

XVIITH LEGIONES ASTARTES WORD BEARERS

Next to the Sons of Horus, the Word Bearers were active in many of the first pivotal battles of the Horus Heresy. The scale of their betrayal of the Loyalist forces at Isstvan V and Calth would reverberate across the years and set a high water mark for the treachery of the Warmaster. In Ultramar, the Word Bearers first laid waste to Calth and then to dozens of other planets in the Five Hundred Worlds in vengeance for an unforgotten slight: Monarchia. Once a beautiful city-shrine raised in praise of the Emperor, the Ultramarines, at the Emperor's own command, levelled Monarchia in an act of censure for Lorgar's religious zeal, which was itself contrary to the strict tenets of the Imperial Truth.

Alongside their allied Traitor Imperial Army formations and Titan Legions, the perfidious XVIIth ravaged Ultramar. While their enemies fought for strategic and tactical advantage, the Word Bearers revealed their true nature, striking at targets of little military significance but of high ritual and symbolic value, spreading wanton

terror and destruction. This was a calculated act to stir the Immaterium, and gave rise to the otherworldly forces the Word Bearers consorted with, bringing forth the Ruinstorm.

The Priests and Diabolists of the Word Bearers would remain at Horus' side throughout the galactic civil war. Even when their Primarch fell from the Warmaster's favour they would be there to whisper in Horus' ear, as architects of his damnation. The Word Bearers were a curse upon the galaxy in the Age of Darkness, spreading across the stars seeking ritual and portent or else unleashing the Warp as part of their pact with dark gods. Few loyal Imperial Heralds existed to oppose their Primarch, for in seeking his 'Primordial Truth' Lorgar had long since purged his Legion of those who still worshipped the Emperor. The first heretics of the Word Bearers would be instrumental to the Traitor cause throughout the Horus Heresy, and would be counted among the Legions to assault the Throneworld.



LEGIONES ASTARTES (WORD BEARERS)

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

TRUE BELIEVERS

A model with this special rule may never have its Leadership Characteristic modified below a value of 6. Furthermore, if one or more models with this special rule are part of a combat that results in a draw, then a side that includes one or more models at the end of the Fight sub-phase with this special rule is counted as having won the combat by 1 point. If both sides include models with this special rule then the combat remains a draw.

THE ARMS OF COLCHIS

Models with this special rule gain access to unique Wargear options (see The Armoury of the Word Bearers on page 306).

PRIESTS OF FORGOTTEN GODS

Any Legion Praetor, Legion Cataphractii Praetor or Legion Tartaros Praetor with this special rule may select the Burning Lore upgrade, and any models with both the Legiones Astartes (Word Bearers) and the Legiones Consularis special rules gain access to the Diabolist upgrade – see The Armoury of the Word Bearers for details.

DISCIPLES OF LORGAR

A Warlord with this special rule may select a Warlord Trait from the Word Bearers Warlord Trait list.



WORD BEARERS ADVANCED REACTION

This Advanced Reaction is available only to units composed entirely of models with the Legiones Astartes (Word Bearers) special rule. Unlike Core Reactions, Advanced Reactions are activated in unique and specific circumstances, as noted in their descriptions, and can often have game changing effects. Advanced Reactions use up points of a Reactive player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.

Glorious Martyrdom – This Advanced Reaction may be made once per battle during the opposing player's Shooting phase when any enemy unit declares a Shooting Attack targeting a friendly unit under the Reactive player's control with the Legiones Astartes (Word Bearers) special rule. Once this Reaction has been declared, a single model in the Reacting unit with the Legiones Astartes (Word Bearers) special rule is selected by the Reacting unit's controlling player – that model is removed as a casualty immediately without any To Hit or To Wound rolls being made by the attacking unit and with no Armour Saves or Damage Mitigation rolls made by the Reactive player. This ends the Shooting Attack, with no further rolls or Tests being made – if any of the weapons in the attacking unit would normally inflict further Hits after causing an unsaved Wound (such as weapons with the Deflagrate special rule) or other effects due to inflicting Hits or Unsaved Wounds (such as weapons with the Blind or Concussive (X) special rules) then these additional Hits or effects are ignored and have no effect. Any attacks made with weapons with the Ordnance or Destroyer types or the Blast or Template special rules ignore the effect of this Reaction and are resolved as normal.



WORD BEARERS WARLORD TRAITS

A Warlord with the Legiones Astartes (Word Bearers) special rule may select a Warlord Trait from among those listed below instead of selecting one of the Core Warlord Traits.

Enslaved by Darkness (Traitor only)

Among those that accepted the favour of Chaos into their flesh, there were those who conquered the corruption and became more than human and those that did not. This warrior is among the unfortunate majority that found themselves subsumed and overcome by the other – the Daemon. Now a fleshly puppet controlled by the vicious intelligence from the realm of the æther, the warrior continues in service to the Word Bearers as a servant of Erebus and a gleeful participant in the destruction of the Imperium.

This Warlord Trait may only be selected by a model with the Traitor Allegiance and the Corrupted Unit Sub-type.

A Warlord with this Trait modifies his Strength and Toughness by a value determined by the current Game Turn: +1 on Game Turns 1, 2 & 3, no modifier on turns 4 & 5, and -1 on Game Turns 6+. When targeted by any weapon or special rule that targets the Daemon Unit Type, this Warlord is counted as though it had that Unit Type. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Movement phase as long as the Warlord has not been removed as a casualty.

Unswerving Devotion

The Word Bearers had always been renowned for one trait above all others, their devotion to those that led them – first to the Emperor, then to Lorgar and finally to darker, less benevolent masters. On the field of battle their leaders evoked a loyalty far stronger than that found among the other Legions, and this warrior is no exception – for where he leads his warriors follow without hesitation, regardless of the price their loyalty will demand from them.

Any units that include at least one model with the Legiones Astartes (Word Bearers) special rule and have at least one model within 6" of a Warlord with this Trait (including the Warlord himself and any unit he has joined) automatically pass the first failed Morale check or Pinning test they are called upon to make each turn. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Shooting phase as long as the Warlord has not been removed as a casualty.

