

BATTLES IN THE AGE OF DARKNESS: WARLORD TRAITS

SPACE MARINE LEGION WARLORD TRAITS

A Space Marine Legion Warlord may roll on one of the Traits tables in the *Warhammer 40,000* rulebook, or on the following table:

D6 Warlord Trait

1 Bloody-handed

The Warlord and any unit with the Legiones Astartes special rule they join cause Fear.

2 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.

3 World Burner

The Warlord may nominate D3 units within their primary detachment, which these are must be marked down before the game begins. Any Template or Blast weapons possessed by these units gain the Shred special rule if they did not already have it.

4 Paladin of Glory

The Warlord has the Fearless special rule, and both the Warlord and any unit with the Legiones Astartes special rule with models within 6" of the Warlord may add +1 to the Wounds score calculated to see if they win combat in the Assault phase.

5 Void Walker

The Warlord gains the Adamantium Will special rule and one nominated infantry unit gains the Deep Strike special rule.

6 Child of Terra

The Warlord and any unit they join with the Legiones Astartes special rule may re-roll any failed rolls of 1 To Wound in close combat.

MECHANICUM WARLORD TRAITS

A Legio Cybernetica or Taghmata Omnisiah Warlord may roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or on the following table:

D6 Warlord Trait

1 Master of Mechanisms

Select one unit of Monstrous Creatures or a single vehicle squadron with at least one Armour value of 12 or higher in the same detachment as the Warlord. That unit gains the It Will Not Die special rule.

2 Perfected Targeting

While your Warlord is alive, select a single weapon either they are carrying or that is on a unit within 6" of them in the Shooting phase with the Heavy type. That weapon counts as being twin-linked for this turn.

3 Predictive Augury

The Warlord, and any unit they have joined, hits on a 5 or 6 when firing Overwatch.

4 The Death of Flesh

All units within the detachment have the Preferred Enemy (Infantry – all types) while within 3" of an objective.

5 Dread Rites

The Warlord, and any unit they join, both cause Fear and are immune to its effects, and have the Adamantium Will special rule.

6 Battlefield Analysis

At the start of the game after deployment but before the battle begins, nominate a single piece of terrain in the enemy's deployment zone. The cover save provided by this terrain is lowered (ie, made worse) by -1 (5+ becoming 6+, and so on).

SOLAR AUXILIA REGIMENTS WARLORD TRAITS

A Solar Auxilia Regiment may roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or on the following table:

D6 Warlord Trait

1 Uncanny Survivor

The Warlord gains the Eternal Warrior special rule.

2 Shattering Bombardment

While the Warlord is alive, select a single weapon in a unit within 6" of them in the Shooting phase that has the Ordnance special rule. That weapon counts as being twin-linked for this player turn.

3 Bitter Blood

When fighting in a challenge, the Warlord gains the Hatred special rule.

4 Blind Barrage

The Warlord's controlling player may choose to unleash a Blind bombardment at the start of the game. If this is done, all friendly Solar Auxilia units gain the Shrouded special rule for the duration of the first game turn only.

5 Void Master

The Warlord gains the Stubborn special rule, and they and any unit they join gains the Move Through Cover special rule.

6 Siege Master

At the start of the game, after deployment but before the game begins, nominate a single piece of terrain in the enemy's deployment zone (note that this cannot be a Fortification purchased for their army). The cover save provided by this terrain is lowered (ie, made worse) by -1 (eg, 5+ becoming 6+, etc).

QUESTORIS KNIGHT CRUSADE ARMY WARLORD TRAITS

A Questoris Knight Crusade Warlord must roll on the following table. They may not use the Warlord Trait tables in the *Warhammer 40,000* rulebook.

D6 Warlord Trait

1 Hell Rider

The Knight Warlord and all other Knights in their detachment within 12" gain +1" to their Movement and +1 on any To Wound and Armour Penetration rolls on the first turn of the game.

2 Glorious Renown

Fear tests taken against the Knight Warlord suffer a -2 penalty to the Leadership value, while allied units within 12" may re-roll failed Morale checks.

3 Favoured of Mars

One of the Knight Warlord's weapons, chosen by the owning player, gains the Master-crafted special rule.

4 Lord of the Abyss

The Knight Warlord gains the Monster Hunter and Adamantium Will special rules.

