating Old Night. Such technologies have a range of applications, but the most efficacious to the Raven Guard are those that can increase further the stealth characteristics of their war machines, in particular, armour and vehicles.

The Darkwing pattern Storm Eagle is fitted with a range of highly prized and barely understood systems, from its rad-shrouded armour to its quantum field repellers. These additional systems require a higher degree of maintenance and some interior space is sacrificed to make room for them, meaning the vessel has a slightly reduced troop-carrying capacity. Given that the Darkwing pattern is often utilised to insert small units of elite warriors deep into enemy held territory, this is no great loss and so each chapter within the Legion maintains a stock of these highly prized gunships.

RAVEN GUARD DARKWING PATTERN STORM EAGLE GUNSHIP 275 POINTS
{RAVEN GUARD ONLY}

	Armour				
	BS	Front	Side	Rear	HP
Darkwing	4	12	12	12	4

Unit Composition

- 1 Darkwing pattern Storm Eagle Gunship

Unit Type

- Vehicle (Flyer, Transport, Hover)

Access Points

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

Wargear

- One hull-mounted twin-linked heavy bolter
- One hull-mounted Vengeance launcher with Eclipse missiles
- Two wing-mounted twin-linked lascannon
- Machine Spirit

Special Rules

- Deep Strike
- Assault Vehicle
- Stealth
- Outflank

Transport Capacity

- The Darkwing pattern Storm Eagle Gunship has a transport capacity of 16 models.

Options

- A Darkwing pattern Storm Eagle may take any of the following:
 - Armoured ceramite+20 points
 - Searchlight.....+1 point
 - Extra armour+10 points

Eclipse Missiles

Rather than outright destruction, 'Eclipse' pattern missiles are designed primarily to sow confusion and break up enemy defences in preparation for the Raven Guard Legion's lethal strike, their warheads combining concussion charges with clouds of dense, clinging chemical smoke.

Weapon	Range	Str	AP	Special
Eclipse missiles	48"	4	5	Heavy 2, Blind, Large Blast (5"), Concussive

Darkwing pattern Storm Eagle Gunships are a Fast Attack choice for a Raven Guard Space Marine Legion Crusade army, and in addition can be taken as Dedicated Transports for Raven Guard Veteran Tactical squads and Legion Terminator squads whose number does not exceed the Darkwing's transport capacity.



	WS	BS	S	T	W	I	A	Ld	Sv
Strike Captain Alvarez	5	5	4	4	3	4	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Power sword
- Bolt pistol
- Nightfall pattern strato-vox
- Frag & Krak grenades

Special Rules

- Independent Character
- Legiones Astartes (Raven Guard)
- Master of the Legion
- Warlord
- The Bleeding Edge

Dedicated Transport

- Strike Captain Alvarez may take a Legion Drop Pod, Storm Eagle or Darkwing pattern Storm Eagle as a Dedicated Transport option.

Warlord Trait

- **Co-ordinated Planetstrike:**
If Strike Captain Alvarez is the army's Warlord then flyers and Drop Pods (including Dreadnought Drop Pods and Deathstorm Drop Pods) in the same army may re-roll failed Reserves rolls.

This unit may only be taken as part of a Loyalist faction army.

The Bleeding Edge

Strike Captain Alvarez is his Legion's primary drop assault commander, second only to his Primarch. If Captain Alvarez is to enter play embarked upon a vehicle that deploys via Deep Strike, then no Reserves roll is made for this vehicle. Instead, it must come on the first time the controlling player rolls for Reserves. If Alvarez is deployed at the beginning of the game, the controlling player may re-roll the Seize the Initiative roll where this is applicable to the mission being played.

Nightfall Pattern Strato-vox

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

If one of the controlling player's units wishes to arrive on the battlefield via Deep Strike and chooses to do so within 18" of Strike Captain Alvarez, then it will not scatter. Furthermore, models with the Legiones Astartes (Raven Guard) special rule deploying from deep striking vehicles brought into play in this way gain the Counter-attack special rule on the turn they arrive. When barrage weapons are being used by the controlling player, line of sight may be drawn from Alvarez as well as the firing model itself (range is still drawn from the firing model, etc). Note that Captain Alvarez must already be on the table (and not embarked on a vehicle) at the start of the turn for the Nightfall pattern strato-vox to be used.

HQ

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

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



MORITAT-PRIME KAEDES NEX

THE RAVEN'S HUNTSMAN, 'BLOOD-CROW', ATTACHED TO THE 14TH INTERDICTION COMPANY OF THE RAVEN GUARD

155 POINTS



HQ

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

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

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Two Fulcrum hand cannon
- Frag & krak grenades
- Refractor field
- Shroud bombs
- Melta bombs
- Cameleoline

Special Rules

- Legiones Astartes (Raven Guard)
- Counter-attack
- Ill-omened
- Relentless Stalker
- The Raven's Vengeance
- Gunfighter
- Independent Character
- Chain Fire
- Precision Shot

This unit may only be taken as part of a Loyalist faction army.