Iconoclast

Once, the Word Bearers were devoted to the destruction of the symbols, marks and leaders of other creeds and religions, the literal destruction of fear and superstition. This duty had once been at the heart of the Emperor's Great Crusade, but over time fell out of favour with Lorgar and the new leaders of the Legion. Yet, some of the Word Bearers still remember the old days of the Legion and continue the traditions of the Iconoclast, whether for the simple joy of destruction or the hope of redemption for their Legion.

A Warlord with this Trait, and any unit he has joined, gain a bonus of +1 Attack when locked in combat with an enemy unit that includes at least one model with the Independent Character special rule, a Legion vexilla or a Legion standard. When making a Shooting Attack or Melee Attack targeting a Fortification, Building or other Terrain piece with a Toughness Characteristic, they gain a bonus of +2 to their Strength or the Strength of any weapons used. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Assault phase as long as the Warlord has not been removed as a casualty.

WORD BEARERS RITES OF WAR

A Detachment which has the Legiones Astartes (Word Bearers) Faction may make use of the following Rites of War as long as it includes at least one model with the Master of the Legion special rule:

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

- At the start of the battle, after both sides have deployed their entire army, excepting only those units deploying by means of the Infiltrate special rule, but before the start of the first turn, one unit in the enemy army that has been deployed onto the battlefield must be selected as the Sacrifice by the player of the Detachment using this Rite of War. If no enemy units are deployed on the battlefield at that point, the controlling player of the Detachment using this Rite of War must select an enemy unit from Reserves or otherwise off the battlefield as the Sacrifice. If all models in the Sacrifice unit, including any models that are assigned or have joined the unit, are destroyed or otherwise removed as casualties then the player controlling this Detachment gains one Favour of the Dark Gods and another Sacrifice unit is selected from among those enemy units deployed on the battlefield at the end of that turn by the player of the Detachment using this Rite of War. If no enemy units are deployed on the battlefield at that point then the player that controls the Detachment using this Rite of War must select one enemy unit that is in Reserves to be the Sacrifice.
- The controlling player of the Detachment using this Rite of War must assign each point of Favour of the Dark Gods to one of the units under their control as soon as it is earned. For each point of Favour of the Dark Gods assigned to a unit, its Strength, Movement and Weapon Skill are increased by +1. A unit may have no more than 3 points of Favour of the Dark Gods assigned to it (so a unit with 2 points of Favour of the Dark Gods would increase the Strength, Movement and Weapon Skill of the chosen unit by +2).

Limitations

- Any one unit from the Detachment using this Rite of War must inflict at least one unsaved Wound or Hull Point of damage on the Sacrifice unit in each of their turns or one of the units in the Detachment using this Rite of War, selected at random, suffers Perils of the Warp.
- An army that includes a Detachment using this Rite of War must have the Traitor Allegiance.

RITE OF WAR: LAST OF THE SERRATED SUN

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

Effects

- Gal Vorbak Squads may be taken as Troops choices in a Detachment using this Rite of War.
- All Gal Vorbak Squads in a Detachment using this Rite of War may select Legion Dreadclaw Drop Pods as a Dedicated Transport.
- Any unit composed entirely of models with the Infantry Unit Type and with access to a Legion Rhino Transport as a Dedicated Transport that is part of a Detachment using this Rite of War may instead select a Legion Drop Pod as a Dedicated Transport.

Limitations

- A Detachment using this Rite of War may not include any units with a Movement Characteristic of 0 (unless that model also has the Orbital Assault Vehicle special rule), or any units with the Artillery Unit Sub-type.
- An army whose Primary Detachment is using this Rite of War may not take an Allied Detachment.
- This Rite of War may not be used by an Allied Detachment.
- An army that includes a Detachment using this Rite of War must have the Traitor Allegiance.

THE ARMOURY OF THE WORD BEARERS

The following comprises a list of new options and Wargear available only to Detachments with the Legiones Astartes (Word Bearers) Faction and exemplifies the nature of that Legion.

BURNING LORE

Many of the Word Bearers' finest commanders gave themselves willingly to the corruption of the Warp. They utterly forswore their oaths and pledged themselves to new masters in exchange for a dark and terrible power.

Any Legion Praetor, Legion Cataphractii Praetor or Legion Tartaros Praetor with the Legiones Astartes (Word Bearers) special rule may select the Burning Lore upgrade for +25 points. A model with the Burning Lore upgrade gains the Corrupted and Psyker Unit Sub-types as well as the Diabolism Discipline (see the Diabolist entry).

Dark Channelling

While not all of the rank and file of the Legion were fully aware of the truth behind Lorgar's new teachings, the vast majority accepted the new rites they were taught and followed the precepts of this new doctrine without question.

Any unit with the Traitor Allegiance, and the Infantry or Dreadnought Unit Type as well as the Legiones Astartes (Word Bearers) special rule may be upgraded with Dark Channelling for +25 points per unit. All models in a unit with this upgrade gain the Corrupted Unit Sub-type.

Tainted Weapon

Once proud weapons and relics of the Great Crusade polluted by the accursed practices of the fallen Word Bearers, who took a perverse pride in bearing the tainted relics of their former allegiance into battle against those of their kin who remained loyal.

Any model with both the Character Sub-type and the Legiones Astartes (Word Bearers) special rule may exchange a power weapon for a Tainted blade, Tainted axe or Tainted maul for +10 points each:

Weapon	Range	Str	AP	Type
Tainted blade	-	User	3	Melee, Rending (6+), Murderous Strike (6+)
Tainted axe	-	+1	2	Melee, Unwieldy, Murderous Strike (6+)
Tainted maul	-	+2	3	Melee, Murderous Strike (6+)
Tainted claw	-	9	2	Melee, Brutal (2), Murderous Strike (5+)
Tainted talons	-	User	3	Melee, Rending (6+), Murderous Strike (6+)

Warpfire Weapons

The Word Bearers applied their blasphemous theories not only to their creed and bodies, but also to their weapons. The workings of the so-called 'warpfire' weapons defy all conventional wisdom, indeed they should not function at all. Yet, in battle these weapons emit a searing burst of ætheric fire with a scream that can drive warriors to panic and dismay.

Any model with the Legiones Astartes (Word Bearers) special rule may exchange a plasma pistol for a Warpfire pistol for +5 points per model; a plasma gun or plasma blaster for a Warpfire blaster for +5 points per model; or a plasma cannon or Gravis plasma cannon for a Warpfire cannon for +5 points per model.