5 Puissant Commander

The owning player may add +1 to their Seize the Initiative roll in missions where this is relevant, and while the Knight Warlord is on the table, enemy Reserves rolls suffer a -1 modifier.

6 Indomitable

The Knight Warlord gains the It Will Not Die special rule.

BATTLES IN THE AGE OF DARKNESS: SPACE MARINE LEGIONS WEAPONS

(Also see the Space Marine Legions Weapons & Wargear Special Rules and Taghmata Weapons quick reference cards for a summary of the special rules listed below)

RANGED WEAPONS

Weapon	Range	Str	AP	Type
Accelerator autocannon	48"	7	4	Heavy 6, Rending, Rapid Tracking ¹
Archaeotech pistol	12"	6	3	Pistol, Master-crafted
Autocannon	48"	7	4	Heavy 2
Avenger bolt cannon	36"	6	3	Heavy 7
Battlecannon	72"	8	3	Ordnance 1, Large Blast (5")
Boltgun	24"	4	5	Rapid Fire
Boltgun special ammunition				
(Kraken bolt shells)	30"	4	4	Rapid Fire
(Scorpius bolt shells)	24"	4	5	Heavy 1, Rending, Shred
(Tempest bolt shells)	18"	3	6	Rapid Fire, Blast (3")
Bolt pistol	12"	4	5	Pistol
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked
Combi-flamer	Template	4	5	Assault 1, One Use
Combi-meltagun	12"	8	1	Assault 1, Melta, One Use
Combi-plasma gun	24"	7	2	Rapid Fire, Gets Hot, One Use
Conversion beamer	Up to 18"	6	-	Heavy 1, Blast (3")
	18"-42"	8	4	Heavy 1, Blast (3")
	42"-72"	10	1	Heavy 1, Blast (3")
Cyclone missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2
Deathstorm frag launcher	48"	5	4	Heavy 1, Blast (3"), Pinning
Deathstorm krak launcher	48"	8	3	Heavy 2
Demolisher cannon	24"	10	2	Ordnance 1, Large Blast (5")
Dreadhammer siege cannon	24"/48"	10	1	Ordnance 1, Massive Blast (7"), No Cover Saves Allowed
Dual reaper autocannon	36"	7	4	Heavy 4, Twin-linked
Earthshaker cannon	36"-240"	9	3	Ordnance 1, Barrage, Large Blast (5")
Electromagnetic storm charge	-	3	4	Bomb 1, Haywire, Large Blast (5"), Concussive, One Use
Executioner cannon	36"	7	2	Heavy 3, Blast (3")
Fellblade accelerator cannon				
(HE shell)	100"	8	3	Ordnance 1, Massive Blast (7")
(AP shell)	100"	9	2	Heavy 1, Blast (3"), Armourbane
Flamer	Template	4	5	Assault 1
Flamestorm cannon	Template	6	3	Assault 1
Graviton cannon	36"	*	4	Heavy 1, Concussive, Large Blast (5"), Haywire, *Graviton Pulse ²
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussive, Haywire, *Graviton Pulse ²

Weapon	Range	Str	AP	Type
Grenade harness	8"	3	-	Assault 2, Blast (3"), One Use
Grenade launcher				
(Frag)	24"	3	6	Rapid Fire, Blast (3")
(Krak)	24"	6	4	Rapid Fire
Hand flamer	Template	3	6	Pistol
Havoc launcher	48"	5	5	Heavy 1, Blast (3"), Twin-linked
Heavy bolter	36"	5	4	Heavy 3
Heavy bomb	-	6	4	Bomb 1, Apocalyptic Barrage (6), One Use
Heavy conversion beamer	Up to 18"	6	-	Heavy 1, Large Blast (5"), Firing Calibration ³
	18"-42"	8	4	Heavy 1, Large Blast (5"), Firing Calibration ³
	42"-72"	10	1	Heavy 1, Large Blast (5"), Firing Calibration ³
Heavy flamer	Template	5	4	Assault 1
Heavy stubber	36"	4	-	Heavy 3
Hellstrike missile	72"	8	3	Ordnance 1, One Use
Hyperios missile launcher	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker ⁴
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Icarus quad lascannon	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Inferno pistol	6"	8	1	Pistol, Melta
Irak-cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage ⁵
Irradiation engine	Template	4	3	Heavy 1, Fleshbane, Rad-phage ⁵ , Torrent
Kheres assault cannon	24"	6	4	Heavy 6, Rending
Kraken penetrator heavy missile	36"	8	1	Heavy 1, One Use, Armourbane
Lascannon	48"	9	2	Heavy 1
Laser destroyer	36"	9	1	Ordnance 1, Twin-linked
Lightning gun	18"	7	5	Heavy 1, Shred, Rending
Magna-melta	18"	8	1	Heavy 1, Melta, Large Blast (5")
Master of Signal bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Barrage
Medusa phosphex shell	36"	5	2	Ordnance 1, Large Blast (5"), Poisoned (3+), Crawling Fire ⁶ , Lingering Death ⁷
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Meltagun	12"	8	1	Assault 1, Melta
Missile launcher				
(Frag)	48"	4	6	Heavy 1, Blast (3")
(Flakk)	48"	7	4	Heavy 1, Skyfire
(Krak)	48"	8	3	Heavy 1