Relentless Stalker

During deployment, select one enemy Elites or HQ choice as Kaedes Nex's chosen prey. Instead of deploying normally, Kaedes Nex may be deployed after all other units and infiltrators have been set up and may be placed anywhere within 18" of his chosen prey as long as he remains out of sight of all enemy units, gaining the Shrouded rule for the first game turn of play.

The Raven's Vengeance

When in combat with a unit chosen as his prey (see Relentless Stalker), Kaedes Nex gains the Zealot special rule. If the unit is destroyed as the result of a combat in which Kaedes Nex is involved, or during a Shooting phase in which he inflicted one or more wounds on the unit, an additional Victory point is scored for the Raven Guard in games in which Victory points are used.

Ill-omened

Kaedes Nex may not be selected as an army's compulsory HQ choice, and may not be selected as the army's Warlord, even if he has the highest Leadership value. He may not join units of any kind during either deployment or during play.

Gunfighter

So skilled is Kaedes in the use of pistols as weapons of murder, that he may use his pair of Fulcrum hand cannon in close combat, using the Strength, AP and special rules listed on its standard profile instead of those listed in the *Warhammer 40,000* rulebook. Note that Kaedes does claim the +1 attack bonus for using two Fulcrum hand cannon in close combat.

Fulcrum Hand Cannon

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

	Range	Str	AP	Type
Fulcrum hand cannon	18"	4	4	Pistol, Rending, Concussive





LORDS OF WAR

"Swear with me now, my children, to follow me wherever this road leads. Swear to show no mercy to the Traitors. Swear to slay them with hatred in your heart. Swear to excise this cancer that Horus has nourished in the heart of the Imperium. Swear to bring again the Imperial Truth to the galaxy. Swear that we will never fail again!"

Lord Corax, to the surviving Raven Guard as they exited the Isttvan system

CORVUS CORAX

MASTER OF THE RAVEN GUARD, THE LIBERATOR, CHOOSER OF THE SLAIN, THE SHADOWED LORD

450 POINTS

Lord Corax presents a striking countenance, at least when he wishes to be seen. His skin is alabaster white and his shoulder length hair as black as the feathers of his namesake, the raven. Most remarkable and unsettling are his eyes, which are entirely black shards of solid shadow. His sable armour is edged with fine, golden filigree and upon his back is mounted a jet pack formed into a pair of articulated pinions that he wields as a murderous, bloody-edged cutting weapon. Like most of the Primarchs, Corax is blessed of an extensive armoury of artificer-wrought weapons but those he most often bears to war are a pair of metre-long lightning claws and a coiled whip at his belt. The latter is carried as a reminder of the cruelty enacted upon the people of Lycaeus by the tyrannical guilds of Kiavahr and with it countless enemies of Unity have been laid low. Though few even amongst his sons know of it, Corax is blessed with the ability to pass unnoticed should he will it, this preternatural ability allowing him to slip from the perception of his enemies even when standing in plain view.

In battle, the Raven Lord wields his Legion as he did his rebel cells before the Emperor came to Kiavahr. He is the master of stealth, rapid strikes and decapitations. He is cunning and subtle, commanding his units with precision and guile, but all of this is guided by an uncompromising sense of justice and hope for the future of Humanity.

	WS	BS	S	T	W	I	A	Ld	Sv
Corax	7	6	6	6	6	7	6	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Jump Infantry (Character)

Wargear

- The Sable Armour
- The Panoply of the Raven Lord
- Frag grenades
- Shroud bombs
- The Korvidine Pinions
- Two Archaeotech pistols

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Raven Lord
- The Shadowed Lord
- Hit & Run
- Bulky

This unit may only be taken as part of a Loyalist faction army.



SPECIAL RULES

Sire of the Raven Guard

Corax gains +1 Initiative and +1 Strength on any turn in which he charges. All models with the Legiones Astartes (Raven Guard) special rule in the same army as Corax gain the Acute Senses special rule, and while he is on the table do not have to roll to determine their maximum Run distance – instead this is always 6".

The Shadowed Lord

Unless part of a unit, if Corax is not the closest target to the firing unit or the firing unit is either a Psyker or a Daemon of some kind, or another Primarch, only Snap Shots may be taken against him. At the beginning of any of Corax's controlling player's turns, Corax may be removed from play and placed in On-going Reserves; he may even be withdrawn from close combat in this manner, but only if his Initiative is higher than that of his opponent's.

The Sable Armour

Fashioned for the master of the Raven Guard by the Emperor's own artificers, this suit of highly sophisticated power armour not only offers the Primarch defence against outside attack, it also masks his sensor signature and can be used to disrupt enemy sensors and transmissions in his immediate vicinity. The Sable Armour provides a 2+ armour save and a 5+ invulnerable save. In addition, any enemy unit deep striking within 12" of Corax will suffer a Deep Strike Mishap on any roll of a double on their Deep Strike Scatter roll. Enemy teleport homers and location beacons (and any similar items of wargear) do not function within this radius.