All weapons listed here are counted as 'Plasma' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Warpfire pistol	12"	6	4	Pistol 1, Breaching (4+), Pinning
Warpfire blaster	24"	6	4	Assault 2, Breaching (4+), Pinning
Warpfire cannon	36"	6	4	Heavy 1, Blast (3"), Breaching (4+), Pinning

Boltspitters

As much twisted organic monstrosities as they are technological artefacts, these weapons vomit forth a torrent of bolt shells propelled by a mechanism that tech-priests cannot identify.

All weapons listed here are counted as 'Bolt' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Boltspitter	24"	4	5	Rapid Fire
Greater boltspitter	48"	5	4	Heavy 6, Twin-linked

The Corrupted Unit Sub-type

Though by the end of the Horus Heresy many of its participants would have felt the corrupting touch of Chaos, the Word Bearers would be the first to accept it and the first to bear its mark into battle. At first this was a subtle thing, affecting the temperament of the Legion's warriors, but soon it had become a terrible and irreversible transformation. Some among the Word Bearers became something other than their brothers, no longer enhanced humans but a terrible fusion of man and Daemon.

Models with the Corrupted Unit Sub-type are subject to the following rules and restrictions:

- All models with the Corrupted Unit Sub-type gain the Fear (1) special rule.
- Any Hits inflicted on a model with the Corrupted Unit Sub-type by a weapon with the Force or Psychic Focus special rules gain the Instant Death special rule.
- Any unit composed entirely of models with the Corrupted Unit Sub-type is immune to the effects of the Fear (X) special rule, automatically passes Regroup tests and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule. When a unit composed entirely of models with the Corrupted Unit Sub-type fails a Morale check it does not Fall Back as per the standard rules, but instead suffers D3 automatic Wounds with no saves or Damage Mitigation rolls of any kind allowed.
- No model that does not also have the Corrupted Unit Sub-type or the Daemon Unit Type may join a unit that includes one or more models with the Corrupted Unit Sub-type.



*"Courage, honour, reason.
All these maladies of the
soul are as nothing before
the limitless power the
Primordial Annihilator
can bestow upon those
willing to embrace the
terrible truth lurking
beyond the veil of reality."*

The Crimson Apostle,
meditations on teachings
from the *Book of Lorgar*

DIABOLIST

A Legion Centurion, Legion Cataphractii Centurion or Legion Tartaros Centurion with the Legiones Astartes (Word Bearers) special rule may be upgraded to a Diabolist:

DIABOLIST+25 POINTS

When the Word Bearers turned from the Imperial Truth and began to explore the powers of the Warp, unfettered by sanity or reason, they took the first step on a dark path. By the outbreak of the Horus Heresy, many among their number had gained a power that allowed them to unleash the full terror of the Warp upon their foes.

Special Rules

A Diabolist gains the Corrupted and Psyker Unit Sub-type and gains the Diabolism Discipline.

Wargear

- A Diabolist may exchange a power weapon for a force weapon at no additional points cost.





Psychic Discipline: Diabolism

A Psyker with this Discipline gains the listed Powers, Weapon and other special rules, as well as the Aetheric Lightning Psychic Weapon (see page 322 of the *Horus Heresy: Age of Darkness* rulebook).

A Dark and Terrible Power (Psychic Power)

At the beginning of the Horus Heresy, the Word Bearers were as children exulting in a new plaything, wielding the power of the Warp with abandon and little understanding of the true cost it would demand of them.

When a Charge is declared for a model with this power, or for a unit that includes a model with this power, the controlling player may choose to make a Psychic check for the model before any dice are rolled to determine the Charge Distance of that Charge. If the Psychic check is successful then the model with this power gains the Hammer of Wrath (3) special rule and increases both their Strength and Toughness Characteristics by +1 for the duration of that Assault phase. If the Check is failed then the model suffers Perils of the Warp, and once that has been resolved gains +1 to both its Strength and Toughness Characteristics until the start of the controlling player's next turn.

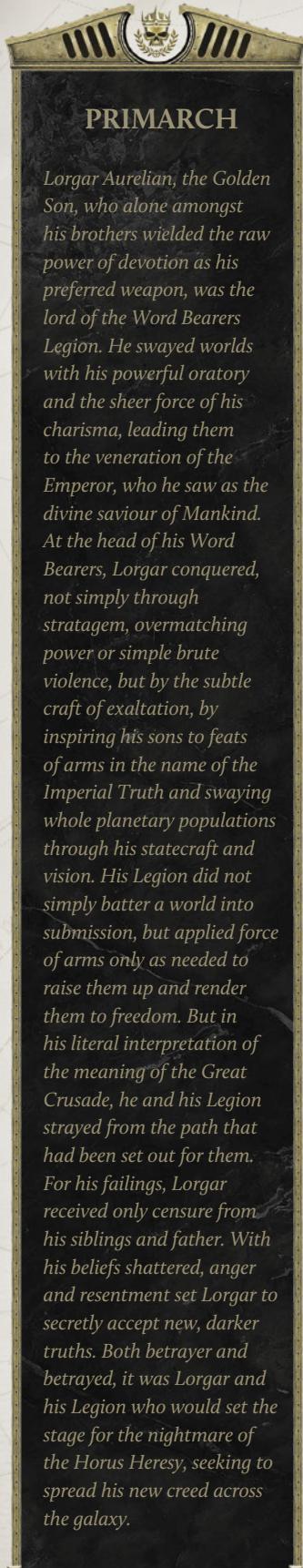
Hellfire (Psychic Weapon)

The Diabolist has no restraint when it comes to unleashing the raw power of the Warp upon the foe; such attacks unleash terrible destruction, melting armour and spreading through the ranks of the foe almost with a mind of its own.

Weapon	Range	Str	AP	Type
Hellfire	Template	7	4	Assault 1, Rending (6+), Deflagrate, Psychic Focus

Psychic Focus: Before making any To Hit rolls with this weapon, the Psyker must make a Psychic check. If the Check is passed then the Psyker may attack as normal using the profile shown for this weapon. If the Check is failed then the Psyker suffers Perils of the Warp, and if the model is not removed as a casualty then it may attack as normal but may not use this weapon.