Weapon	Range	Str	AP	Type
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1, Melta
Needle pistol	12"	2	5	Pistol, Poisoned, Rending
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse ⁸
Neutron laser battery	72"	10	1	Primary Weapon D3 (roll each time the weapon is fired), Concussive, Feedback ⁹ , Shock Pulse ⁸
Phosphex bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire ⁶ , Linger Death ⁷
Phosphex bomb cluster	-	5	2	Bomb 2, Barrage, Bomb Cluster ¹⁰ , One Use, Blast (3"), Poisoned (3+), Crawling Fire ⁶ , Linger Death ⁷ , Deadly Cargo ¹¹
Phased plasma-fusil	24"	6	3	Salvo 2/3
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (10")
Plasma cannon	36"	7	2	Heavy 1, Blast (3"), Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot
Plasma pistol	12"	7	2	Pistol, Gets Hot
Predator cannon	48"	7	4	Heavy 4
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad mortar (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock ¹²
(Shatter)	36"	8	4	Heavy 4, Sunder ¹³
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Rad missile	48"	4	3	Heavy 1, Blast (3"), Fleshbane, Rad-phage ⁵
Reaper autocannon	36"	7	4	Heavy 2, Twin-linked
Reaper autocannon battery	36"	7	4	Heavy 4, Twin-linked
Rotor cannon	30"	3	6	Salvo 3/4
Scorpius multi-launcher	48"	8	3	Heavy 1, Barrage, Blast (3"), Rocket Barrage ¹⁴
Sniper rifle	36"	X	6	Heavy 1, Sniper
Space Marine shotgun	12"	4	-	Assault 2
Storm launcher (Kharybdis)	24"	6	5	Heavy 2, Pinning, Twin-linked
Sunfury heavy missile	36"	6	3	Heavy 1, Blind, Large Blast (5"), Gets Hot, One Use
Tempest rockets	60"	6	4	Heavy 1, Sunder ¹³ , One Shot
Thunderhawk cannon	72"	8	3	Primary Weapon 1, Massive Blast (7")

Weapon	Range	Str	AP	Type
Turbo-laser destructor	96"	D	2	Primary Weapon 1, Large Blast (5")
Vengeance launcher	48"	5	4	Heavy 2, Large Blast (5")
Volcano cannon (Falchion)	120"	D	2	Primary Weapon 1, Large Blast (5")
Volkite caliver	30"	6	5	Heavy 2, Deflagrate ¹⁵
Volkite carronade	48"	8	2	Primary Weapon 1, Haywire, Ignores Cover, Heavy Beam ¹⁶ , Deflagrate ¹⁵
Volkite charger	15"	5	5	Assault 2, Deflagrate ¹⁵
Volkite culverin	45"	6	5	Heavy 4, Deflagrate ¹⁵
Volkite serpenta	10"	5	5	Pistol, Deflagrate ¹⁵
Whirlwind launcher (Vengeance warhead)	12"-48"	5	4	Ordnance 1, Barrage, Large Blast (5")
(Castellan warhead)	12"-48"	4	5	Ordnance 1, Barrage, Large Blast (5"), Ignores Cover Saves
(Hyperios warhead)	48"	8	3	Heavy 1, Skyfire, Interceptor, Heat Seeker ⁴

