Liber Panoptica

Operation Retrograde:
An Unofficial Expansion for the Age of Darkness

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This ruleset is entirely community-made, unofficial, and not for profit. It is not to be sold, distributed for profit, or otherwise restricted in any way. It is shared entirely out of love for The Horus Heresy game system and our desire to for it to continue. Infringement on any legal rights is not intended.

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Foreword

When the **HH: Age of Darkness** Discord Partner server's moderation team first saw the playtest rules for **Warhammer: The Horus Heresy's** second edition, we were overjoyed that our favourite tabletop game was getting the attention and love it deserved. We also were keenly aware that with such an undertaking, there would be a few clarifications or modifications required for a handful of rules and units, and some units would unfortunately be left on the cutting room floor. Some of these things were fan-favourites, though - and so we decided it would be an undertaking we would happily expend effort ourselves to remedy. This document's first edition - which was internally known as **Operation: Retrograde** during development - was the result. Since then, the team has grown in size, and this document has been through numerous revisions, since being joined by several other expansions by the team.

This document - and the other works by the Panoptica Developer Team - are intended to stand alongside the great works of The **Warhammer: Age of Darkness** team, providing a full FAQ, Errata, and Balance Change set for any issues or snags we located along the way, as well as new missions, game modes, and even new units - though you will still need a copy of the core **Warhammer: Age of Darkness** Rulebook, one of the various **Liber** or **PDF** faction books, and the PDFs published via **Warhammer Community** to make use of them.

We're keenly aware that some items in this document may, now or in the future, be rendered obsolete by way of **Games Workshop** releasing official content for them. If that is the case, it should be assumed that those rules supersede these - unless you agree otherwise with your opponent!

We hope you enjoy these rules, and **Warhammer: The Horus Heresy**!

The Liber Panoptica Development Team

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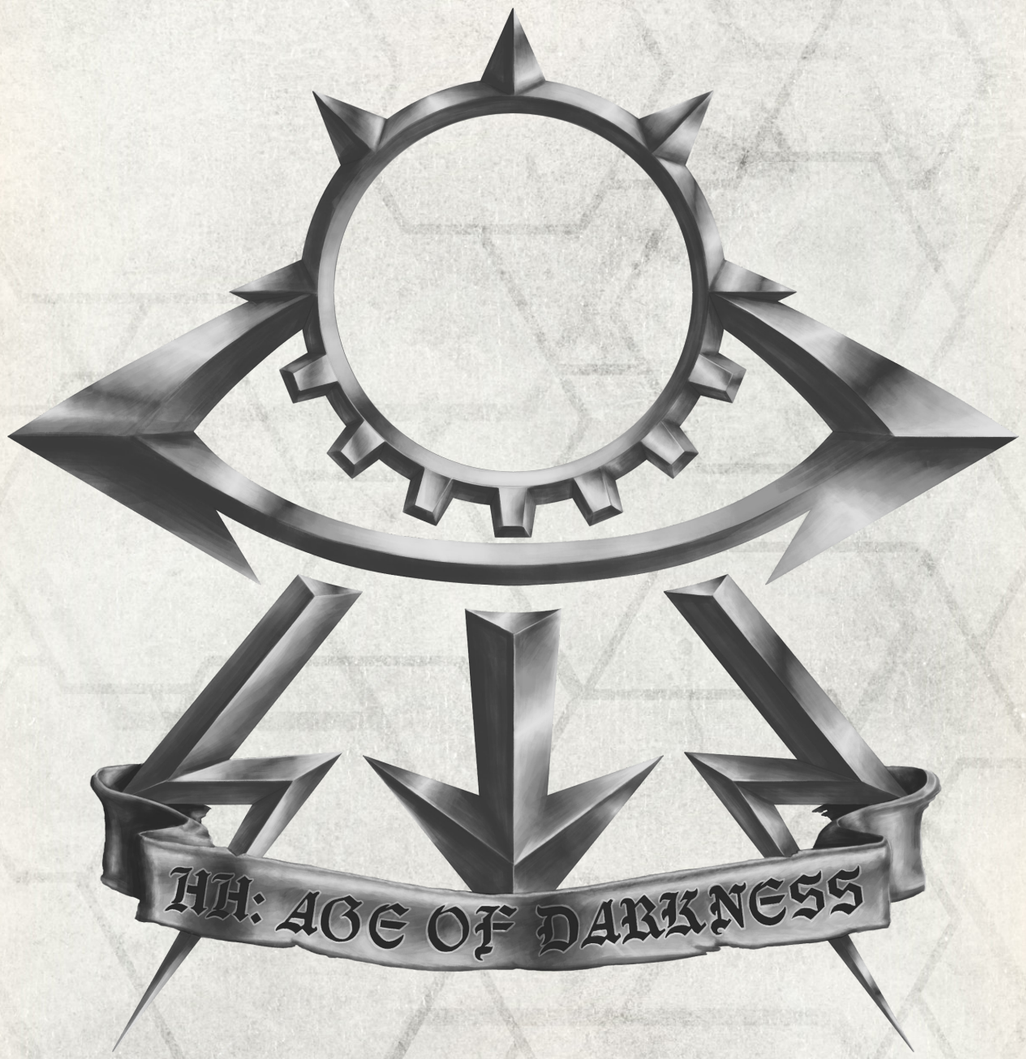


Additional Missions for The Age of Darkness: Standard Missions

Standard Missions

The **Standard Missions** presented on the following pages are intended give players a new and exciting way to lay out and play battles in the Age of Darkness, and can be used alongside, or instead of, the Missions found in the **Horus Heresy: Age of Darkness** Core Rulebook.

If you wish to randomly select a mission from the ones presented in this section, we recommend you choose six which appeal to you and your opponent, then roll a D6 to determine which you play.

Mission 1
Foothold

'And so they clashed like thunderheads, and the noise split the sky and the earth; but neither among them could gain a foothold...'

Excerpt from the Chronicles of Ursh

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Dawn of War Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission's victory conditions are achieved by the destruction of the enemy's fighting strength, with a particular strategic target in mind whose loss will cripple their foe.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Secure the Foothold: Before the game begins, divide the battlefield into 4 equally-sized quadrants.

The Player who has the most Scoring units within a table quadrant is considered to control that quadrant. If a Scoring unit is split between multiple quadrants, use the quadrant where the majority of the unit is when calculating who controls it. A unit can only control or deny a single quadrant at any time. If a Scoring unit is evenly split between multiple quadrants, the Controlling Player may choose at the end of their Movement Phase which quarter the unit counts as controlling.

At the end of the game, players score +2 Victory Points for each quadrant they control. If a quadrant is contested (both players have the same number of units in the quadrant), each player scores +1 Victory Point for the contested quadrant.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Big Game Hunter: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +1 Victory Point to the Opposing Player.

Mission Special Rules
- Reserves
- Night Fighting

Mission 2
Resource Collection

'The greatest fighting force in the universe, no matter how strong, will fail without ammunition.'

Quote from Roboute Gulliman's A Treatise on Logistics

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Clash of the Line Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission's victory conditions are achieved by capturing key logistics and supplies from the enemy, ensuring the victor can fight on another battlefield.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Take the Resources: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, but before play begins, the players must each place a single Objective Marker anywhere in their Deployment Zone, and a single Objective Marker at the centre of the table. These Objective Markers must follow the standard rules for placing Objectives.

At the end of the game, players score +1 Victory Point if they control the Objective Marker in their own Deployment Zone, +2 Victory Points if they control the Objective Marker in the centre of the table, and +3 Victory Points if they control the Objective Marker in their opponent's Deployment Zone.

Secondary Objectives
Ground Control: At the end of the game, divide the board into four equal quadrants. Each quadrant is worth +1 Victory Point to the player with the most Scoring units in it (units which are falling back are not counted). If both players have the same number of Scoring units in a quadrant, it awards no Victory Points.

Linebreaker: Any unit wholly within the opponent's Deployment Zone at the end of the game awards the Controlling Player +1 Victory Point.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains +1 Victory Point.

Mission Special Rules
- Reserves
- Night Fighting

Mission 3
Scorch and Burn

'If you cannot take it for yourself, it is better to deny the same to your enemy.'

Ancient Terran Proverb

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Search and Destroy Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission's victory conditions are achieved by capturing the sensitive data stores that are located on the battlefield – players must race to secure what data they can and take as many enemy forces down as possible whilst doing so.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Deny the Enemy: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, but before play begins, the player who deployed first must roll D3+2 - the players must take turns placing this many Objective Markers, with the player that Deployed second placing the first Objective Marker. These Objective Markers must follow the standard rules for placing Objectives, with the added stipulation that no more than one Objective Marker may be placed in either player's Deployment Zone.

At the end of each player turn, players score +1 Victory Point for each Objective Marker they control. These Victory Points are kept even if that Objective is lost later in the battle and contribute to the Player's Victory Points total at the end of the battle.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

Attrition*: The army which has destroyed the highest number of enemy units at the end of the game gains +3 Victory Points.
**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Burn the Witch: The army which has destroyed the highest number of enemy units with the Psyker Sub-type at the end of the game gains +1 Victory Point.