LORGAR415 POINTS

Master of the Word Bearers, Aurelian, The Golden, The Voice of Truth

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

Unit Composition

- 1 Lorgar

Wargear

- The Armour of the Word
- Illuminarum
- Devotion
- Frag grenades

Unit Type

- Primarch (Psyker, Unique)

Special Rules

- Legiones Astartes (Word Bearers)
- Master of the Legion
- It Will Not Die (4+)
- Crusader
- The Fortress of the Word
- The Power of the Word
- Traitor
- **Warlord:** Sire of the Word Bearers

Options

- Lorgar may take the Lorgar Transfigured special rule+25 points

Warlord: Sire of the Word Bearers

Lorgar, though mightier than any mortal combatant, was often seen as the least martial of his brethren. More of a statesman than a swordsman, Lorgar was a master beyond compare with rhetoric and oratory, and wielded these tools with a deft touch. While he could not stand in a duel against any of his brothers, there was none he could not stir with his words.

If chosen as the army's Warlord, Lorgar automatically has the Sire of the Word Bearers Warlord Trait and may not select any other Warlord Trait.

Sire of the Word Bearers – All units composed entirely of models which have the Legiones Astartes (Word Bearers) special rule and which can draw line of sight to Lorgar add +1 to the result of Charge Distance rolls made for them, and may use Lorgar's Leadership in all Leadership tests, Morale checks and Pinning tests made for them. In addition, an army with Lorgar as its Warlord gains an extra Reaction in the opposing player's Assault phase, as long as Lorgar has not been removed as a casualty.



The Fortress of the Word

Though less skilled with weapons than his brethren, Lorgar had long worked to flex other muscles and bring other weapons to bear on the battlefield. Among his brothers he was one of the few to master the power of the æthereal to any degree, and though his skill was dwarfed by that of Magnus he could still work feats that surpassed most mortal scholars.

Lorgar gains the Psychic Disciplines Thaumaturgy and Divination from the Core Psychic Disciplines list found in the *Horus Heresy: Age of Darkness* rulebook (see page 322) and may not select any other Psychic Discipline.

The Power of the Word

Lorgar, ever the least physically imposing of the Primarchs, relied on his skills as an orator and statesman more than his skill as a strategist or warrior. When forced to take to the front lines, he allowed his warriors and bodyguard to see to his safety while he focussed on the morale and fervour of his warriors.

Any Legion Command Squad, Legion Cataphractii Command Squad or Legion Tartaros Command Squad selected as a Retinue Squad with Lorgar as its Leader gains the Fearless and Feel No Pain (4+) special rules. In addition, once per battle, one friendly unit composed entirely of models with the Infantry or Cavalry Unit Type with at least one model within 18" of Lorgar (but not a unit that includes Lorgar himself) may be selected at the start of any Game Turn. The chosen unit gains the Fearless and Feel No Pain (4+) special rules for the duration of that Game Turn.

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 Wound inflicted by a weapon with the Force or Psychic Focus special rules and Wounds inflicted by Perils of the Warp.

Devotion

An archaic weapon whose origin lies in the lost Dark Age of Technology, the pistol known to Lorgar as Devotion did not fire any projectile or beam, but instead warped the local gravitic field. The device enabled Lorgar to vastly intensify local gravity and crush any foolish enough to defy the Primarch.

The weapon listed here is counted as a 'Graviton' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Devotion	12"	8	2	Pistol 1, Concussive (2), Graviton Pulse, Haywire, Master-crafted

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' crozius was later based.

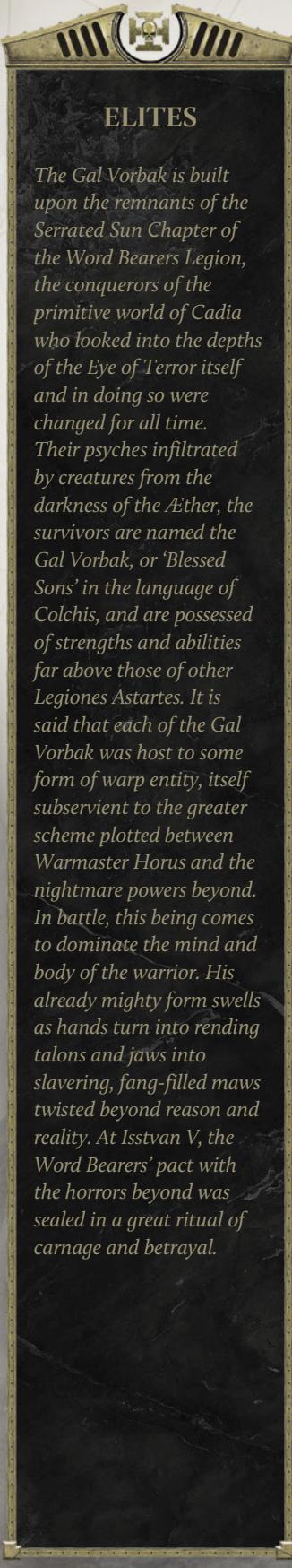
The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Illuminarum	-	+2	2	Melee, Master-crafted, Armourbane (Melee), Brutal (2)

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.

If Lorgar is upgraded with this special rule, he gains the Corrupted Unit Sub-type and replaces the Thaumaturgy and Divination Psychic Disciplines with the Anathemata and Diabolism Psychic Discipline (see pages 106 and 309). In addition, an army that includes Lorgar Transfigured may fill any non-Compulsory slots in its Force Organisation chart with units from the Ruinstorm Daemon army list – these choices are paid for in points and occupy slots on the Force Organisation chart as normal, but must begin the battle in Reserve and may only enter play by means of the Breach the Veil Psychic Power.