The Panoply of the Raven Lord

Corax carries a number of personal weapons of formidable power with which he makes for a frighteningly deadly opponent in personal combat. These include artificer lightning talons able to shred the heaviest armour with ease, and an energized whip—a symbol of the overthrow of the tyrannical powers that once held him captive—with which he can lash out or ensnare with blinding speed. In combat, this combination of arms is counted as a single weapon with the following profile:

	Range	Str	AP	Type
Panoply of the Raven Lord	None	User	2	Melee, Shred, Blind, Fighting Style, Two-handed

Fighting Style: At the beginning of each Assault phase, Corax's controlling player may choose one of the following special rules to apply to his attacks, based upon the weapons and fighting style he is employing:

- **Death Strike:** All To Wound rolls of 5+ by Corax's close combat attacks wound their target regardless of its Toughness and any rolls to damage vehicles gain an extra +3 to their Armour penetration rolls.
- **Scourge:** Corax gains D3 extra attacks.
- **Shadow-walk:** Corax imposes a -1 penalty on the To Hit rolls of every enemy model which attacks him in an assault until the beginning of Corax's controlling player's next Assault phase.

The Korvidine Pinions

Corax's flight pack is a miracle from the Dark Age of Technology modified to suit the Primarch's own exacting needs. The Korvidine Pinions grant him the unit type Jump Pack Infantry and, in addition, he may always make Hammer of Wrath attacks when making assaults regardless of any other factors, such as Hammer of Wrath attacks causing D3 hits at Str 5 AP 3. When deploying via Deep Strike, the Scatter dice may be re-rolled if Corax's controlling player wishes and should he suffer a Mishap, then the Delayed result automatically applies instead of a random roll. When making a Jump Pack move, Corax may make a Vector Strike attack just as if he were a Swooping Flying Monstrous Creature.

Deadly Prey: Dropsite Massacre and the Victory is Vengeance Campaign special option

In the aftermath of the Dropsite Massacre, Corax was wounded and his wargear badly damaged, but he still would prove a most deadly prey to those who attempted to hunt him and his band of survivors across the blasted face of Istvan V. Corax in this incarnation has only 5 Wounds and 5 Attacks as standard, his armour saves are degraded to 3+/5+ and he loses the Korvidine Pinions and his Archaeotech pistols. He carries a salvaged heavy bolter (which is treated as being Assault 3 in this case) and gains the Hatred (Iron Warriors, Sons of Horus, Night Lords, Alpha Legion, Emperor's Children, Death Guard and World Eaters), Infiltrate and Scout special rules. This version of Corax costs 350 points.



"The wise commander utilises his enemy's weakness even more than he utilises his own strength."

Introit to the
Principia Belicosa

CRUSADE ARMY LIST APPENDIX X: THE ALPHA LEGION

LEGIONES ASTARTES (ALPHA LEGION)

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.

Of all of the Legiones Astartes, the least is known for certain of the Alpha Legion. The annals of the Great Crusade make mention of the Legion, but invariably each entry contradicts some other. All that is known is that the warriors of the Alpha Legion are the unsurpassed masters of misdirection and guile. Most foes have no inkling they are even fighting before the Alpha Legion's masterful stratagems cause their defences to collapse beneath them, torn apart from within so that when the final overwhelming attack finally comes, the enemy's defeat is total.

All models and units with this special rule are subject to the following provisions:

- **Legiones Astartes:** Units with this special rule may always attempt to regroup at their normal Leadership value, regardless of casualties.
- **Mutable Tactics:** An Alpha Legion army must pick one of the following special rules at the point where Warlord Traits have been selected for the game. This rule then applies to all of the units in the detachment with the Legiones Astartes (Alpha Legion) special rule for the duration of this game:
 - Scout
 - Infiltrate
 - Tank Hunters
 - Counter-attack
 - Move Through Cover
 - Adamantium Will
- **Martial Hubris:** In any mission where secondary objectives are being used, and an Alpha Legion army is your army's primary detachment, if the Alpha Legion army has suffered more units destroyed than their enemy at the end of the game, then their enemy gains +1 Victory point.

LEGION SPECIFIC UNITS

In addition to those found in the Crusade Army list, the Alpha Legion has particular access to additional unit types: Headhunter Kill Teams (which are a Fast Attack choice on the Force Organisation chart) and Lernaean Terminator Squads (which are an Elites choice on the Force Organisation chart). The Alpha Legion also has access to a unique Consul type; the Saboteur.

Saboteur+35 points

The Saboteur specialises in covert infiltration, assassination and sabotage, arts usually considered beneath the Legiones Astartes but at which the Alpha Legion has always excelled. Saboteurs make their presence known on the battlefield by the destruction they wreak, often in the opening moments of a major engagement, striking against enemy command structures, vital units or defences, leaving the foe reeling before the Alpha Legion's onslaught.

Wargear

- A Saboteur carries melta bombs and cameleoline.