Mission Special Rules
- Reserves
- Night Fighting

Mission 4
Point Break

'Often, before the siege itself comes, first come the barrages. This can itself be enough to shatter the morale of those who survive - but they must, for the true battle is often yet to come.'

An account of barrage warfare, M2.041

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Ambush Deployment Map should be used. In addition, in the area around the Defender's Deployment Zone, extra walls, defensive lines, and so on should be placed, to represent a dug-in position.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second. The player that deploys first is automatically determined to be the Defender for the purposes of Deployment Zone allocation. They must deploy their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second is determined to be the Attacker, and after the Defender has completed deployment should then deploy their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative. For this mission, no modifiers or re-rolls of the dice to Seize the Initiative are permitted.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission's represents a Defender under attack from assault from all sides, whilst they attempt to hold an entrenched and secured position. To secure the sector, a battle must commence to determine the final hold. Failure is not an option.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Hidden Resources: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, the players must take turns placing five Objective Markers, with the player that Deployed second placing the first Objective Marker. These Objective Markers must follow the standard rules for placing Objectives, with the added stipulation that one must be secretly marked, in such a way that neither player knows which Objective Marker is marked.

At the end of the game, reveal the Objective Markers to show the one which is marked. The player who controlled the marked Objective Marker at the end of the game scores +3 Victory Points. If this Objective was contested at the end of the game, the Defender is considered to have had control and is awarded the Victory Points.

Secondary Objectives
Cache Secured: For each Objective Marker controlled at the end of the game other than the marked one, the Controlling Player scores +1 Victory Point.

Big Game Hunter: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +1 Victory Point to the Opposing Player.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Mission Special Rules
- Reserves
- Night Fighting

Mission 5
Anvil Strike

'And so it was that here, the hammer blow fell the hardest... And the slaves of the blind sun died.'

Excerpt from the Musings of the Blind Seer of Agriolex

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Hammer and Anvil Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second. The player who deploys first is determined to be the Attacker.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents a desperate scramble by a routed force to escape - but unfortunately for them, their way out is blocked, and they must break through the enemy's lines to escape.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Extraction: The Attacker's forces have been encircled, and they must break through the enemy's lines to escape utter destruction. In order to be Extracted, a unit must have a majority of its models within 2" of the Defender's Board Edge. Once extracted, the unit is removed from play at the end of the turn, but awards no Victory Points to the Opposing Player for being removed. Models locked in combat cannot be Extracted.

Any model which arrives from Reserves, such as via Deep Strike Assault, may not be placed within 24" of the Defender's Board Edge. In addition, no unit may be Extracted on the same turn in which it enters play.

At the end of the game, tally up how many of the Attacker's units were successfully Extracted; the Attacker scores that many Victory Points..

At the end of the game, tally up how many of the Attacker's units are still on the board, or were completely destroyed during the game; the Defender scores that many Victory Points.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Mission Special Rules
- Reserves
- Night Fighting

Mission 6
Strategic Outreach

'Many wars are won not with bold actions, or heroic charges, or even insane heroism - the winning move is often simply having a good plan.'

Unknown Solar Auxilia Commander

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Dawn of War Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second. The player who deploys first is determined to be the Attacker.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents subterfuge efforts that have been determined essential to win the war. Strategic locations identified will allow precision strikes to rout enemy forces.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Hold at All Costs: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, the players must place one Objective Marker each in their Deployment Zones, and one each outside of Deployment Zones. These Objective Markers must follow the standard rules for placing Objectives.

At the end of the game, if either player controls the Objective in the Opposing Player's Deployment Zone, they gain +4 Victory Points.

At the end of the game, if either player controls an Objective not in a player's Deployment Zone, they gain +3 Victory Points.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Mission Special Rules
- Reserves
- Night Fighting

Mission 7
Killing Blow

"Watch and learn how hounds bring down a bear."

Khârn, Captain of the 8th Assault Company, World Eaters

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Ambush Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents a preemptive strike, designed to end the threat posed by an enemy force before it becomes insurmountable. Striking whilst the enemy is ill-prepared a mode of warfare in which many factions in the Imperium of Man excel - and so, battle is joined...

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Hunt or Be Hunted: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, each player must nominate three units from their Opponent's forces.

At the end of the game, if a player has destroyed one of their Opponent's nominated units, they gain +1 Victory Point. If they have destroyed two of their Opponent's nominated units, they gain +2 Victory Points. If they have destroyed three of their Opponent's nominated units, they gain +4 Victory Points.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

Attrition*: The army which has destroyed the highest number of enemy units at the end of the game gains +2 Victory Points.
**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

Big Game Hunter*: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +2 Victory Points to the Opposing Player.
**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Mission Special Rules
- Reserves
- Night Fighting

Mission 8
Sabotage

'To crush your enemies, see them driven before you, and to hear the lamentations of their women.'

Unnamed Terran Warlord, when asked of the joys of war.

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Vanguard Strike Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second. The player who deploys first is determined to be the Attacker.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents acts of deliberate sabotage by a defending force to prevent cascading advantages building up in their opponent's favour - but no competent commander would allow such a thing to occur uncontested, much less recover compromised supplies...

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Booby-Trapped!: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, the Defender must place five Objective Markers onto the board. Only two of these may be in the Defender's Deployment Zone - the rest must be at least 6" outside of the Defender's Deployment Zone. These Objective Markers must follow the standard rules for placing Objectives, with the added stipulation they may not be within 6" of any board edge.

The Defender needs to Sabotage the supply caches to prevent them falling into enemy hands. When one of the Defender's units is controlling an Objective Marker, during the Controlling Player's Shooting Phase, it may choose to forfeit any Shooting Attacks it would make to attempt to sabotage the cache. On a D6 roll of a 4+, the Objective Marker is sabotaged, and the Defender scores +1 Victory Point. Once successfully sabotaged, an Objective Marker may not be sabotaged again. Only one attempt may be made per Objective Marker to sabotage it per turn.

The Attacker needs to recover the supply caches. If an Objective Marker is not sabotaged when one of the Attacker's units takes control of it, nothing happens, and Attacker scores +1 Victory Point. If an Objective Marker has been sabotaged by the Defender and is subsequently claimed by the Attacker, they must immediately roll a D6. On the roll of a 4+, nothing happens, and Attacker scores +1 Victory Point. On a 1, 2, or 3, the cache immediately explodes. All units within 3" of the Objective Marker suffer a Strength 8 AP - Hit for each model in range, followed by a Pinning Test. The Objective Marker is then removed from play, and can award no further Victory Points.

At the end of the game, the Attacker gains +1 Victory Point for each Objective Marker they control.

At the end of the game, the Defender gains +2 Victory Points for each Objective Marker they sabotaged which subsequently exploded.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Ground Control: At the end of the game, divide the board into four equal quadrants. Each quadrant is worth +1 Victory Point to the player with the most Scoring units in it (units which are falling back are not counted). If both players have the same number of Scoring units in a quadrant, it awards no Victory Points.

Mission Special Rules
- Reserves
- Night Fighting

Mission 9
Control Point

"The measure of true glory is not to give battle in the bright noon of war, surrounded by brave comrades upon the field of victory, but to valiantly fight on alone in darkness, with no hope of aid or remembrance, and to spit defiance in midnight's eye."

Lion El'Jonson, Primarch of the Dark Angels

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Search and Destroy Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second. The player who deploys first is determined to be the Attacker.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone. The player must also deploy two Barracks buildings - see the Barracks Mission Special Rule.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents the attacker working to secure an essential location - but the defender has taken efforts to ensure it is hard to take from them without a fight.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Shield Barrier: The circular area with a diameter of 18" at the centre of the Search and Destroy Deployment Map is shielded - neither player's models may perform an Infiltrate or Scout move, or any other pre-game move into this area for any reason. In addition, during the course of the game, no unit may perform a Deep Strike Assault into this area - any unit which does so is immediately counted as having suffered a Deep Strike Mishap.

After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, but before play begins, the players must each place a single Objective Marker anywhere on the board, and a single Objective Marker at the centre of the table. These Objective Markers must follow the standard rules for placing Objectives.

At the end of the game, each player gains +3 Victory Points for each Objective Marker they control. If an Objective Marker is contested by both players, both players gain +1 Victory Point.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains +1 Victory Points.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Big Game Hunter: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +1 Victory Point to the Opposing Player.

Mission Special Rules
- Reserves
- Night Fighting
- Barracks

Barracks
The Barracks buildings set up during the Defending Player's Deployment are impassible terrain, with an Armour Value of 14 on all sides, and a Hull Points Value of 4. These barracks also have an Access Point on each side. These Barracks buildings may be set up in any area on the board, more than 6" outside of the Attacker's Deployment Zone. The Barracks can be represented using the GW Bastion Terrain kit, or any building of an appropriate size.

During the game, the Defender may choose to deploy a single unit per turn from Reserves onto the table as though they were disembarking from the Barracks buildings rather than entering play from the Controlling Player's Board Edge. These units disembark following the normal procedure for disembarking from a building. If a Barracks building is destroyed, it cannot be used for bringing units onto the board from Reserves again.