GAL VORBAK SQUAD 275 POINTS

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

Unit Composition

- 5 Dark Brethren

Wargear

- Boltspitter
- Tainted talons
- Frag grenades
- Krak grenades
- Power armour

Unit Type

- Dark Brethren: Infantry (Corrupted)

Special Rules

- Legiones Astartes (Word Bearers)
- Relentless
- Chosen Warriors
- Rage (2)
- Feel No Pain (5+)
- Bulky (2)
- Traitor

Options

- The Gal Vorbak Squad may include:
 - Up to 5 additional Dark Brethren.....+55 points per model
- For every five models in the unit, one model may exchange their boltspitter for one of the following:
 - Flamer+5 points each
 - Meltagun+10 points each
 - Warpfire blaster+10 points each
 - Tainted talonsFree
- For every five models in the unit, one model may exchange their Tainted talons for one of the following:
 - Power weaponFree
 - Power fist+15 points each



ASHEN CIRCLE SQUAD125 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Incendiary	7	4	4	4	4	1	4	2	8	3+
Iconoclast	7	4	4	4	4	1	4	3	9	3+

Unit Composition

- 4 Incendiaries
- 1 Iconoclast

Wargear

- Akkadic hand flamer
- Axe-rake
- Frag grenades
- Krak grenades
- Melta bombs
- Power armour
- Legion Warhawk jump pack

Options

- An Ashen Circle Squad may include:
 - Up to 5 additional Incendiaries.....+20 points per model
- The Iconoclast may exchange his Akkadic hand flamer for one of the following:
 - Inferno pistol
 - Plasma pistol
- The Iconoclast may take one phosphex bomb
- The Iconoclast may exchange his power armour for:
 - Artificer armour.....+10 points

Unit Type

- Incendiaries: Infantry (Heavy)
- Iconoclast: Infantry (Heavy, Character)

Special Rules

- Legiones Astartes (Word Bearers)
- Stubborn
- Crusader
- Bitter Duty
- Scorched Earth

Scorched Earth

When a model with this special rule inflicts hits due to the Hammer of Wrath (X) special rule, it inflicts an additional Hit (so, a model with Hammer of Wrath (1) would inflict 2 Hits), and all Hits inflicted due to the Hammer of Wrath (X) special rule gain a bonus of +1 to their Strength (this is cumulative with any other modifiers that may be applied to such Hits) and are counted as 'Flame' attacks for those rules that modify such attacks.

Iconoclast Armoury

The Ashen Circle are masters of a variety of esoteric thermal weaponry, making use of both advanced flame weapons and compact melta pistols in battle.

	Range	Str	AP	Type
Inferno pistol	6"	8	1	Pistol 1, Armourbane (Melta)
Akkadic hand flamer	Template	4	4	Assault 1, Torrent (6"), Pinning

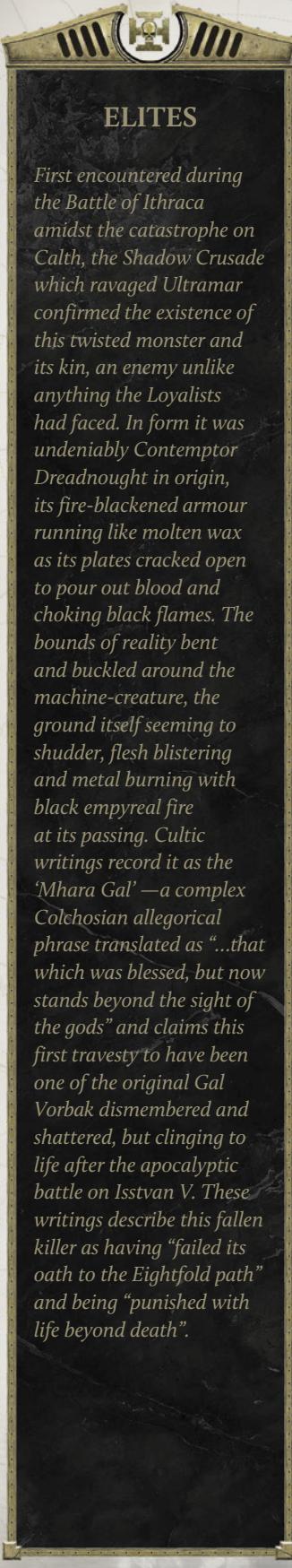
Axe-rake

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	3	Melee, Shred

ELITES

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.



MHARA GAL DREADNOUGHT240 POINTS

Mhara Gal Dreadnought	M	WS	BS	S	T	W	I	A	Ld	Sv
	8	6	3	7	7	8	5	3	10	2+

Unit Composition

- 1 Mhara Gal Dreadnought

Wargear

- Warpfire cannon
- Tainted claw with in-built boltspitter

Unit Type

- Dreadnought (Corrupted)

Special Rules

- Legiones Astartes (Word Bearers)
- It Will Not Die (5+)
- Rampage (2)
- Shroud of Dark Fire
- Accursed
- Pathfinder
- Move Through Cover
- Traitor

Options

- A Mhara Gal Dreadnought may replace its Warpfire cannon and/or Tainted claw and in-built boltspitter with one of the following:
 - Greater boltspitter.....Free
 - Gravis melta cannon.....Free
 - Gravis autocannon.....Free
 - Warpfire cannon.....Free
 - Gravis lascannon+10 points
 - Tainted claw with in-built boltspitter.....Free



Shroud of Dark Fire

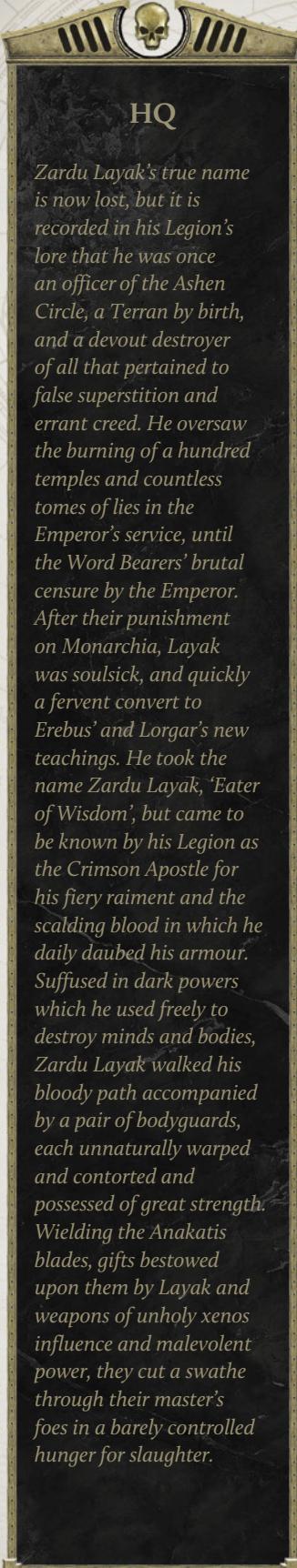
The atomantic reactor which once powered the Mhara Gal has since twisted and warped to become a thing of ravaging darkness, burning with coal-black fire from the depths of the Empyrean. Such is the baleful power of this force, it shrouds the Mhara Gal Dreadnought in a guttering conflagration that leaks 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 Hit allocated to a model with this special rule from a Plasma, Flame, Melta or Volkite weapon has its Strength reduced by -1. In addition, a model with this special rule gains a 5+ Invulnerable Save and should it suffer an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. If a model with this special rule loses its last Wound or Hull Point, but before it is removed as a casualty, all models both friendly and enemy within D6+6" suffer an automatic Hit at Strength 8 and with an AP of -.