Special Rules

- **Lone Killer:** A Saboteur cannot be chosen to fulfil a compulsory HQ choice and may not join other units.
- **Special Deployment:** A Saboteur must begin the game in Reserve and does not count towards the maximum number of reserve units in the army. They are deployed via the Reserve rules and have Outflank.
- **Sabotage:** At the moment the Saboteur enters play, a special Sabotage attack is inflicted on the enemy. The controlling player selects a single enemy unit or fortification on the table. This may include independent characters which may be selected as targets if not part of a unit, and if units are inside transports, then they may not be targeted directly, only their transport. The sabotaged unit suffers either D6 Str 6 AP 3 hits if it has a Toughness value, or a single automatic penetrating hit at AP 2. Cover saves may not be taken against this attack.
- Saboteurs may not be equipped with Terminator armour, Jump Pack, Jetbikes, Space Marine Bikes, power fists, thunder hammers or boarding shields.



ALPHA LEGION UNIQUE RITE OF WAR: THE COILS OF THE HYDRA

The deceit and subterfuge for which the Alpha Legion was famed was a means to an end; the end more often than not placing their foes at a disadvantage on the battlefield, leaving them vulnerable to sudden surprise attack by rapid moving strike forces whose goal was nothing short of wholesale slaughter.

Effects

- **Subterfuge:** An Alpha Legion force whose primary detachment is using this Rite of War adds +1 to determine who goes first or may re-roll to Seize the Initiative where allowed by the mission.
- **Signal Corruption:** Enemy Reserves rolls are at a -1 penalty.
- **The Rewards of Treason:** An Alpha Legion force whose primary detachment is using this Rite of War may select a single Legion specific unit normally allowed only to another Space Marine Legion (note this does not include independent characters or unique units) as an Elites choice on their Force Organisation chart. This unit has the equipment and special rules that they would normally, however they have the Legiones Astartes (Alpha Legion) special rule where this is relevant, not the Legiones Astartes special rule of their parent Legion.

Limitations

- Detachments using this Rite of War must take an additional compulsory Troops choice in addition to that usually required on their Force Organisation chart.
- 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.
- With the exception of the Vigilator type, detachments using this Rite of War may only take a single Consul as part of their HQ choices.
- The army may not take a Fortification or other Space Marine Legion allied detachment.

LEGION SPECIFIC WARGEAR

The Alpha Legion has access to the following items of special wargear:

Power Daggers

Any character model with Legiones Astartes (Alpha Legion) may take a power dagger in addition to their normal options for +5 points. This is a close combat weapon with the following profile:

	Range	Str	AP	Type
Power dagger	-	As User	-1 3	Specialist Weapon, Rending

Venom Spheres

This upgrade exchanges the more commonplace frag grenades employed by the Space Marines for advanced variants which contain toxin-impregnated crystalline splinters that have been darkly claimed to be based on xenos technology.

- This option may be chosen by any frag grenade-equipped Praetor, Centurion or Consul, Techmarine or Apothecary with the Legiones Astartes (Alpha Legion) special rule for +5 points each, replacing the model's frag grenades, or by Veteran Tactical, Seeker and Destroyer squads for +25 points per squad.
- Venom spheres are assault grenades that grant their bearer the Hammer of Wrath special rule.

Venom Sphere Harness

The venom sphere 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 and the Hammer of Wrath special rule in the Assault phase of that turn:

	Range	Str	AP	Type
Venom sphere harness	8"	3	-	Assault 2, Blast (3"), One Shot

Banestrike Bolter Rounds (Special Ammunition Type)

These mysterious variant bolt shells, believed to have been designed in secret within the armouries of the Alpha Legion long before the outbreak of the Horus Heresy, had it seems a sole purpose; to breach the ceramite power armour of Space Marines. Used openly for the first time at the Dropsite Massacre on Istvan V, their dense explosive cores and firing stresses reduced their range and swiftly degraded the firing weapon, but their effect against the betrayed Legions was devastating. Fortunately for the Loyalists, supplies of these difficult to manufacture munitions rounds were limited, and only the Alpha Legion and the Sons of Horus were able to field them in substantial numbers beyond that incident of brutal treachery.

Banestrike bolter rounds used in bolters have the following profile:

Weapon	Range	Str	AP	Type
(Boltgun)	18"	4	5	Rapid Fire, Banestrike
(Combi-bolter)	18"	4	5	Rapid Fire, Banestrike, Twin-linked
(Heavy bolter)	36"	5	4	Heavy 3, Banestrike

Banestrike: When rolling To Wound, results of a 6 with this weapon are at AP 3.

Legion Seeker Squads with the Legiones Astartes (Alpha Legion) special rule may exchange their Scorpions special issue ammunition with Banestrike ammunition at no additional cost. Legion Veteran Tactical Squads and Legion Terminator Squads with the Legiones Astartes (Alpha Legion) special rule may also take Banestrike bolter rounds for +20 points per squad.

Independent characters with the Legiones Astartes (Alpha Legion) special rule may upgrade either a boltgun or combi-bolter they are carrying to use exclusively Banestrike ammunition for +5 points.