MELEE WEAPONS

Weapon	Range	Str	AP	Type
Anbaric claw ¹	-	5	4	Melee, Rending
Breacher charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker ¹⁷
Charnabal sabre	-	As User	-	Melee, Rending, Duellist's Edge ¹⁸
Chainaxe	-	As User	4	Melee
Chainfist	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Chainsword	-	As User	-	Melee
Combat blade	-	As User	-	Melee
Dreadnought close combat weapon	-	x2	2	Melee
Force axe	-	+1	2	Melee, Force, Unwieldy
Force stave	-	+2	4	Melee, Concussive, Force
Force sword	-	As User	3	Melee, Force
Heavy chainsword	-	+2	5	Melee, Two-handed
Lascutter	-	9	2	Melee, Unwieldy, Cumbersome ¹⁹
Lightning claws	-	As User	3	Melee, Shred, Specialist Weapon
Machinator array ¹	-	+1	2	Melee, Unwieldy, Shred, Armourbane
Paragon blade	-	+1	2	Melee, Murderous Strike ²⁰ , Specialist Weapon
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon
Power lance	-	+1/As User	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	As User	3	Melee
Servo-arm ¹	-	8	2	Melee, Unwieldy
Siege wrecker	-	10	2	Melee, Concussive, Specialist Weapon, Wrecker ¹⁷
Thunder hammer	-	x2	2	Melee, Concussive, Specialist Weapon, Unwieldy

BATTLES IN THE AGE OF DARKNESS: SPACE MARINE LEGIONS WEAPONS & WARGEAR SPECIAL RULES

¹Rapid Tracking: Targets may not take Jink saves against damage from this weapon.

²Graviton Pulse: Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn.

³Firing Calibration (Heavy Conversion Beamer only): The power requirements and targeting calculations needed to effectively use this weapon means that it may not be fired if the model carrying it has moved in the same turn, regardless of the Relentless special rule or if the carrying model is a vehicle, etc.

⁴Heat Seeker: A weapon with this special rule can re-roll all failed rolls To Hit against Flyers and Fast Skimmers.

⁵Rad-phage: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

⁶Crawling Fire: After the blast marker for a weapon with this rule is placed, the firer may move the marker up to 2" in any direction so long as this would cover more models than previously.

⁷Lingering Death: When a Blast weapon with this rule is used, after the attack is resolved leave the Blast marker in play for the rest of the game and mark it with a counter of some kind. This area is now treated as dangerous terrain for all models with a Toughness value and open-topped vehicles.

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

⁹Feedback: If a weapon with this type fails its Penetration roll against a target vehicle's armour, or fails a To Wound roll against a target model (note that successful armour saves do not count for this) roll a D6. If the result is a 1, dangerous energy feedback along the beam causes the firing model to lose 1 Hull Point or wound.

¹⁰Bomb Cluster: A weapons system with the Bomb Cluster type may drop as many bombs as its user wishes as part of a single bombing run, up to the total listed number of bombs it is carrying. Pick a single target model for all of the bombs in the bombing run – this must be a model the Flyer has passed over that turn. The initial bomb dropped scatters D6" and further bombs dropped after that scatter in the same way as additional barrage blasts from a Multiple Barrage (see the Warhammer 40,000 rulebook).

¹¹Deadly Cargo: If the Flyer carrying unused weapons with this special rule takes hull damage but is not destroyed, roll a D6. On a 6, the Flyer suffers an Explodes! result on the Vehicle Damage chart.

¹²Shell Shock: Due to the rapid impact of the quad mortar's shells, Pinning tests taken because of its attacks are made at a -1 Ld penalty.

¹³Sunder: Attacks made with this special rule may re-roll failed Armour Penetration rolls.

¹⁴Rocket Barrage: In a turn in which the vehicle has not moved, the multi-launcher's rate of fire is increased to Heavy 1+D3.

¹⁵Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

¹⁶Heavy Beam: When the weapon is fired, draw a line from the end of the gun barrel up to the listed range of the weapon and 1" wide. The initial target for the weapon (the first model in the beam's path) must be an enemy model.