Mission 10
Stronghold

'A fortress is built with blood and toil. Only by blood and toil may it be taken.'

The Emperor of Mankind, Terran Reclamation Campaign

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Ambush Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second. The player who deploys first is determined to be the Attacker.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents an attacking force attempting to take a minor - but nonetheless well defended - stronghold from the defenders.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
The Fortress, Fallen: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, the Defender must place four Objective Markers onto the board, in the locations indicated on the diagram opposite. These are secret Objectives - the first time they are controlled by a player during the game, roll a D6 and consult the Secret Objectives chart to see what happens. At the end of each player turn, players score +1 Victory Point for each Objective Marker they control. These Victory Points are kept even if that Objective is lost later in the battle and contribute to the Player's Victory Points total at the end of the battle. In addition, for each Secret Objective a player has revealed at the end of the game, they gain +1 Victory Point.

At the end of the battle, divide the board into four quadrants, but keeping the Defender's Deployment Zone as a separate area. The player who has the most Scoring units in an area is determined to control it.

For each quadrant the either player controls at the end of the game, they gain +1 Victory Point.

If the Defender controls their Deployment Zone at the end of the game, they gain +5 Victory Points. If the Attacker controls the Defender's Deployment Zone, they gain +3 Victory Points.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

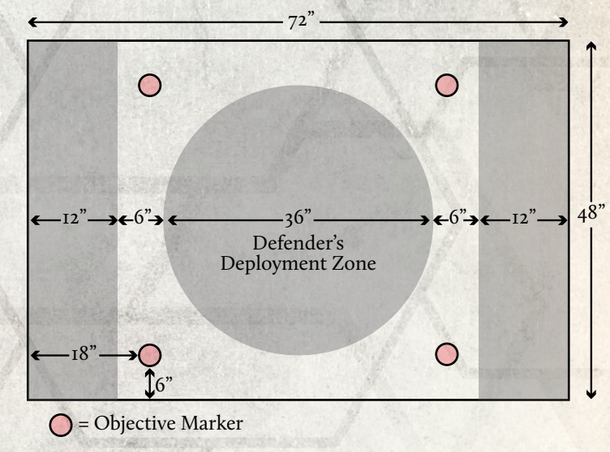
First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Big Game Hunter: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +1 Victory Point to the Opposing Player.

Mission Special Rules
- Reserves
- Night Fighting
- Secret Objectives

Secret Objectives
Whenever a Secret Objective is controlled by a player for the first time, roll a D6 and consult the below chart:

1 - Bomb!: Each model in the unit which controls the Objective suffers a Strength 5, AP 4 hit.
2 - Nothing: Nothing of use was found.
3 - Extra Ammo: The unit which revealed the Objective may double the number of shots it makes in its next Shooting Attack.
4 - Reserve Beacon: The Controlling Player may add +1 to any Reserve rolls they make in their next turn.
5 - Nothing: Nothing of use was found.
6 - Melta Bomb: The unit which revealed the Objective gains a single Melta Bomb. This is one use, and only a single model may use it when attacking.



Mission 11
Refinery

"If you remember nothing else from this, brother - remember how this loss stung you."

Konrad Curze, Primarch of the Night Lords

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Clash of the Line Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents a daring raid on a refinery plant which collects valuable gases and stores them. Both sides want to deny this precious resource to the enemy - whilst hoarding whatever they can for themselves...

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Take the Tankers: After choosing Deployment Zones, but before setting up and deploying any models, the players must place a total of eight Filtration Tankers - these are described in the Mission Special Rules below. The player who deploys second places five Filtration Tankers, whilst the player who deploys first places three. These must be deployed as per the normal rules for Objective Markers.

At the end of the game, each player gains +3 Victory Points for each Filtration Tanker they control, and +2 Victory Points for each Filtration Tanker they have destroyed.

Secondary Objectives
Ground Control: At the end of the game, divide the board into four equal quadrants. Each quadrant is worth +1 Victory Point to the player with the most Scoring units in it (units which are falling back are not counted). If both players have the same number of Scoring units in a quadrant, it awards no Victory Points.

Big Game Hunter: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +1 Victory Points to the Opposing Player.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Mission Special Rules
- Reserves
- Night Fighting
- Filtration Tankers

Filtration Tankers
The Filtration Tankers are Impassible Terrain, with an Armour Value of 11 on all sides, and a Hull Points Value of 4. These Filtration Tankers should be represented by appropriate terrain approximately 2" in diameter, by 4" tall. Filtration Tankers should be treated as having the Vehicle Unit Type, and in addition, whenever rolling on the Vehicle Damage Table to determine the result of a Penetrating Hit, add +2 to the result rolled. This modifier is cumulative with other modifiers, such as an AP value of 1 or 2, or the modifier imposed by the Wrecker Special Rule.

During the game, any model which makes a Shooting Attack from outside 18" at a Filtration Tanker must Snap Shoot - the Tanks are surrounded by great clouds of steam and gas that obscure vision and stymie even the best sensors.

Filtration Tankers are treated like normal Objective Markers for purposes of determining if a unit controls them.

Mission 12
Heavy Ordnance

"Nothing in the world truly beats the thundering of guns."

Unknown Iron Warriors Captain.

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Ransack Deployment Map found below should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second. The player who deploys first is determined to be the Attacker.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission represents an Attacker attempting to crack the defensive position manned by the Defender, in order to break through their lines.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Break their Lines: After setting up and deploying the armies, including Infiltrators and after Scout redeployments have been made, the Defender must place one Objective Marker into their Deployment Zone, and one into no man's land. The Attacker then must place one Objective Marker anywhere on the board that is outside of the Defender's Deployment Zone. These Objective Markers must follow the standard rules for placing Objectives, with the added stipulation they may not be within 6" of any board edge.

At the end of the game, the Attacker gains +4 Victory Points for each Objective Marker the Defender placed that they control.

At the end of the game, the Defender gains +3 Victory Points if they hold the Objective Marker the Attacker placed.

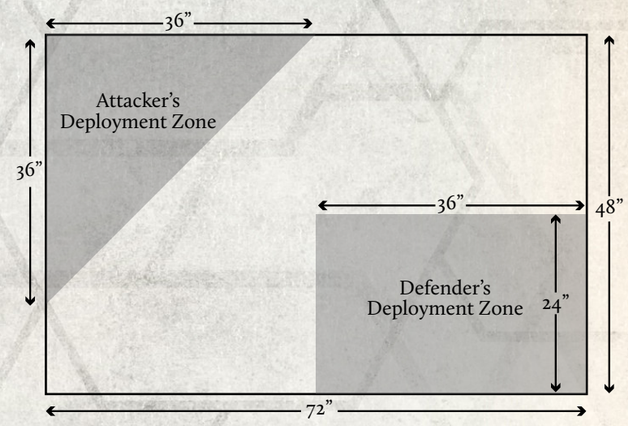
In addition, for each of the Attacker's units the Defender destroys, they gain +1 Victory Point.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Ground Control: At the end of the game, divide the board into four equal quadrants. Each quadrant is worth +1 Victory Point to the player with the most Scoring units in it (units which are falling back are not counted). If both players have the same number of Scoring units in a quadrant, it awards no Victory Points.

Mission Special Rules
- Reserves
- Night Fighting



Additional Missions for The Age of Darkness: Apocalypse Missions

Apocalypse Missions

The **Apocalypse Missions** presented on the following pages are intended give players the ability to play battles in the Age of Darkness which reach a truly terrifying scale whilst still allowing for balanced gameplay. As such, we recommend playing these missions with forces of 4,000 points or above, and on a table of 8x6ft or larger. On a table of this size, we recommend increasing the measurements of Deployment Zones and so on to scale with the table size - for example, the Dawn of War Deployment Map would use 18" Deployment Zones, instead of 12", as the table is 50% larger.

If you wish to randomly select a mission from the ones presented in this section, we recommend you and your opponent roll a D3 to determine which you play.

Mission 1
Cold Storage

'Among the burned fields, across the cities torn to rubble, and in view of the stars set ablaze - these all will be the battlefields of this war.'

Unknown Imperial Commander

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed or sides determined, all scenery should be set up, except Fortifications included as part of any army. At this point, Air Filtration Tanks should be placed as per the Take the Tankers Primary Objective. For this mission, do not roll to determine a Deployment Map - the Dawn of War Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After four turns, roll a D6. On the roll of a 4+, a fifth and final turn is played.

Victory Conditions
This mission's victory conditions are achieved by both the utter decimation of the enemy's fighting strength, and also the denial of key Strategic resources, without which the foe will struggle to recover.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Take the Tankers: After choosing Deployment Zones, but before setting up and deploying any models, the players must place a total of eight Filtration Tankers - these are described in the Mission Special Rules below. The player who deploys second places five Filtration Tankers, whilst the player who deploys first places three. These must be deployed as per the normal rules for Objective Markers.

At the end of the game, each player gains +3 Victory Points for each Filtration Tanker they control, and +2 Victory Points for each Filtration Tanker they have destroyed.