FAST ATTACK

The histories of the Great Crusade record that it was the Alpha Legion that conceived of the deployment of Legion Seeker squads, a unit configuration that spread to other Legions as the Great Crusade expanded outwards. The Legion did not halt at Seeker squads however, and has since fielded a further refinement of the concept in the form of Headhunter Kill Teams. These supremely skilled infiltrators specialise in creating conditions of all-consuming chaos among the enemy's ranks, sowing confusion by eliminating key officers, positions and assets. In doing so, the Headhunters bring about a tipping point in a battle or an entire campaign, the fulcrum upon which the fate of worlds is balanced.

Headhunter Kill Teams are made up of the most skilled infiltrators and assassins in the Alpha Legion, and fielded at the direct command of a senior commander. They have access to some of the most prized wargear their Legion can provide, including special ammunition conceived specifically to penetrate armour up to and including Legiones Astartes battle plate. In the ranks of a Legion already renowned for its ability to infiltrate, misdirect and assassinate, the Headhunter Kill Teams are nigh unsurpassed and were their deeds known beyond their Legion, they would be feared the galaxy over.

HEADHUNTER KILL TEAMS

(ALPHA LEGION ONLY)

175 POINTS

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

Unit Composition

- 4 Headhunters
- 1 Headhunter Prime

Unit Type

- Headhunter: Infantry
- Headhunter Prime: Infantry (Character)

Wargear

- Power armour
- Bolt pistol
- Combi-bolter with banestrike ammunition
- Power dagger
- Krak grenades
- Venom spheres

Special Rules

- Legiones Astartes (Alpha Legion)
- Precision Shot
- Infiltrate

Dedicated Transport

- A Headhunter Kill Team may choose a Legion Rhino or Dreadclaw Drop Pod as a Dedicated Transport. If either of these options are chosen, the squad may no longer infiltrate.

Options

- The Headhunter Kill Team may take:
 - Up to 5 additional Headhunters+25 points each
- Any model in the Kill Team may upgrade their Combi-bolter with banestrike ammunition to a:
 - Combi-weapon with banestrike ammunition.....+7 points each
- One model in the Kill Team may exchange their Combi-bolter with banestrike ammunition for a:
 - Heavy bolter with suspensor web and banestrike ammunition+10 points
- The Headhunter Prime may exchange their bolt pistol for one of the following:
 - Plasma pistol.....+15 points each
 - Inferno pistol+15 points each
 - Power fist.....+15 points each
- The Headhunter Prime may exchange their power dagger for one of the following:
 - Power weapon.....+10 points
 - Power fist.....+15 points
- The Headhunter Prime may also take any of the following:
 - Melta bombs.....+5 points
 - Artificer armour+10 points



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

Unit Composition

- 4 Lernaean Terminators
- 1 Harrower

Unit Type

- Lernaean Terminators:
 Infantry
- Harrower: Infantry (Character)

Wargear

- Cataphractii Terminator
 Armour
- Power axe
- Volkite charger

Special Rules

- Legiones Astartes
 (Alpha Legion)
- Stubborn
- Implacable Advance

Dedicated Transport

- A Lernaean Terminator
 Squad may choose a Land
 Raider Proteus or Phobos or
 a Dreadclaw Drop Pod as a
 Dedicated Transport if they
 number five models, or a
 Spartan Assault tank if they
 number 10 models or less.

Options

- A Lernaean Terminator Squad may take:
 - Up to 5 additional Lernaean Terminators+40 points each
- Any model in the Lernaean Terminator squad may exchange their power axes for one of the following weapons options:
 - Power fist.....+5 points each
 - Chainfist.....+10 points each
- For every five models in the squad, one Lernaean Terminator may exchange their Volkite charger for one of the following options:
 - Plasma blaster.....+15 points
 - Heavy flamer.....+10 points
 - Conversion beamer.....+25 points
- The Harrower may also have the following upgrades:
 - Venom sphere harness.....+10 points
 - Master-crafted weapon+10 points

Implacable Advance

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



ELITES

Though the Alpha Legion maintains and fields the entire spectrum of Legiones Astartes unit configurations, few know of the Lernaean Terminator Squads. This is not because they seek to obscure their existence, but rather because they rarely leave behind any witnesses of their deeds. The Lernaean Terminator Squads are like the beast that is their namesake and the icon of the Legion, an unformed legend and the object of shrouded dread. They are the grinding jaws of the many-headed Hydra, the furious assault from the unexpected quarter. And like the beast of myth, they are all but impossible to slay.

The Lernaean Terminator Squad is clad in Cataphractii Tactical Dreadnought Armour chased with baroque finery and are armed with Volkite chargers, making them fearsome close assault and vanguard spearhead units against which few enemies can stand. In battle they advance relentlessly upon the foe, descending with controlled fury and slaying any enemy not driven to rout before them. Having secured their objective, they hold it stubbornly against all counter-attacks, like the great beast with its jaws clamped firmly about its doomed prey.