- All models (friend and enemy) caught in the beam area (excepting the firing tank) suffer a hit with the listed profile of the weapon, except Zooming Flyers, Swooping Monstrous creatures, and Flying Gargantuan Creatures that cannot be affected or targeted.
- Units struck receive a number of hits equal to the number of their models caught in the path of the beam; casualties are removed from affected units using the normal rules for removing casualties.
- If the beam strikes a Super-heavy vehicle, Gargantuan Creature or large intact building/fortification (bastion sized or larger), the attack is blocked and its line of effect will go no further. The blocking target will, however, suffer 1+D3 separate hits, rather than just 1.

If a vehicle transporting models suffers a penetrating hit from the weapon, those inside suffer D6 Str 4 AP- hits with the Deflagrate rule, in addition to any other effects. Casualties are assigned by the controlling player.

¹⁷Wrecker: Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

¹⁸Duellist's Edge: When fighting in a challenge, the user of this weapon gains a +1 bonus to their Initiative value.

¹⁹Cumbersome: A model using a close combat weapon with this special rule can only ever make a single attack at WS 1 in an Assault phase, regardless of their profile or any bonus or other special rule.

²⁰Murderous Strike: Attacks with this special rule cause Instant Death on a To Wound roll of 6. Roll any viable saves against this Instant Death-causing wound separately to other wounds the attack inflicts.

[†]See the Taghmata Weapons quick reference card for additional special rules.

BATTLES IN THE AGE OF DARKNESS: SOLAR AUXILIA WEAPONS

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

Weapon	Range	Str	AP	Type
Kinetic grenade	24"	4	5	Assault 1, Blast (3")
Kinetic piercer missile	48"	6	2	Heavy 1, Armourbane, Heat Seeker ⁸ , One Use
Kraken penetrator heavy missile	36"	8	1	Heavy 1, Armourbane, One Use
Lascannon	48"	9	2	Heavy 1
Laser destroyer array	48"	9	1	Ordnance 1, Twin-linked
Laspistol	12"	3	-	Pistol
Lightning gun	18"	7	5	Heavy 1, Shred, Rending
Lucifex	6"	2	5	Pistol, Fleshbane, Rad-phage ⁷
Machinator array	-	+1	2	Melee, Shred, Unwieldy, Armourbane
Mauler bolt cannon	24"	6	3	Heavy 3, Pinning
Medusa siege gun	36"	10	2	Ordnance 1, Barrage, Large Blast (5")
Multi-laser	36"	6	6	Heavy 3
Needle pistol	12"	2	5	Pistol, Poisoned, Rending
Neutron beam laser	36"	10	1	Ordnance 2, Concussive, Shock Pulse ⁸
Paragon blade	-	+1	2	Melee, Murderous Strike ⁹ , Specialist Weapon
Phased plasma-fusil	24"	6	3	Salvo 2/3
Phosphex bomb cluster	-	5	2	Bomb 2, Barrage, Bomb Cluster, Blast (3"), One Use, Poisoned (3+), Crawling Fire ¹⁰ , Lingering Death ¹¹ , Deadly Cargo ¹²
Photon gauntlet	12"	5	2	Assault 2, Blind, Gets Hot
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot
Plasma blaster	18"	7	2	Assault 2, Gets Hot
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (10")
Power blades	-	As User	2	Melee, Rending
Precision bombardment	Unlimited	9	2	Ordnance 1, Barrage, Pinning, Large Blast (5")
Quad gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Quad mortar (Frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3"), Shell Shock ¹³
(Shatter)	36"	8	4	Heavy 4, Sunder ¹⁴