Primary Objectives (continued)
Drowned in Blood: At the end of the game, each player should total up the number of enemy units they have completely destroyed, or are falling back at the end of the game. Each unit of a given Unit Type awards them an additional amount of Victory Points, as below:

- **Infantry & Daemons:** +1 Victory Point
- **Dreadnoughts, Automata, Cavalry, and Armigers:** +2 Victory Points
- **Vehicles (Without the Super-Heavy, Titan, & Lumbering Sub-type):** +2 Victory Points
- **Vehicles (With the Super-Heavy, Titan, or Lumbering Sub-type):** +4 Victory Points
- **Primarchs:** +6 Victory Points

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Big Game Hunter: Before the game begins, both players must declare a single unit in their army which has the highest total points cost of any of their units. If this unit is destroyed during the course of the game it is worth an additional +1 Victory Point to the Opposing Player.

Mission Special Rules
- Reserves
- Night Fighting
- Filtration Tankers

Filtration Tankers
The Filtration Tankers are Impassible Terrain, with an Armour Value of 11 on all sides, and a Hull Points Value of 4. These Filtration Tankers should be represented by appropriate terrain approximately 2" in diameter, by 4" tall. Filtration Tankers should be treated as having the Vehicle Unit Type, and in addition, whenever rolling on the Vehicle Damage Table to determine the result of a Penetrating Hit, add +2 to the result rolled. This modifier is cumulative with other modifiers, such as an AP value of 1 or 2, or the modifier imposed by the Wrecker Special Rule.

During the game, any model which makes a Shooting Attack from outside 18" at a Filtration Tanker must Snap Shoot - the Tanks are surrounded by great clouds of steam and gas that obscure vision and stymie even the best sensors.

Filtration Tankers are treated like normal Objective Markers for purposes of determining if a unit controls them.

Mission 2
Bloodbath

'Until the ground itself pools and flows crimson. Until the soil is stained evermore with the blood of the enemy.'

Angron, Primarch of the World Eaters

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, deployment maps must be determined and all scenery should be set up, except Fortifications included as part of any army. Finally, place or select mission Objectives in accordance with the Mission Special Rules section.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After four turns, roll a D6. On the roll of a 4+, a fifth and final turn is played.

Victory Conditions
This mission's victory conditions are achieved by capturing key areas and zones, and denying the same to the enemy - whilst also attempting to break the opposing forces to prevent a counter-attack!

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Bloodbath Objectives: At the start of each Active player's turn, the current Active Player gains +1 Victory Point for each Objective marker they control. These Victory Points are kept even if that Objective is lost later in the game, and contribute to the player's Victory Points total at the end of the game. In addition, At the end of the game, roll a D6 on the table found in the Bloodbath Objectives Special Rule boxout to determine the worth, if any, of each Objective controlled by the player at the end of the game. Roll once for each Objective.

Tide of Carnage: Each sector of the battlefield is worth a certain amount of Victory Points for the side who controls it at the end of the game. In order to claim a sector, a side must have one or more Scoring units in the sector and the enemy must have no Scoring units left in that sector. The sectors of the battlefield are defined as follows:

- **Player's own Deployment Zone:** +3 Victory Points
- **No Man's Land (the area of the battlefield which is not covered by either Deployment Zone):** +5 Victory points
- **Opposing Player's Deployment Zone:** +7 Victory points

Death Toll: At the end of the game, each side gains +1 Victory Point for each unit they have destroyed or that is Falling Back at the end of the game.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

First Strike: Any unit completely destroyed by a player during their first turn is worth additional +1 Victory Point to them at the end of the game.

Mission Special Rules
- Reserves
- Night Fighting
- Bloodbath Objectives
- Heavy Armour

Bloodbath Objectives
This mission uses five Objective markers. During the game's set-up, but before deployment has been determined, the players take turns in placing one Objective each in the area of the table outside of the players' Deployment Zones until all of the Objectives have been placed, with the player that Deployed second placing the first Objective Marker. These markers may not be placed within 6" of each other or a battlefield edge.

At the end of the game, roll a D6 on the following table to determine the worth, if any, of each Objective controlled by the player at the end of the game. Roll once for each Objective.

D6	Result
1-2	No Victory Points
3-4	+1 Victory Points
5-6	+3 Victory Points

Alternative – Objective Terrain
Rather than use Objective markers, if both sides agree, individual pieces of terrain may instead be specified as the mission's Objectives. It is suggested in this case that three terrain pieces be used, which must be fully located outside of either players' Deployment Zones and suitably marked to identify them. Each should be distinct and easily identifiable, and have a suggested total size of no less than 6" on each side and no more than 12" on each side, and be substantial enough to provide cover to Infantry models inside them. Suitable types of terrain include ruins, large shell craters, redoubts, derelict buildings, vehicle wrecks, etc. In order to claim or deny a piece of Objective Terrain, a valid Scoring or Denial unit (as appropriate) must have at least one model within 6" of the centre of the terrain's ground level. A unit may never claim or deny more than a single piece of Objective Terrain at once.

Heavy Armour
In addition to the usual Scoring units, all Vehicles that are not Flyers, are also classed as Scoring units in this mission.

Mission 3
Kingmaker

'Face me, coward! Face me and die with honour, or stay in your hole and die with none! '

Archmagos Malagra Stranivariax, Forge World Arkadia

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed or sides determined, all scenery should be set up, except Fortifications included as part of any army. For this mission, do not roll to determine a Deployment Map - the Search and Destroy Deployment Map should be used.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

Both players must then set aside their Warlord, and either the Retinue unit purchased for their Warlord, or a single unit they would normally be able to join during Deployment if no Retinue unit was purchased for them, to be deployed as per the Kingmaker Mission Special Rule.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After four turns, roll a D6. On the roll of a 4+, a fifth and final turn is played.

Victory Conditions
This mission's victory conditions are achieved by the recovery - or theft - of key items, as well as the execution of the enemy's leadership.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
The Spoils of War: After choosing Deployment Zones, but before setting up and deploying any models, the players must take it in turns placing a total of D6+3 Relic Markers, with the player that Deployed second placing the first Objective Marker. These Relic Markers may not be placed within 12" of each other, inside either player's Deployment Zone, or within 9" of a table edge. The Relic Markers may be interacted with by units during the course of the game as per the Relics of a Bygone Age Mission Special Rule.

Priority Target: At the end of the game, if a player's Warlord is still alive and in play, that player gains +5 Victory Points.

In addition, during the course of the game, if either player's Warlord is slain and removed from play, a marker should be placed in their last position. This marker is treated as a Relic Marker, and may be interacted with by units during the course of the game as per the Relics of a Bygone Age Mission Special Rule. These markers are worth an additional +3 Victory Points on top of those awarded by the Relics of a Bygone Age Mission Special Rule if they are recovered by either player.

Secondary Objectives
Hammerfall: Each Heavy Support unit destroyed by a player during the course of the game awards them an additional +1 Victory Point.

A Light in the Dark: Any unit with the Independent Character Special Rule which is carrying a Relic Marker at the end of the game awards the Controlling Player an additional +2 Victory Points. If this unit is also the player's Warlord, they gain another +2 Victory Points.

Mission Special Rules
- Reserves
- Night Fighting
- Ceasefire
- Kingmaker
- Relics of a Bygone Age

Ceasefire
During the first game turn, a unit containing a Warlord may not be targeted by any Shooting Attack, or declared as a Charge target, except by a unit containing the Opposing Player's Warlord.

If a unit containing a Warlord makes a Shooting Attack or declares a Charge against any unit which is does not contain the enemy's Warlord then this Mission Special Rule immediately ceases to have any effect.

Kingmaker
Instead of deploying normally in the Controlling Player's Deployment Zone, each player's Warlord must be deployed outside the normal Deployment zones, within the circular area at the centre of the Search and Destroy Deployment Map, before any other units are deployed.

If the Warlord has a Retinue unit of any kind, this must be deployed with them. If they do not have a Retinue unit, then a single unit they would normally be able to join during Deployment should be deployed with them instead.

Relics of a Bygone Age
This mission makes use of D6+3 Relic Markers. During the game's set-up, but before deployment has been determined, the players take turns in placing one Relic Marker each in the area of the table outside of the players' Deployment Zones until all of the Relic Markers have been placed. These markers may not be placed within 12" of each other, or 9" of a battlefield edge.

At the end of a player's Movement Phase, if they have a unit with at least one model with the Infantry Unit Type within 1" of a Relic Marker, they may elect to have that model pick up the Relic. If they do so, the marker should be moved with the model that picked it up for the rest of the game. A unit may only contain one model carrying a Relic Marker at any time. At the end of any of the Controlling Player's Movement Phases, they may elect to have a model carrying a Relic Marker drop it - if so, it is placed within 1" of the model that was carrying it. If a model carrying a Relic Marker is slain, place the Relic Marker as close as possible to the model's last position on the board.

At the end of the game, total up how many Relic Markers your units are carrying. Each Relic Marker carried is worth +3 Victory Points. If either player has twice or more the number of Relic Markers their opponent has, then the player gains an additional +2 Victory Points.