Accursed

A baleful vortex of empyreal 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.

All models with the Daemon Unit Type and/or Psyker or Corrupted Sub-type must reduce their Toughness and Strength by -1 while they are within 6" of a model with this special rule. Models that also have this special rule are immune to its effects.



ZARDU LAYAK300 POINTS

The Crimson Apostle, The Thrice-Born, The Binder of Souls, The Voice of the Unspeaking

	M	WS	BS	S	T	W	I	A	Ld	Sv
Zardu Layak	7	5	5	4	4	4	5	4	10	2+
Blade Slaves	7	5	4	6	5	3	5	3	8	3+

Unit Composition

- 1 Zardu Layak
- 2 Anakatis Kul Blade Slaves

Wargear (Zardu Layak)

- Bolt pistol
- The Azurda Char'is
- Artificer armour
- Iron halo
- The Panoply of Flame
- Frag grenades
- Krak grenades

Wargear (Blade Slaves)

- Plasma pistol
- Anakatis blade
- Power armour
- Frag grenades
- Krak grenades

Unit Type

- Zardu Layak: Infantry (Corrupted, Psyker, Character, Unique)
- Blade Slaves: Infantry (Corrupted)

Special Rules (Zardu Layak)

- Legiones Astartes (Word Bearers)
- Master of the Legion
- Independent Character
- Relentless
- Fearless
- Hatred (Loyalists)
- Binder of Souls
- Traitor
- Warlord:** The Eater of Wisdom

Special Rules (Blade Slaves)

- Legiones Astartes (Word Bearers)
- Rage (2)
- Bulky (2)
- Feel No Pain (5+)
- Chosen Warriors
- Relentless

Warlord: The Eater of Wisdom

If chosen as the army's Warlord, Zardu Layak automatically has The Eater of Wisdom as his Warlord Trait and may not select any other.

The Eater of Wisdom – If Zardu Layak is the army's Warlord, then the controlling player may choose up to three friendly units composed entirely of models with the Corrupted Unit Sub-type from the same army as Zardu Layak at the beginning of the battle, before any models are deployed. All models in each of the selected units gains a bonus of +1 to its Strength and Movement Characteristics, but must take a Leadership test at the end of each of the controlling player's turns. If that Test is failed the unit suffers Perils of the Warp, while if it is not failed there is no effect that turn. In addition, an army with Zardu Layak as its Warlord may make an additional Reaction during the opposing player's Assault phase as long as Zardu Layak has not been removed as a casualty.



The Azurda Char's

It is unknown how the Crimson Apostle acquired this potent artefact, or by what hidden lore he has modified it to his usage.

The weapon listed here is counted as a 'Force' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Azurda Char's	-	User	2	Melee, Unwieldy, Force

Anakatis Blade

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.

The weapon listed here is counted as a 'Power' and 'Force' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Anakatis blade	-	User	3	Melee, Murderous Strike (5+), Brutal (2)

The Panoply of Flame

The Panoply of Flame serves both as a war banner and as a weapon to turn on Zardu Layak's enemies, his 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 when determining victory in assaults and +1 to their Sweeping Advance rolls.

Binder of Souls

Zardu Layak gains the Psychic Discipline Soul Binding and may not select any other Psychic Discipline:

Psychic Discipline: Soul Binding

A Psyker with this Discipline gains all the listed Powers, Weapon and other special rules, as well as the Aetheric Lightning Psychic Weapon (see page 322 of the *Horus Heresy: Age of Darkness* rulebook).

Soul Binding (Psychic Power)

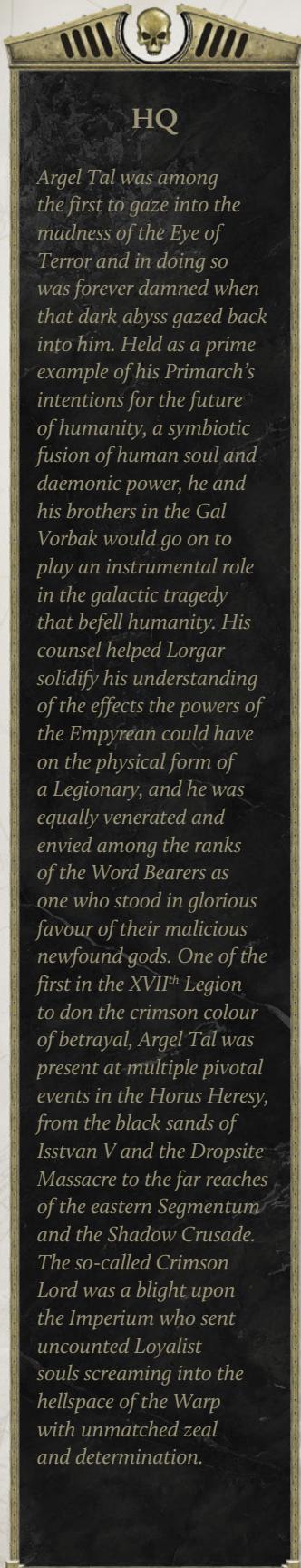
Zardu Layak has long since mastered the art of shackling the will of another, binding it to his own will and turning enemies into slaves.