HQ

As with much of his mysterious Legion, little can be said for certain about the origins or character of the Alpha Legion commander known as Armillus Dynat (whose name itself may be an artificial construction using mimetic factors from several different dead Terran dialects meaning approximately "The fallen prince/false prophet who destroys with power"). Pictorial reference for this officer is only available thanks to the recordings of Ultramarines—attached Remembrancers present at the Palcine War Council, where Dynat is recorded as having infamously sparred with Marius Gage over the conduct of the war after the Ultramarines' repulsed attack during the Battle of Asarna Bay.

He is known to be a formidable strategist with a penchant for unorthodox and highly intricate attack plans often designed to pull apart and maim enemy formations before a killing blow is delivered, and a master of integrated fast-armour and close air-support tactics. Armillus Dynat is thought to have been a theatre commander during the notorious Tesstra Campaign and the mastermind behind the Oannessi Genocide. His name quickly became infamous during the Horus Heresy as a feared strike commander, beginning with the invasion of Paramar.

ARMILLUS DYNAT

HARROWMASTER OF THE ALPHA LEGION, GRIEFBRINGER, INSTAR-NINE

200 POINTS

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Krak grenades
- Venom spheres
- Iron halo
- Thunder hammer
- Power sword
- Phosphex bomb
- Cognis signum

Special Rules

- Legiones Astartes (Alpha Legion)
- Independent Character
- Master of the Legion
- The Harrowing
- Weapon Mastery
- Jealous Command
- Warlord (If Armillus Dynat is your army's Warlord, he has the Hammerstrike Assault trait rather than rolling randomly)
- Precision Strike

The Harrowing

Armillus Dynat is a master of the bloody killing blow delivered to a wounded and encircled foe. Like the solution to a murderous puzzle, he is viciously adept at determining and enacting through his Legion the precise pattern of attack to exploit confusion and panic to their maximum effect, tipping a wavering enemy over the edge into the abyss of death.

While in the enemy deployment zone, all units with the Legiones Astartes (Alpha Legion) special rule, as well as Alpha Legion Dreadnoughts in the same detachment as Armillus Dynat, may re-roll their Sweeping Advance rolls and add +1 to any results they inflict on the Vehicle Damage table.

Weapon Mastery

Armillus Dynat has two close combat weapons and may wield them simultaneously, splitting his attacks between them in close combat as desired.

Jealous Command

If Armillus Dynat is chosen as part of the army, he must be a part of a primary detachment and he must be the army's Warlord unless Alpharius is also present.

Warlord: Hammerstrike Assault

One chosen infantry unit in the same primary detachment as the Warlord gains the Deep Strike rule if it did not already possess it, and may re-roll the Deep Strike Scatter dice on the turn it arrives.

This unit may only be taken as part of a Traitor faction army.



	WS	BS	S	T	W	I	A	Ld	Sv
Exodus	5	6	4	4	3	5	2	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Krak grenades
- Venom spheres
- Melta bombs
- Power dagger
- Bolt pistol
- The Instrument
- Cameleoline

Special Rules

- Legiones Astartes (Alpha Legion)
- Independent Character
- Infiltrate
- Move Through Cover
- Scout
- Lone Killer
- Assassin's Shot
- Acute Senses
- It Will Not Die

Lone Killer

Exodus may not be taken as a compulsory HQ choice, only as an optional HQ choice. He may not be the army's Warlord, and may not join other units except Legion Reconnaissance squads or Alpha Legion Headhunter Kill Teams.

Assassin's Shot

On any To Hit roll of 4+ for a shooting attack, Exodus' controlling player may choose which model in an enemy unit is hit rather than following the usual procedure for assigning hits and saves, so long as the chosen model is within line of sight.

The Instrument

Exodus carries a unique sniper rifle of unknown design and provenance, which seemingly uses a mixture of advanced bolter weaponry and gravitic accelerator technology. The weapon has two fire modes and therefore two profiles. Pick which profile is used every time the weapon is fired:

Weapon	Range	Str	AP	Type
Rapid shot	36"	5	4	Salvo 2/4, Rending
Execution shot	36"	6	3	Heavy 1, Rending, Lethal, Ignores Cover

Lethal: This attack inflicts two wounds per unsaved wounding hit, rather than one.

This unit may only be taken as part of a Traitor faction army.

HQ

None can say whether Exodus is a single individual or one of several supremely skilled assassins operating at the behest of the uppermost echelons of the Alpha Legion. Certainly the name, or coded identifier 'Exodus', has appeared in multiple vox-chains and order logs in many different war zones, sometimes contemporaneously. This in itself is unlikely to be accidental given the Alpha Legion's mastery of deception in all its forms.

Whatever the truth, the Space Marine known as Exodus must rank amongst the most skilled killers outside of the Assassin Clades of the Officio Assassinorum. His skill-at-arms is born of the convergence of the will, physiology and conditioning of a Space Marine with the field craft and panoply of arms and wargear of an assassin. So adept is Exodus that he is said to rival even the marksmen of Clade Vindicare in his ability to insinuate himself into position and deliver the killing shot at the pivotal moment in a campaign. Some histories claim that as many as a dozen worlds have been brought to Compliance with only a single shot having been fired. By striking down a recalcitrant figurehead or high commander, preferably in full view of their followers, Exodus can achieve with that one round what the expenditure of billions of rounds, charges and shells might never bring about.