Additional Missions for The Age of Darkness: Zone Mortalis Missions

Zone Mortalis Missions

The **Zone Mortalis Missions** presented on the following pages are intended give players a new and exciting way to lay out and play battles in the Age of Darkness, and can be used alongside, or instead of, the Missions found in **Campaigns in the Age of Darkness: Siege of Cthonia's** Zone Mortalis Rules.

If you wish to randomly select a mission from the ones presented in this section, we recommend you and your opponent roll a D6 to determine which you play.

Mission 1
Priority Cargo

In the dark and dangerous confines of the Zone Mortalis, cargoes of special importance could be commonplace. Such cargo could become the focus of fierce fighting, with factions desperately trying to snatch them from each other in desperate attempts to gain some - or any - advantage.

Setting Up The Game

The Zone Mortalis Battlefield should be set up as per the rules found in the Zone Mortalis section of the Campaigns in the Age of Darkness: Siege of Cthonia book.

Strategic Advantage

Before setting up the battle, players must determine Strategic Advantage. The player with Strategic Advantage selects which player is the Attacker and which player is the Defender.

Reinforcement Points

The Attacker starts with 8 Reinforcement Points to place units in their own Deployment Zone.

Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained.

Both players gain 2 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission Special Rules.

Deployment

The battlefield is divided into four equal quadrants as shown in the deployment map opposite. The Defender chooses one quadrant to be their Deployment Zone and deploys all units included as part of their force anywhere in this area (and is always assumed to have enough Reinforcement Points to do so) but not anywhere within 6" of the centre of the board.

The Attacker must deploy units from their army up to the amount of Reinforcement Points they start with in either of the board quadrants directly adjacent to the Defender's Deployment Zone, up to the amount of Reinforcement Points they start with, but not anywhere within 6" of the centre of the board, placing any remaining units into Reinforcements.

After setting up and deploying the armies, but before play begins, the two players must then take turns placing a total of 6 Objective Markers, with the player that Deployed second placing the first Objective Marker. The Objective Markers must be placed following the restrictions on page 306 of the Horus Heresy: Age of Darkness Core Rulebook, with the following additional restrictions and exceptions:

- Objective Markers may not be placed within 6" of each other.
- Objective Markers may not be placed within 3" of any player's Deployment Zone.
- Objective Markers must be clearly numbered, one through six.

First Turn

The player with Strategic Advantage takes the first turn, unless their opponent successfully rolls for First Strike.

Game Length

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions

The Zone Mortalis Mission: Priority Cargo represents two factions fighting to steal invaluable cargo that could mean the difference between their survival - or extinction. At the end of the battle, the Player who has scored the most Victory Points has won the battle. If the players have the same number of Victory Points, the Player who has scored the most Victory Points from Secondary Objectives has won the battle. If the players have the same number of Victory Points and have scored the same number of Victory Points from Secondary Objectives, the result is a draw.

Primary Objectives

Secure the Cargo: After the Objective Markers have been placed on the board but before the game begins, a dice must be rolled under a cup or similar obscuring object - this should not be revealed until the end of the game.

In this Mission, Objective Markers are not worth any Victory Points when held - instead, any Scoring unit may choose to have a model "secure" the cargo the Objective Marker represents during the Controlling Player's Shooting Phase, before making a Shooting Attack. The model which secures the cargo is then considered to be carrying the Objective Marker, and cannot make Shooting Attacks for any reason. In addition, a unit with a model carrying an Objective Marker cannot Advance, or activate any form of Jump or Jet Pack, or use any form of wings, they are equipped with.

The model carrying the Objective Marker may choose to drop the Objective Marker during any of the Controlling Player's following Shooting Phases. If the model carrying the Objective Marker is killed for any reason, the Objective Marker is dropped as close as possible to the last position of the carrying model.

An Objective Marker carried in this way must be returned to the Controlling Player's Deployment Zone to be counted as "successfully retrieved".

At the end of the game, the dice rolled at the start of game and kept obscured must be revealed - if the number on it matches an Objective Marker successfully retrieved by either player, that player scores +5 Victory Points.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch Choice, then an additional +1 Victory Point is scored.

Attrition*: The army which has destroyed the highest number of enemy units at the end of the game gains +D3 Victory Points.

**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

Last Man Standing*: The side with the greatest number of surviving units at the end of the game gains +D3 Victory Points.

**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

Mission Special Rules

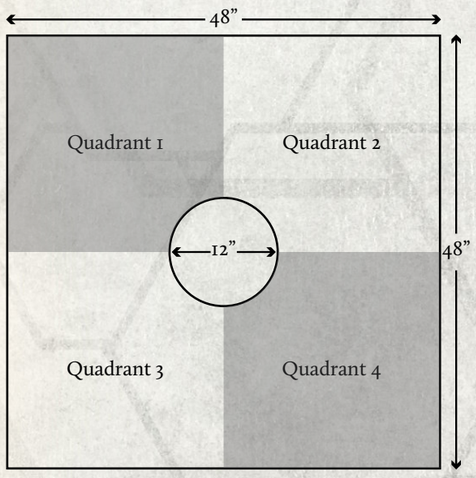
- Counter Assault

Counter Assault

When deploying units from Reinforcements, the Controlling Player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

Battlefield Edge	Reinforcement Points Cost	
	Attacker	Defender
Controlling Player's Edge	0	0
Flank Edge	+1	+1
Opposing Player's Edge	+3	+3

For the purposes of this mission, a Player's Board Edges are determined to be the board edges on the two sides of their Deployment Quadrant. Flank Edges are determined to be the Board Edges in Quadrants not used as Deployment Zones by either player.



Mission 2
Lights Out

In the dark and dangerous confines of the Zone Mortalis, cargoes of special importance could be commonplace. Such cargo could become the focus of fierce fighting, with factions desperately trying to snatch them from each other in desperate attempts to gain some - or any - advantage.

Setting Up The Game
The Zone Mortalis Battlefield should be set up as per the rules found in the Zone Mortalis section of the Campaigns in the Age of Darkness: Siege of Cthonia book.

Strategic Advantage
Before setting up the battle, players must determine Strategic Advantage. The player with Strategic Advantage selects which player is the Attacker and which player is the Defender.

Reinforcement Points
Both players start with 7 Reinforcement Points to place units in their own Deployment Zones.

Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained.

Both players gain 2 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission Special Rules.

Deployment
Players must deploy units from their army up to the amount of Reinforcement Points they start with, placing any remaining units into Reinforcements.

The battlefield is divided into four equal quadrants as shown in the deployment map opposite. The Defender chooses one quadrant to be their Deployment Zone and deploys units into it, up to the amount of Reinforcement Points they start with, but not anywhere within 6" of the centre of the board, placing any remaining units into Reinforcements.

The Attacker then rolls a D6. On a roll of a 3 or lower, the quadrant opposite that of their opponent is their Deployment Zone. On a roll of a 4 or higher, they may choose any of the three remaining quadrants to be their Deployment Zone. They must then deploy their units anywhere in this area, up to the amount of Reinforcement Points they start with, but not anywhere within 6" of the centre of the board, placing any remaining units into Reinforcements.

After setting up and deploying the armies, but before play begins, the Defender places four Objective Markers, one in each of the quadrants. The Objective Markers must be placed following the restrictions on page 306 of the Horus Heresy: Age of Darkness Core Rulebook, with the following additional restrictions and exceptions:

- Objective Markers may not be placed within 6" of the centre of the battlefield or each other.
- Objective Markers must be placed touching a Column or Wall.

First Turn
The player with Strategic Advantage takes the first turn, unless their opponent successfully rolls for First Strike.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
The Zone Mortalis Mission: Lights Out represents the Players attempting to confound and harass each other in the darkened confines of a Zone Mortalis, making use of Lighting and Door-seals to steer their foes into the teeth of their weapons. At the end of the battle, the Player who has scored the most Victory Points has won the battle. If the players have the same number of Victory Points, the Player who has scored the most Victory Points from Secondary Objectives has won the battle. If the players have the same number of Victory Points and have scored the same number of Victory Points from Secondary Objectives, the result is a draw.

Primary Objectives
Control Panel Override: At the start of each turn, the current Active Player gains 1 Victory Point for each Objective Marker they control which is in the Activated State (see the Lights Out! Special Rule). These Victory Points are kept even if that Objective is lost later in the battle and contribute to the Player's Victory Points total at the end of the battle.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch Choice, then an additional +1 Victory Point is scored.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains +1 Victory Point.

Mission Special Rules
- Lights Out!
- Counter Assault

Lights Out!
At the start of the Controlling Player's Shooting Phase, if they have an Infantry unit within 1" of an Objective, then instead of Shooting as normal the unit may choose to make use of its control panel.