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BATTLES IN THE AGE OF DARKNESS: WEAPONS OF THE MECHANICUM

TAGHMATA WEAPONS

Weapon	Range	Str	AP	Type
Anbaric claw ¹	-	5	4	Melee, Rending
Corposant stave	-	As User +1	4	Melee, Two-handed, Concussive, Haywire ²
Darkfire cannon	60"	7	2	Heavy 2, Lance, Blind, Gets Hot
Graviton imploder	18"	*	2	Salvo 2/4, Concussive, *Graviton ³
Heavy stubber	36"	4	6	Heavy 3
Hellex plasma mortar (Stationary)	12"-48"	8	2	Ordnance 1, Barrage, Large Blast (5"), Plasma Wave ⁴
(Fired on the move)	12"-24"	8	2	Ordnance 1, Barrage, Large Blast (5"), Plasma Wave ⁴
Irradiation engine	Template	4	3	Heavy 1, Fleshbane, Rad-phage ⁵ , Torrent
Las-lock	18"	4	6	Assault 1
Lightning cannon	48"	7	3	Heavy 1, Rending, Shred, Large Blast (5")
Lightning gun	18"	7	5	Heavy 1, Shred, Rending
Lucifex	6"	2	5	Pistol, Fleshbane, Rad-phage ⁵
Machinator array ⁶	-	+1	2	Melee, Unwieldy, Shred, Armourbane
Mauler bolt cannon	24"	6	3	Heavy 3, Pinning
Maxim bolter	12"	4	5	Assault 3
Mitralock	8"	4	6	Assault 1, Shred
Ordinator Bombardment	Unlimited	8	3	Ordnance D3, Pinning, Large Blast (5")
Photon gauntlet	12"	5	2	Assault 2, Blind, Gets Hot
Photon thruster	48"	6	2	Heavy 2, Lance, Blind, Gets Hot
Pulsar-fusil	36"	9	2	Ordnance 4, Pinning
Power blades	-	As User	2	Melee, Rending
Rad/irad-cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage ⁵
Rapid fire battlecannon	72"	6	3	Ordnance 3, Large Blast (5")
Reaper chainsword	-	D	2	Melee
Servo-arm ⁷	-	8	2	Melee, Unwieldy
Shock lance (Melee)	-	D	2	Melee, Swift Strike ⁸
(Blast)	18"	7	2	Heavy 6, Concussive
Thermal cannon	36"	9	1	Heavy 1, Melta, Large Blast (5")
Volkite incinerator (Beam)	10"	5	5	Assault 2, Deflagrate ⁹
(Blast)	-	6	2	Melee, Instant Death, Prisoned ¹⁰

¹Anbaric Claw: A vehicle may trigger its Anbaric claw in any turn in which it is being attacked in the Assault phase, and at any point when it is either being rammed by another vehicle or is ramming an enemy vehicle itself, with the limitation that the Anbaric claw can only be used once per player turn. When the claw is triggered, it automatically strikes all units within 1" of the carrying vehicle's main hull, whether friend or foe (although models being transported inside vehicles are unaffected). If triggered during a Ram, it affects any other vehicles the carrier contacts, to the facing where contact takes place. The Anbaric claw inflicts D6 hits on any unit it strikes. If being used in the Assault phase, the Anbaric claw's effects are worked out at Initiative 10. If being used while a Ram is being conducted, its effects are simultaneous with working out damage caused by ramming.

²Haywire: For each successful hit against a target vehicle in close combat, roll once on the Haywire table (see the Warhammer 40,000 rulebook) instead of rolling for armour penetration normally.

³Graviton: The roll needed To Wound when firing this weapon is equal to the usual armour save of the target, to a minimum of 6+. When resolving a hit against a vehicle, roll a D6 for each hit rather than for armour penetration as normal. On each result of a 6, the target suffers an Immobilised result and loses a single Hull Point. This weapon has no effect on buildings.

⁴Plasma Wave: Successful cover saves against this weapon must be re-rolled.

⁵Rad-phage: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

⁶Machinator Array: A machinator array adds +1 to its user's Toughness characteristic and provides the Night Vision special rule. It also incorporates a flamer and an inferno pistol, and the user can either opt to fire both of these weapons in the Shooting phase, or one of them and another ranged weapon the model is carrying. A model with the Battlesmith special rule may add +2 to their Repair roll result if they are also equipped with a machinator array. A model equipped with a machinator array may make two additional attacks per turn in close combat as well as any they would normally be eligible to make.

⁷Servo-arm: A model with the Battlesmith rule may add +1 to their Repair roll result if they are also equipped with a servo-arm. A model equipped with a servo-arm may make an additional single attack per turn as well as any they would normally be eligible to make.

⁸Swift Strike: The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.

⁹Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

¹⁰Prisoned: The blast attack may only be used in close combat against models with the Infantry, Jump Infantry or Jet Pack Infantry types. In doing so the model makes only a single attack (regardless of any other factors).