LORDS OF WAR

"Men will die for the truth, but death alone does not make a thing true.

The truth does not cease to exist because it goes unheeded."

The Book of Censure

ALPHARIUS

PRIMARCH OF THE ALPHA LEGION, THE ALEPH NULL, THE HYDRA, THE THREEFOLD SERPENT, THE FINAL CONFIGURATION

415 POINTS

Of all the Primarchs of the Legiones Astartes, Alpharius is without doubt the most steeped in mystery, legend, contradiction and deliberate falsification. Some even claim that the Alpha Legion has more than one Primarch, though it is entirely possible that this belief is itself but a part of an elaborate misdirection on the part of Alpharius, intended to further his Legion's goals.

The Primarch of the Alpha Legion shrouds himself in mystery, often moving unseen even amongst the ranks of his own Legion. However, when the time comes to cast off the cloak of misdirection, Alpharius is as awe-inspiring a being as any of the Primarchs of the Legiones Astartes. Clad in armour forged in the manner of some terrifying beast of ancient Terran myth and armed with a fearsome panoply of weapons of unknown provenance, Alpharius bestrides the battlefield like a figure from legend. Like the hydra he and his Legion take as their symbol, in battle Alpharius fights by repeated attacks from multiple and unexpected quarters. None can predict where or how the Primarch will strike, what weapons he will bring to bear or which of his many different forces will fight at his side. In many cases, the enemy are not even aware they are fighting until the very moment battle is joined, at which point they are already doomed to total and utter defeat at the hands of this most cunning, devious and duplicitous of all the Primarchs of the Legiones Astartes.

	WS	BS	S	T	W	I	A	Ld	Sv
Alpharius	7	7	6	6	6	6	5	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

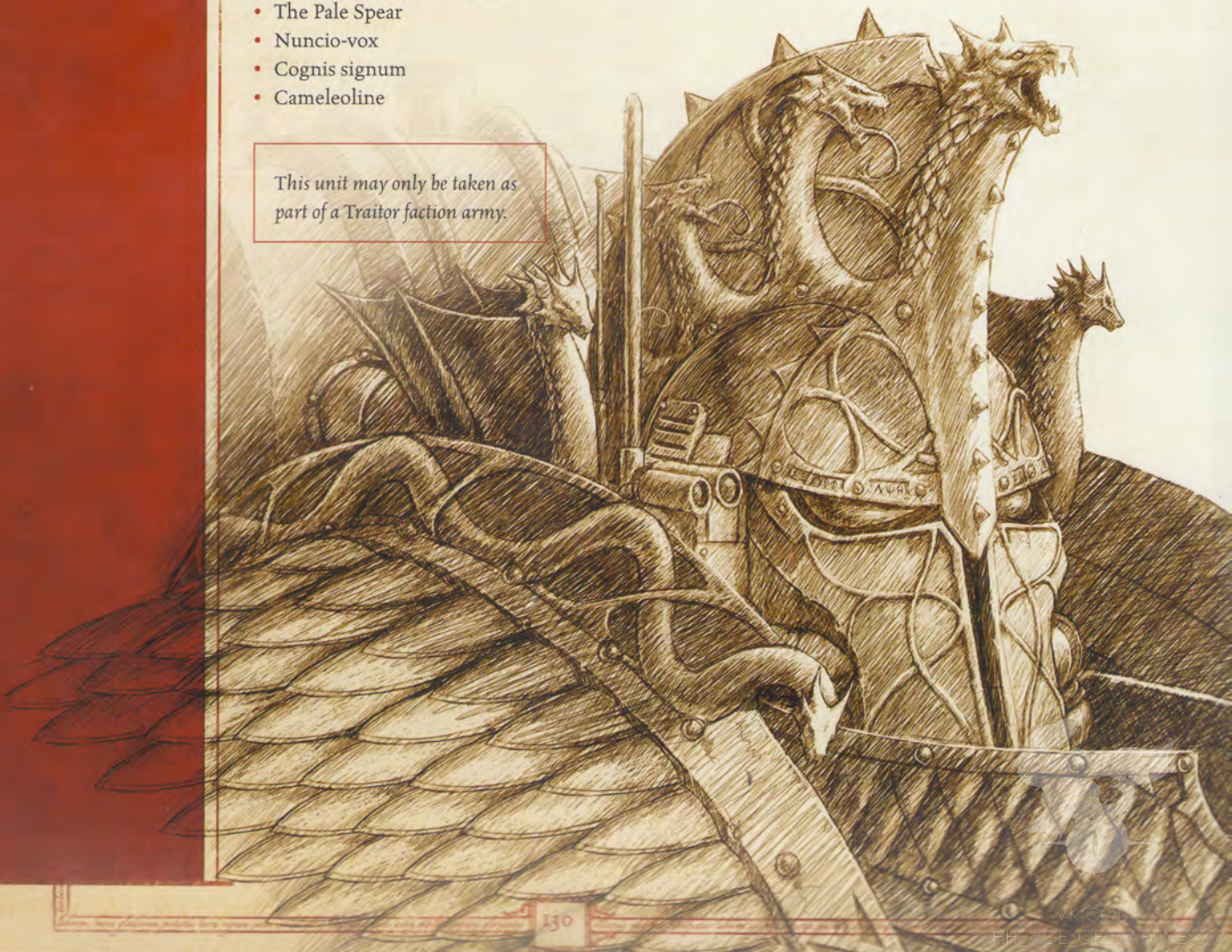
Wargear

- The Pythian Scales
- Venom spheres
- Master-crafted plasma blaster
- The Pale Spear
- Nuncio-vox
- Cognis signum
- Cameleoline