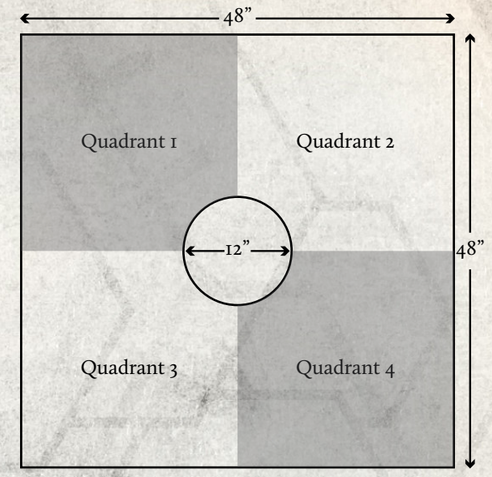
An Objective may only have its control panel used once per player turn. The Controlling Player may attempt to Activate or Deactivate the Objective on which the control panel they are using. If so, this succeeds on a roll of 3+, and the Objective is Activated or Deactivated, depending on its original state. On a roll of a 1 or 2, the Objective which they are using the control panel of instead immediately enters the Deactivated State.

Instead of using the control panel to affect their own Objective, the Controlling Player may choose to use it to Activate or Deactivate another objective on the board. If so, this succeeds on a roll of 4+. On a roll of a 1, 2, or 3, the Objective which they are using the control panel of instead immediately enters the Deactivated State.

Deactivating an Objective immediately makes the Quadrant in which it is present come under the effects of the Night Fighting rules - with the added restriction that the range restriction is lowered to 12", instead of the normal 24". In addition, all doors in the quadrant immediately close and are Locked. Whilst Deactivated, an Objective cannot give the Controlling Player any Victory Points. If a door in this state is closed and locked whilst a unit is split across both sides of it, any model which finds itself standing with any part of its base in contact with the door threshold when it closes in this manner takes an immediate Crushed hit, as described on page 173 of the Zone Mortalis Rules in the Siege of Cthonia Campaign Book.

Activating an Objective immediately removes the effects of the Night Fighting rules on the quadrant in which the objective is present. In addition, all doors in the quadrant are immediately unlocked, but remain closed. If a door is destroyed, it is unaffected. Whilst Activated, an Objective can give the Controlling Player Victory Points. All Objectives start the game in the Activated state.

In a Mission with this Special Rule, no player may attempt to perform a System Override.



Counter Assault
When deploying units from Reinforcements, the Controlling Player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

Battlefield Edge	Reinforcement Points Cost	
	Attacker	Defender
Controlling Player's Edge	0	0
Flank Edge	+1	+1
Opposing Player's Edge	+3	+3

For the purposes of this mission, a Player's Board Edges are determined to be the board edges on the two sides of their Deployment Quadrant. Flank Edges are determined to be the Board Edges in Quadrants not used as Deployment Zones by either player.

Mission 3
Dead Void

Fighting aboard a space-borne vessel is a dangerous affair - for often the battlefield the combatants take to is often suffering damage as much as those aboard it, and the void will seek any route it can to kill those foolish enough to stumble into it...

Setting Up The Game
The Zone Mortalis Battlefield should be set up as per the rules found in the Zone Mortalis section of the Campaigns in the Age of Darkness: Siege of Cthonia book.

In this Mission, it is assumed the battlefield automatically has a ceiling.

In addition, when setting up the battlefield, the amount of Doors Terrain to be used is increased to 3 per 12" x 12" grid section.

Strategic Advantage
Before setting up the battle, players must determine Strategic Advantage. The player with Strategic Advantage selects which player is the Attacker and which player is the Defender.

Reinforcement Points
Both players start with 6 Reinforcement Points to place units in their own Deployment Zones.

Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained.

Both players gain 2 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission Special Rules.

Deployment
Players must deploy units from their army up to the amount of Reinforcement Points they start with, placing any remaining units into Reinforcements.

The battlefield is divided into four equal quadrants as shown in the deployment map opposite. The Defender chooses one quadrant to be their Deployment Zone and deploys units into it, up to the amount of Reinforcement Points they start with, but not anywhere within 6" of the centre of the board, placing any remaining units into Reinforcements.

The Attacker then rolls a D6. On a roll of a 3 or lower, the quadrant opposite that of their opponent is their Deployment Zone. On a roll of a 4 or higher, they may choose any of the three remaining quadrants to be their Deployment Zone. They must then deploy their units anywhere in this area, up to the amount of Reinforcement Points they start with, but not anywhere within 6" of the centre of the board, placing any remaining units into Reinforcements.

After setting up and deploying the armies, but before play begins, the Defender places four Objective Markers, one in each of the quadrants. The Objective Markers must be placed following the restrictions on page 306 of the Horus Heresy: Age of Darkness Core Rulebook, with the following additional restrictions and exceptions:

- Objective Markers may not be placed within 9" of the centre of the battlefield or each other.

First Turn
The player with Strategic Advantage takes the first turn, unless their opponent successfully rolls for First Strike.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
The Zone Mortalis Mission: Dead Void represents the Players taking the fight to a spacecraft in the midst of cracking apart under the weight of enemy fire, desperately scrabbling to recover key items or intel. At the end of the battle, the Player who has scored the most Victory Points has won the battle. If the players have the same number of Victory Points, the Player who has scored the most Victory Points from Secondary Objectives has won the battle. If both players have the same number of Victory Points and have scored the same number of Victory Points from Secondary Objectives, the result is a draw.

Primary Objectives
Claim the Intel: At the start of the Controlling Player's Turn, if they have a unit with the Line Sub-type within 1" of an Objective, they can attempt to Claim the Intel. The unit attempting to Claim the Intel may not Move, make Shooting Attacks, or declare Charges this turn - if they do so for any reason, their attempt to Claim the Intel fails and they will have to try again in a following turn.

At the end of the Controlling Player's Turn, if the unit has successfully Claimed the Intel, the Controlling Player immediately scores +3VP, and the Objective Marker is removed from the board.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch Choice, then an additional +1 Victory Point is scored.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains +1 Victory Point.

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains +1 Victory Point.

Mission Special Rules
- Unstable Ground
- The Hungering Void
- Counter Assault

Unstable Ground
The floor around the Objective Markers is littered with debris and is at risk of collapse at any given moment. An area of 3" radius around each Objective Marker is counted as Difficult, Dangerous, and Hazardous Terrain.

This effect persists even if an Objective Marker is removed thanks to a successful attempt to Claim the Intel!

In addition, in a mission with this Mission Special Rule in play, no unit may make a pre-game redeployment via any Special Rule.

The Hungering Void
Whenever a door is opened (or is destroyed) which leads to a Section of the battlefield which has not previously been inhabited by a unit before during the battle, the Controlling Player must immediately roll a D6. On a roll of 3+, nothing happens - but on a roll of a 1 or 2, the hapless unit has accidentally uncovered a depressurised section of the ship and risks being sucked out into the void!

All units with at least one model within 12" of the door (and within line of sight of it) must take an immediate Initiative test, to see if they are quick enough to activate their mag-boots or otherwise grab hold of something. Units made entirely of models with the Dreadnought, Monstrous, or Automata Unit type, or the Heavy Sub-type, gain a +1 bonus to their Initiative Characteristic for the purposes of this Characteristic test. This bonus may only be claimed once per unit for each Initiative test.

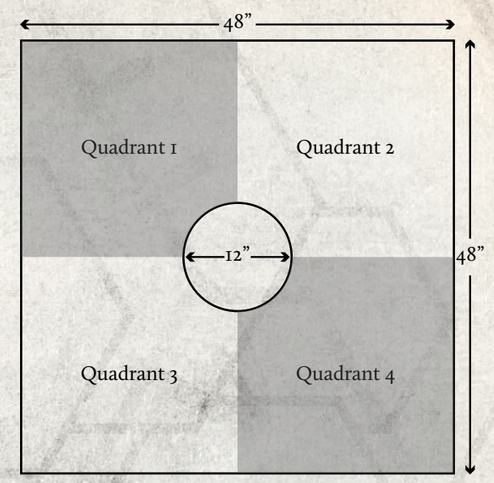
A unit which fails the Initiative test was not fast enough to take action, and is sucked out into space - the void hungers, and they are its prey. Units sucked into space are counted as destroyed, and the Opposing Player may claim Victory Points for them as normal. A unit which passes the test suffers no further ill effects. The door then immediately closes, and is locked - it may not be opened again for the rest of the battle, and if destroyed remains in place.

In a Mission with this Special Rule, no player may attempt to perform a System Override.

Counter Assault
When deploying units from Reinforcements, the Controlling Player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

Battlefield Edge	Reinforcement Points Cost	
	Attacker	Defender
Controlling Player's Edge	0	+1
Flank Edge	+1	+1
Opposing Player's Edge	Unavailable	+3

For the purposes of this mission, a Player's Board Edges are determined to be the board edges on the two sides of their Deployment Quadrant. Flank Edges are determined to be the Board Edges in Quadrants not used as Deployment Zones by either player.



Mission 4
Ingress

Zone Mortalis warzones were rarely static places - and gaining access to them was often a difficult affair. Zones Mortalis were most commonly huge sprawling complexes or space-faring vessels, and such things often had a defined edge - and it was these leading walls that were often the place where boarding torpedoes or assault drills would find their ingress...

Setting Up The Game

The Zone Mortalis Battlefield should be set up as per the rules found in the Zone Mortalis section of the Campaigns in the Age of Darkness: Siege of Cthonia book.

In this Mission, it is assumed the battlefield automatically has a ceiling.