When an enemy unit declares it will make a Reaction to Zardu Layak or any unit he has joined, the controlling player may choose to have Zardu Layak immediately suffer Perils of the Warp, resolving all Wounds inflicted before any part of the Reaction is resolved. If Zardu Layak is not removed as a Casualty then that Reaction is cancelled (the Reactive player does not expend a point of their Reaction Allotment, and if the Reaction could only be used a limited number of times, it is not considered to have been used in this instance) and the unit that declared the Reaction gains no benefit and takes no action.

Telepathic Chains (Psychic Weapon)

Weapon	Range	Str	AP	Type
Telepathic Chains	36"	2	-	Assault 4, Pinning, Shell Shock (3), Psychic Focus

Psychic Focus: Before making any To Hit rolls with this weapon, the Psyker must make a Psychic check. If the Check is passed then the Psyker may attack as normal using the profile shown for this weapon. If the Check is failed then the Psyker suffers Perils of the Warp, and if the model is not removed as a casualty then it may attack as normal but may not use this weapon.



ARGEL TAL.....240 POINTS

The Crimson Lord, Commander of the Serrated Sun

Argel Tal	M	WS	BS	S	T	W	I	A	Ld	Sv
	8	6	5	5	5	5	5	4	10	2+

Unit Composition

- 1 Argel Tal

Wargear

- Two Daemonic talons
- Umbral Pinions
- Artificer armour
- Frag grenades
- Krak grenades

Unit Type

- Infantry (Character, Unique, Corrupted)

Special Rules

- Legiones Astartes (Word Bearers)
- Master of the Legion
- Independent Character
- Relentless
- Bulky (3)
- Feel No Pain (5+)
- Rage (2)
- Traitor
- Warlord:** The Crimson Lord

Warlord: The Crimson Lord

If chosen as the army's Warlord, Argel Tal automatically has The Crimson Lord as his Warlord Trait and may not select any other.

The Crimson Lord – If Argel Tal is the army's Warlord, then both Argel Tal and any Gal Vorbak unit he joins gain a 5+ Invulnerable Save and the Line Unit Sub-type. In addition, an army with Argel Tal as its Warlord may make an additional Reaction during the opposing player's Assault phase as long as Argel Tal has not been removed as a casualty.



Daemonic Talons

Once Argel Tal carried the weapons of a Space Marine proudly into battle, now he slashes at the foe with twisted protrusions of his own armour fused with unnatural bone and iron-hard flesh.

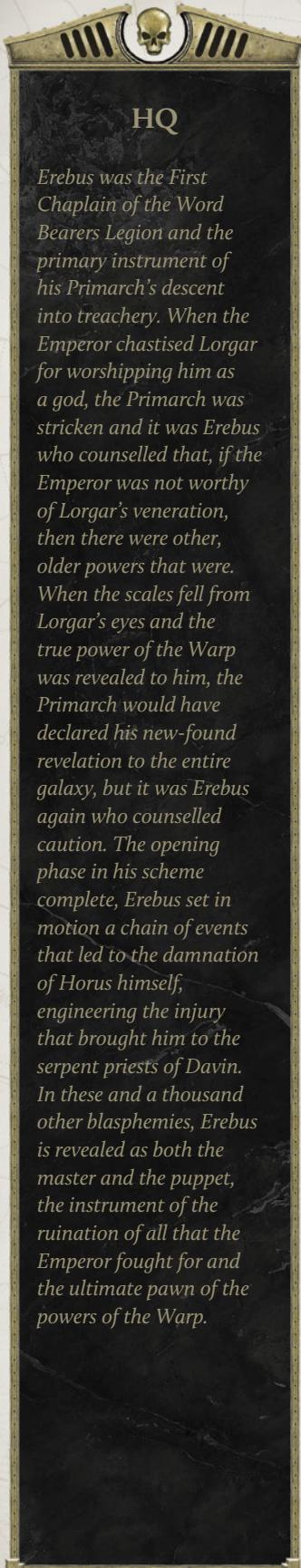
Weapon	Range	Str	AP	Type
Daemonic talons	-	User	3	Melee, Murderous Strike (5+), Rending (5+)

Umbral Pinions

Argel Tal takes to the battlefield borne by a pair of wings of twisted ceramite and fused bone, erupting from his armour like some obscene growth. Haloed by these wings of darkness, the Crimson Lord descends into the midst of his foes to tear them apart in an orgy of destruction.

At the start of the controlling player's Movement phase, Argel Tal's Movement Characteristic may be set to a value of 14 for the duration of the controlling player's turn. This allows Argel Tal to move up to 14", regardless of the Movement Characteristic shown on his profile and gain any other benefits of a Movement Characteristic of 14 (including the bonus to Charge distance). In addition, when moving in this fashion, Argel Tal ignores terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending his movement in Dangerous Terrain. On turns when this option is in use, Argel Tal may move over both friendly and enemy models or units without penalty – but must end his movement at least 1" away from any model from another unit.

Argel Tal may still Run while using this special rule, if he would normally be able to Run, moving up to 19" and ignoring terrain and models from other units while doing so. If Argel Tal Runs while using this special rule, he may not make Shooting Attacks or Declare a Charge in the same turn. During a Reaction made in any Phase, a player may not choose to use this special rule to gain any bonus to their Movement Characteristic.



HIGH CHAPLAIN EREBUS165 POINTS

**The Dark Apostle, Emissary of the Warmaster,
Child of the Primordial Truth**

	M	WS	BS	S	T	W	I	A	Ld	Sv
High Chaplain Erebus	7	5	5	4	4	3	5	4	10	2+

Unit Composition

- 1 High Chaplain Erebus

Wargear

- Plasma pistol
- Crux Malifica
- Artificer armour
- Iron halo
- Frag grenades
- Krak grenades

Unit Type

- Infantry (Character, Psyker, Corrupted, Unique)

Special Rules

- Legiones Astartes (Word Bearers)
- Master of the Legion
- Independent Character
- Relentless
- Hatred (Loyalists)
- Fearless
- Harbinger of Chaos
- Traitor
- Warlord:** Shadow Behind the Throne

Warlord: Shadow Behind the Throne

If chosen as the army's Warlord, High Chaplain Erebus automatically has the Shadow Behind the Throne as his Warlord Trait and may not select any other.

