Sons of Horus

*The Sons of Horus were the first Legion to openly defy the Emperor and side with Horus, the Warmaster, who is now on a quest to destroy the Imperium and the false Emperor with the gods of Chaos on his side.*

The Sons of Horus follow *Chaos Undivided*, and may choose any God as their alignment.

## Special Rules

Tip of the Spear

All *Chaos Terminator* units are automatically upgraded to *Justaerian Terminators*, giving them +3 CB and +1 attack in melee combat.

Brothers Betrayed

Cleansing their Legion of Loyalists have left them with reduced numbers. Sons of Horus players always have with 10% points less to build their squad.

Unexpected Betrayal

The Sons of Horus player always has the first turn. In the first turn of the enemy, all enemy units lose 2 AP. Additionally, in the round of your first attack, all units may reroll every *To-Hit* dice once on all attacks.