In addition, unlike other Zone Mortalis missions, this mission requires a board of at least 48" by 24" - with the stipulation that the board should be at least 12" longer than it is wide. Access Points may not be placed on the Attacker's Board Edge.

Strategic Advantage

Before setting up the battle, players must determine Strategic Advantage. The player with Strategic Advantage selects which player is the Attacker and which player is the Defender.

Reinforcement Points

Both players start with 8 Reinforcement Points. In this mission, the Attacker cannot place units during deployment, and must instead assign their units to Boarding Markers, as explained in the Mission Special Rules. The Defender uses their Reinforcement Points to place units in their own Deployment Zone as normal.

Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained.

Both players gain 3 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission Special Rules.

Deployment

The Defender must deploy units from their army up to the amount of Reinforcement Points they start with, placing any remaining units into Reinforcements.

The Defender's Deployment Zone is anywhere within 9" of the long board edge, as shown in the Deployment Map.

The Attacker does not deploy any units before the battle - instead see the Zone Breach mission Special Rule below for the process in which the Attacker's units enter play from the Attacker's Board Edge.

After deployment is complete, the Attacker and Defender must then finally place two Objective Markers each, for a total of four Objectives. The Objective Markers must be placed following the restrictions on page 306 of the Horus Heresy: Age of Darkness Core Rulebook, with the following additional restrictions and exceptions:

- Objective Markers may not be placed within 6" of each other.
- Objective Markers may not be placed within 6" of any Access Point.

First Turn

The player with Strategic Advantage takes the first turn, unless their opponent successfully rolls for First Strike.

Game Length

After four turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions

The Zone Mortalis Mission: Ingress represents a desperate scramble by the Defender to keep an Attacker out of their vessel or bunker - whilst the Attacker keeps on coming via their boarding torpedoes or assault drills, regardless of the Defender's efforts. At the end of the battle, the Player who has scored the most Victory Points has won the battle. If the players have the same number of Victory Points, the Player who has scored the most Victory Points from Secondary Objectives has won the battle. If the players have the same number of Victory Points and have scored the same number of Victory Points from Secondary Objectives, the result is a draw.

Primary Objectives

Take Control: At the start of each of the Defender's Shooting Phases, they gain +1 Victory Point for each Objective Marker they control. These Victory Points are kept even if that Objective is lost later in the battle and contribute to the Player's Victory Points total at the end of the battle.

At the start of each of the Attacker's Shooting Phases, if a unit is controlling an Objective, they can opt to either gain +1 Victory Point for holding it, or choose to destroy it for +2 Victory Points. A unit which opts to destroy an Objective cannot make Shooting Attacks or perform any actions done in lieu of a Shooting Attack in the same Shooting Phase. Victory Points gained from holding an Objective are kept even if that Objective is lost later in the battle and contribute to the Player's Victory Points total at the end of the battle.

If an Objective Marker is destroyed, it can grant no more Victory Points to either player, but any Victory Points it granted during the game to either player are kept.

Secondary Objectives

First Strike: Any unit completely destroyed by either player during their First Turn is worth an additional +1 Victory point to that player at the end of the game.

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch Choice, then an additional +1 Victory Point is scored.

Attrition*: The army which has destroyed the highest number of enemy units at the end of the game gains +D3 Victory Points.

**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

Mission Special Rules

- Zone Breach
- Counter Assault

Zone Breach

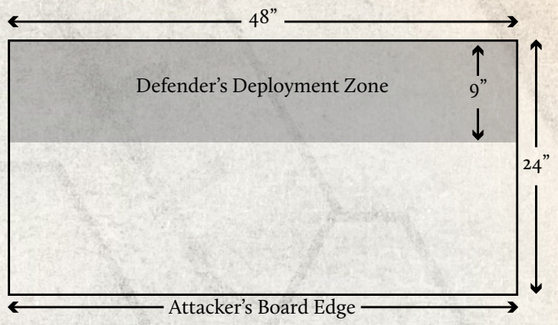
In a Mission using this Special Rule, the Attacker does not deploy any of their units at the start of the game, and cannot use Access Points as normal. Instead, before the game begins, they must assign their units to Boarding Markers - representing boarding torpedoes or assault drills. Each Boarding Marker is considered to have a "Transport Capacity" of 16, which cannot be exceeded for any reason, but can be shared by multiple different units so long as they fit within the Transport Capacity (we recommend making use of the changes to Automata, Dreadnoughts, and so on found in the FAQs, Erratas, and Balance Changes found in the Liber Panoptica).

The Attacker may have as many Boarding Markers as they wish (though a unit can only be assigned to a single such marker). Rather than the normal process for determining a unit's Reinforcement Points cost, a Boarding Marker is always assumed to have a Reinforcement Points cost of three, regardless of the units assigned to it. At the start of each of the Attacker's player turns, they may pay three Reinforcement Points to place more Boarding Markers, and may place as many in a single turn as they have Reinforcement points to afford - these Boarding Markers are placed following the process described below.

When the Attacker places a Boarding Marker, they must first declare which Boarding Marker (and thus which assigned models) are attempting to enter play. The Attacker then places the Marker on their board edge, and scatters it. These Boarding Markers always scatter the full distance rolled, but must remain on the board edge - hence, if a scatter arrow is rolled facing in a direction that is not clearly pointing either left or right, it should be treated as a direct hit instead. If the Boarding Marker would stop in a place which would prevent the models embarked within from Disembarking, reduce the scatter distance by the smallest possible amount to prevent this. Once the Boarding Marker's final location has been determined, all models declared as being assigned to it must immediately enter play from the Boarding Marker's final position as though it was an Access Point.

Models moving on from a Boarding Marker are treated as having Disembarked from a Vehicle with the Assault Vehicle Special Rule. Once the nominated models have entered play from the Boarding Marker, it is removed from play.

The Defender may not make use of Boarding Markers for their Reserves to enter play.



Counter Assault

When deploying units from Reinforcements, the Controlling Player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

Battlefield Edge	Reinforcement Points Cost	
	Attacker	Defender
Controlling Player's Edge	Unavailable	0
Flank Edge	Unavailable	+1
Opposing Player's Edge	Unavailable	Unavailable

For the purposes of this mission, the Defending Player's Board Edges is determined to be the long board edge on their Deployment Zone. Flank Edges are determined to be the short Board Edges on either side of the table.

Mission 5
Lockdown

Sometimes holding a key point is more than just defensive choke-points and runnels - technological measures meaning the battlefield itself becomes a key player in the engagement.

Setting Up The Game
The Zone Mortalis Battlefield should be set up as per the rules found in the Zone Mortalis section of the Campaigns in the Age of Darkness: Siege of Cthonia book.

In addition, unlike other Zone Mortalis missions, this mission requires a Control Bunker to be be placed in the centre of the map, or as close as possible (slightly offset from the centre is permissible). A Control Bunker consists of four Columns, a single Standard Door, and seven Walls. These should be laid out to create a small, square structure with a single entry point (a Standard Door). No other Columns or Walls may be placed touching this structure. A diagram is provided on the page opposite.

Strategic Advantage
Before setting up the battle, players must determine Strategic Advantage. The player with Strategic Advantage selects which player is the Attacker and which player is the Defender.

Reinforcement Points
The Defender starts with 9 Reinforcement Points, and the Attacker with 6, to place their units in their own Deployment Zones.

Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained.

The Attacker gains 4 Reinforcement Points at the end of each Game Turn, whilst the Defender gains 2, in addition to any gained through mission Special Rules.

Deployment
Players must deploy units from their army up to the amount of Reinforcement Points they start with, using the Deployment Zones specified below, placing any remaining units into Reinforcements.

The battlefield is divided into four equal quadrants as shown in the Deployment Map on the page opposite. The Defender's Deployment Zone is both within the Control Bunker, and all space within 9" of its outside walls. The Defender may deploy within 9" of the centre of the Battlefield, but the Attacker may not.

The Attacker then rolls a D6. On a roll of a 3 or higher, they may pick any two quadrants to be their Deployment Zone - these quadrants must be diagonally opposite each other. On a roll of a 1 or 2, the Defender may choose two diagonally opposite quadrants for them. The Attacker may not place any units anywhere within 9" of the centre of the board or 12" of any of the Defender's Units.

After setting up and deploying the armies, but before play begins, the Defender places a single Objective Marker, inside the Control Bunker. This is henceforth referred to as the 'Control Bunker Objective'.

First Turn
The player with Strategic Advantage takes the first turn, unless their opponent successfully rolls for First Strike.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
The Zone Mortalis Mission: Lockdown represents the Players fighting for control of a key point in a Zone Mortalis, the defender desperately scrabbling to lock the attacker out or funnel them into their guns. At the end of the battle, the Player who has scored the most Victory Points has won the battle. If the players have the same number of Victory Points, the Player who has control of the Control Bunker Objective has won the battle. If neither player controls the Control Bunker Objective, the result is a draw.

Primary Objectives
Take the Control Bunker!: If a player has control of the Control Bunker Objective at the end of the game, that player gains +5 Victory points.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch Choice, then an additional +1 Victory Point is scored.