BATTLES IN THE AGE OF DARKNESS: WEAPONS OF THE MECHANICUM

KNIGHTS WEAPONS

Weapon	Range	Str	AP	Type
Acheron pattern flame cannon	Hellstorm	7	3	Ordnance 1
Castigator pattern bolt cannon	36"	7	3	Heavy 8
Graviton gun	18"	*	4	Heavy 1, Blast (3"), Concussive, *Graviton Pulse ¹ , Haywire
Heavy bolter	36"	5	4	Heavy 3
Heavy stubber	36"	4	6	Heavy 3
(Bio-corrosive rounds)	30"	2	6	Heavy 3, Poisoned (4+)
Hekaton siege claw	-	D	2	Melee, Wrecker ²
Lightning cannon	48"	7	3	Heavy 1, Rending, Large Blast (5"), Shred
Phased-plasma fusil	24"	6	3	Salvo 2/3
Questoris battlecannon	72"	6	3	Ordnance 3, Large Blast (5")
Rad cleanser	Template	2	5	Assault 1, Fleshbane, Rad-phage ³
Rapid-fire battlecannon	72"	8	3	Ordnance 2, Large Blast (5")
Reaper chainfist	-	D	2	Melee, Machine Destroyer ⁴
Reaper chainsword	-	D	2	Melee
Shock lance (Melee)	-	D	2	Melee, Swift Strike ⁵
(Shock blast)	18"	7	2	Heavy 6, Concussive
Tempest warblade	-	10	2	Melee, Sunder ⁶ , Tempest Attack ⁷ , Deflagrate ⁸
Thermal cannon	36"	9	1	Heavy 1, Melta, Large Blast (5")
Volkite chieorovile	45"	8	3	Heavy 5, Deflagrate ⁸

¹Graviton Pulse: Instead of rolling To Wound normally with this weapon, any model caught in its blast must instead roll equal to or under their Strength on a D6 or suffer a wound (a roll of '6' always counts as a failure). After the graviton pulse weapon has been fired, leave the Blast marker in place. This area now counts as both difficult terrain and dangerous terrain for the next turn thanks to the gravity flux.

²Wrecker: Weapons and attacks with this special rule may re-roll failed Armour Penetration rolls against fortifications and immobile structures (such as bunkers and barricades), and add +1 to any result rolled on the Building Damage chart. If this attack damages a bulkhead or wall section of terrain and destroys it, remove that section of terrain from play if possible.

³Rad-phage: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

⁴Machine Destroyer: When attacking any target with an Armour value, rolls of 1 on the Destroyer Damage table may be re-rolled.

⁵Swift Strike: The weapon gains a +1 bonus to Initiative on any turn it charges into close combat.

⁶Sunder: Attacks with this special rule may re-roll any failed Armour Penetration rolls.

⁷Tempest Attack: Rather than attacking normally, the Knight may make a special attack at Initiative Step 2. This automatically inflicts a single hit against each model in base contact with it using the weapon's listed profile.

⁸Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved wounds caused on the target unit. Immediately resolve a number of additional automatic hits on the same unit using the weapon's profile equal to the number of unsaved wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional hits to take effect. These additional hits do not themselves inflict more hits!

TITAN WEAPONS

Weapon	Range	Str	AP	Type
Apocalypse missile launcher	24"-360"	7	3	Primary Weapon 5, Apocalyptic Barrage
Double-barrelled turbo laser destructor	96"	D	2	Primary Weapon 2, Large Blast (5")
Gatling blaster	72"	8	3	Primary Weapon 6, Large Blast (5")
Inferno gun	Hellstorm	7	3	Primary Weapon 1
Laser blaster	96"	D	2	Primary Weapon 3, Large Blast (5")
Melta cannon	72"	10	1	Primary Weapon 1, Apocalyptic Blast (10"), Melta
Plasma blastgun (Rapid)	72"	8	2	Primary Weapon 2, Massive Blast (7")
(Overload)	96"	10	2	Primary Weapon 1, Apocalyptic Blast (9")
Titan power fist	-	D	1	Melee

Weapon	Range	Str	AP	Type
Volcano cannon	180"	D	2	Primary Weapon 1, Massive Blast (7")
Vortex missile	12"-960"	D	1	Primary Weapon 1, Large Blast (5"), Vortex, One Use
Vulcan mega-bolter	60"	6	3	Heavy 15