Shadow Behind the Throne – When High Chaplain Erebus is the army's Warlord and is part of a unit composed entirely of models with any version of the Legiones Astartes (X) special rule, no Wounds may be allocated to him, regardless of the attacking model's rules or effects, as long as there is another model in the unit. If High Chaplain Erebus is Engaged in a Challenge then this rule does not apply. However, if High Chaplain Erebus' controlling player chooses to refuse a Challenge for a unit that includes High Chaplain Erebus then the opposing player loses the option to stop one model from participating in the combat. In addition, an army whose Warlord is High Chaplain Erebus may make an additional Reaction in any one of the opposing player's Phases, chosen by the controlling player at the start of the battle, as long as High Chaplain Erebus has not been removed as a casualty.



Crux Malifica

This ever-burning staff, decorated with the defaced remnants of Imperial doctrine was Erebus' symbol of authority – aping the stave borne by Malcador as the Emperor's chief adviser and a not so subtle threat aimed at that shadowy figure.

Weapon	Range	Str	AP	Type
Crux Malifica	-	+3	2	Melee, Unwieldy

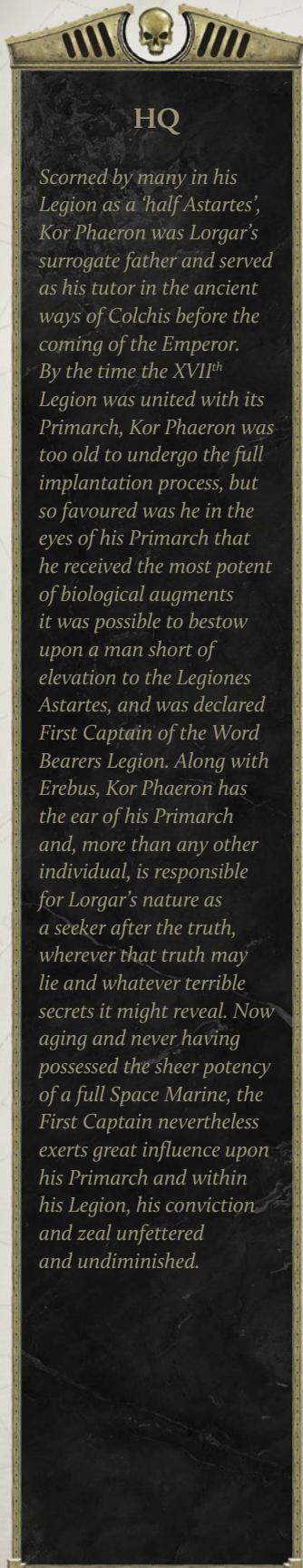
Harbinger of Chaos

A Detachment that includes High Chaplain Erebus may select up to three non-Compulsory Elites or HQ choices from the Ruinstorm Daemon Army List – these choices are paid for in points and occupy slots on the Force Organisation chart as normal, but must begin the battle in Reserve and may only enter play by means of the Breach the Veil Psychic Power.

Psychic Discipline: Harbinger of Chaos

A Psyker with this Discipline gains the Breach the Veil Psychic Power and Aetheric Lightning Psychic Weapon (see the Esoterist entry [on page 106](#)).





KOR PHAERON125 POINTS

First Captain of the Word Bearers, Master of Faith, Priest-king of Colchis

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

Unit Composition

- 1 Kor Phaeron

Wargear

- Patriarch's Claws
- Digi-flamer
- Terminus Consolaris

Unit Type

- Infantry (Heavy, Character, Corrupted, Unique)

Special Rules

- Legiones Astartes (Word Bearers)
- Master of the Legion
- Independent Character
- Relentless
- Bulky (2)
- Feel No Pain (5+)
- It Will Not Die (5+)
- Jealous Command
- Traitor
- **Warlord:** Dark Oratory

Warlord: Dark Oratory

If chosen as the army's Warlord, Kor Phaeron automatically has Dark Oratory as his Warlord Trait and may not select any other.

Dark Oratory – When Kor Phaeron is the Warlord of the army then the controlling player can choose one of the following two options at the beginning of each of their own turns:

- **Cruel Invective** – All enemy units with at least one model within 12" of Kor Phaeron at the start of Kor Phaeron's controlling player's turn (before any models are moved) must make an immediate Pinning test, and become Pinned if the Test is failed.
- **Threatening Entreaties** – Kor Phaeron and the unit he has joined gain the Fearless special rule until the start of the controlling player's next turn, but all models other than Kor Phaeron in the unit reduce their WS and BS by -1 until the start of the controlling player's next turn.

In addition, an army with Kor Phaeron as its Warlord may make an additional Reaction during the opposing player's Assault phase as long as Kor Phaeron has not been removed as a casualty.



Jealous Command

Kor Phaeron was known within the Legion for his unfailing arrogance and vindictive sense of pride. He would tolerate none above him, save his adopted son and Primarch Lorgar. The Primarch was the only man that Kor Phaeron would bend the knee to – though many wondered if he did so out of respect or so that he could manipulate the Primarch from the arm of his throne.

If Kor Phaeron or Lorgar is not chosen as the Warlord of an army that Kor Phaeron is part of, then his Leadership is reduced by -1 and he gains the Hatred (Everything) special rule. When Kor Phaeron is included in the same army as Lorgar, both models gain +1 WS and the Hatred (Everything) special rules while part of the same unit.

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.

The Terminus Consolaris grants a 2+ Armour Save, and an Invulnerable Save of 3+ in the Shooting phase and 5+ in the Movement and Assault phases.

Digi-flamer

Concealed within Kor Phaeron's regalia of office is a miniaturised flamer weapon.

This weapon counts as a 'Flame' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Digi-flamer	Template	4	-	Pistol 1

The Patriarch's Claws

Crafted to allow Kor Phaeron to fight among the enhanced ranks of the Space Marines without becoming outmatched and to reflect the twisted cruelty that was his hallmark in combat, the Patriarch's Claws were a matched pair of Charnabal fighting claws that did not need the strength of a full member of the Legiones Astartes to rend flesh and slice through armour.

Weapon	Range	Str	AP	Type
Patriarch's Claws*	-	User	2	Melee, Shred

*The Patriarch's Claws are two separate weapons, each with the same profile, and as such Kor Phaeron gains a bonus Attack when using them.