Special Rules

- Primarch (Independent Character, Eternal Warrior, Fear, Adamantium Will, Fleet, Fearless, It Will Not Die, Master of the Legion, Precision Strike, Precision Shot)
- Sire of the Alpha Legion
- One of Many
- Insidious Mastermind
- Bulky

This unit may only be taken as part of a Traitor faction army.



SPECIAL RULES

Sire of the Alpha Legion

Alpharius has the Preferred Enemy (Everything), Counter-attack, Move Through Cover, Scout and Crusader special rules, and these only apply when his presence has been revealed (see the One of Many special rule below). All models with the Legiones Astartes (Alpha Legion) special rule in the same army as Alpharius gain the Preferred Enemy (Everything) special rule while he is on the table and has been revealed.

One of Many

Rather than deploying Alpharius or placing him in reserve as normal, his controlling player may opt to deploy him covertly using this special rule:

- After both sides have deployed but before the game begins, Alpharius' controlling player should secretly note down on a piece of paper which of their eligible units the Primarch has concealed himself within, and then place this note to one side until it is called for.
- Eligible units for use in conjunction with this special rule are any units with both the Infantry type and Legiones Astartes (Alpha Legion) special rule from the army's primary detachment.
- At the start of any of Alpharius' controlling player's turns from the second turn onward, they may choose to reveal the Primarch by showing the contents of the note.
- Alpharius' model immediately replaces a single rank and file model (i.e., not a character or independent character) from the unit and may act as normal from that point. The model he replaces is lost. This may be done if the chosen unit is inside a transport or building without impediment so long as there is sufficient transport capacity within for him.
- Should the unit that Alpharius appears in be falling back, it immediately rallies regardless of any other rules or effects to the contrary.
- If the chosen unit has been destroyed by any means or Alpharius' model cannot be placed on the table for some reason (such as limitations of space, transport capacity, or the unit is not on the table), then Alpharius is instead placed in On-going Reserves.
- If turn five is reached with the Primarch still in concealment, Alpharius is revealed automatically.

Insidious Mastermind

Alpharius is perhaps the most devious commander in the Imperium, with a labyrinthine mind able to both predict the actions of others with uncanny precision and manipulate his foes into unwittingly doing as he wishes, often sealing their own doom in the process. So long as Alpharius is the army's Warlord, the following is in effect:

- Alpharius' side may Seize the Initiative on a D6 roll of 4+ where this is a factor in the mission being played.
- Units in the army's primary detachment arriving via Outflank may add +D3" to their movement on the turn of their arrival.
- From the second game turn onward, should the enemy player roll to successfully bring on a unit via reserve, and the Alpha Legion contingent of Alpharius' army also has a unit of the same exact unit entry type held in reserve, Alpharius' player may opt to roll a D6. On a 4+ the Alpha Legion reserve unit immediately enters play this turn instead of the enemy unit (which remains in reserve).
- Alpha Legion units that enter play using this rule may still outflank and gain the movement bonus from this rule, and such units may be targeted by enemy units using the Interceptor special rule when they enter play.

The Pythian Scales

Although frequently recorded as entering battle in the semblance of a regular member of his Legion, Alpharius—or perhaps an individual carrying that name—is also known to have led his Legion to war armoured in sinister and baroque reptilian-styled armour whose stature left no doubts in the mind of onlookers that a bloody-handed Primarch had entered the fray. This armour, faceless and fashioned after the shadowed mythic age of Ancient Terra was known as the Pythian Scales, and could turn blade, energy blast and alchemical attack with equal ease. The Pythian Scales provide Alpharius with a 2+ armour save and a 4+ invulnerable save. In addition, it provides immunity to both the Poison and Fleshbane special rules.

The Pale Spear

This was one of a number of strange and esoteric weapons associated with the Primarch and rumoured to be a strange xenos artefact whose forging predated even the rise of the Eldar. This double-bladed spear flickered seemingly out of phase with the material universe when wielded, emitting an eerie and otherworldly howling, and was able to pierce any physical defence it encountered without impediment, ripping them apart at a molecular level. Against living matter, it inflicted hideously gaping bloodless wounds as the flesh where it struck dissolved into oily smoke.

Weapon	Range	Str	AP	Type
The Pale Spear	-	User	1	Melee, Armourbane, Instant Death, Two-handed

THE HORUS HERESY[®]

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.

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