Attrition*: The army which has destroyed the highest number of enemy units at the end of the game gains +D3 Victory Points.
**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

Last Man Standing*: The side with the greatest number of surviving units at the end of the game gains +D3 Victory Points.
**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

Mission Special Rules
- Control Node Bunker
- Counter Assault

Control Node Bunker
At the start of the Controlling Player's Shooting Phase, if they have an Infantry unit within 1" of the Control Bunker Objective, then instead of Shooting as normal the unit may choose to make use of the Objective's control panel. The Control Bunker Objective may only have its control panel used once per player turn. The Controlling Player may choose one of the following options when they make use of the control panel:

- Close and lock any two non-destroyed doors anywhere on the board
- Open (and Unlock, if applicable) any two non-destroyed doors anywhere on the board
- Close all non-destroyed doors on the board
- Open (and Unlock, if applicable) all non-destroyed doors on the board

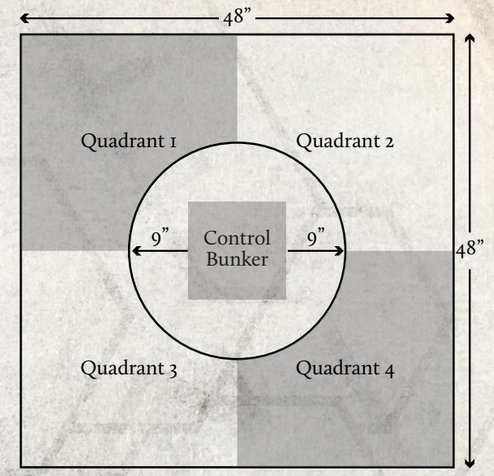
When choosing any of these options, the Controlling Player must roll a D6 - on a 2+ roll their chosen option takes immediate effect, whilst on a roll of 1 nothing happens. If a door in this state is closed whilst a unit is split across both sides of it, the unit must attempt to regroup via the closest route - they must attempt to break down the door! A model which finds itself standing with any part of its base in contact with the door threshold when it closes in this manner take an immediate Crushed hit, as described on page 173 of the Zone Mortalis Rules in the Siege of Cthonia Campaign Book.

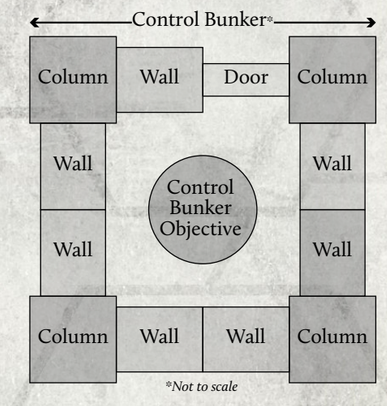
In a Mission with this Special Rule, no player may attempt to perform a System Override.

Counter Assault
When deploying units from Reinforcements, the Controlling Player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

Battlefield Edge	Reinforcement Points Cost	
	Attacker	Defender
Controlling Player's Edge	+1	Unavailable
Flank Edge	+1	+1
Opposing Player's Edge	Unavailable	+2

For the purposes of this mission, the Attacking Player's Board Edges are determined to be the board edges on the two sides of their Deployment Quadrant. Flank Edges are determined to be the Board Edges in Quadrants not used as Deployment Zones by either player. The Defender does not have a Board Edge.





Mission 6
VIP Extraction

Sometimes the closed confines of a Zone Mortalis held a more valuable cargo than mere war-materiel – whether dignitaries of newly compliant civilisations, remembrancers, or negotiators, this mortal cargo could make the difference between control of whole sectors – and entire armies would be expended to ensure their safe retrieval.

Setting Up The Game
The Zone Mortalis Battlefield should be set up as per the rules found in the Zone Mortalis section of the Campaigns in the Age of Darkness: Siege of Cthonia book.

Strategic Advantage
Before setting up the battle, players must determine Strategic Advantage. The player with Strategic Advantage selects which player is the Attacker and which player is the Defender.

Reinforcement Points
Both players start with 6 Reinforcement Points to place units in their own Deployment Zones.

Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained.

Both players gain 2 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission Special Rules.

Deployment
Players must deploy units from their army up to the amount of Reinforcement Points they start with, placing any remaining units into Reinforcements.

The battlefield is divided into four equal quadrants as shown in the deployment map opposite. The Defender chooses one quadrant to be their Deployment Zone and deploys units into it, up to the amount of Reinforcement Points they start with, but not anywhere within 6" of the centre of the board, placing any remaining units into Reinforcements.

The Attacker then rolls a D6. On a roll of a 3 or lower, the quadrant opposite that of their opponent is their Deployment Zone. On a roll of a 4 or higher, they may choose any of the three remaining quadrants to be their Deployment Zone. They must then deploy their units anywhere in this area, up to the amount of Reinforcement Points they start with, but not anywhere within 6" of the centre of the board, placing any remaining units into Reinforcements.

After setting up and deploying the armies, but before play begins, the Attacker must then finally place a single Objective Marker in the quadrant diagonally opposite the Defender's, at least 6" from any board edge – this is the Extraction Point.

First Turn
The player with Strategic Advantage takes the first turn, unless their opponent successfully rolls for First Strike.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
The Zone Mortalis Mission: VIP Extraction represents the Defender attempting to escort an essential member of mortal personnel to the Extraction Point – whilst the Attacker attempts to capture or assassinate them. At the end of any of the Attacker's Turns, if the Defender has managed to get their VIP to the Extraction Point, the game immediately ends and the Defender is declared the winner. If the Attacker successfully kills the VIP at any point, the game immediately ends and the Attacker is declared the winner. If, at the end of the game, the VIP is still alive but has not reached the extraction point, the game is declared a draw.

Primary Objectives
Evacuate the VIP: If the VIP reaches the Extraction Point (they must be in base-to-base contact with the marker) at any point during the game, the game ends immediately and the Defender wins.

If the VIP is slain at any point during the game, the game ends immediately and the Attacker wins.

If the VIP does not reach the Extraction Point by the end of the game's final turn but is still alive, the game is a draw.

Mission Special Rules
- The VIP
- Counter Assault

The VIP
The VIP is an individual who possesses key information on some matter determined to perhaps be enough to change the tide of the heresy.

The VIP has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Sv
VIP	7	3	3	3	3	1	3	1	6	4+

Unit Type:
Infantry (Character)

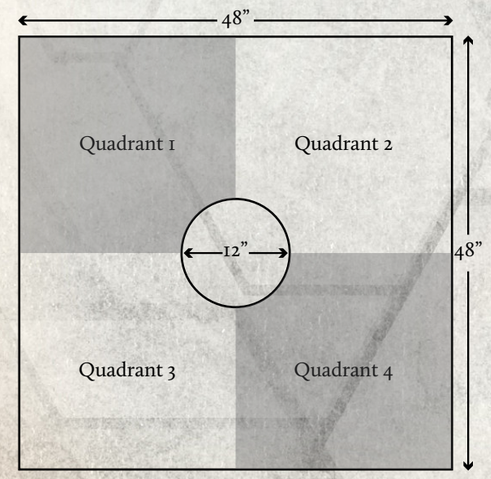
Wargear:
Laspistol
Refractor Field

Special Rules:
Independent Character
Protectorate: The VIP cannot be targeted by any attacks made with the Precision Shots (X), Precision Strikes (X), or Sniper Special Rules unless there are no other eligible targets in the unit. In addition, you may not allocate wounds to the VIP at any time unless there are no other eligible targets in the unit.
High Value Target: The VIP has the Hit & Run Special Rule, but this is not conferred to any unit they join. This does allow them to withdraw from combat and leave a unit they were previously attached to still engaged in it, if they so choose.

Counter Assault
When deploying units from Reinforcements, the Controlling Player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

Battlefield Edge	Reinforcement Points Cost	
	Attacker	Defender
Controlling Player's Edge	0	0
Flank Edge	+1	+2
Opposing Player's Edge	+4	+2

For the purposes of this mission, a Player's Board Edges are determined to be the board edges on the two sides of their Deployment Quadrant. Flank Edges are determined to be the Board Edges in Quadrants not used as Deployment Zones by either player.



Additional Game Modes for The Age of Darkness:

Game Mode: Decurion

Game Mode: Decurion

The **Decurion Game Mode** is an alternative game mode to the existing Game Modes presented in the **Horus Heresy: Age of Darkness** Core Rulebook and other publications, and is designed to allow players to represent the smaller skirmishes between covert strike teams, lone survivors banded together, and more.

Decurion places its emphasis on the desperate fights for survival that these groups would endure, allowing players to pick up small numbers of models and get quick games running. Because of this, the way you construct forces for **Decurion** games differs greatly from other Game Modes.

We recommend games using the **Decurion Game Mode** are played with between 250 and 750 points, on a table between 2ft x 2ft and 3ft x 3ft in size.

The following effects must be adhered to whilst constructing a force to use with the **Decurion Game Mode**:

- You must construct your force using the **Decurion Warband Force Organisation Chart.**
- No models with the Unique Sub-type may be selected.
- All models are classed as Individuals, unless they are in Unit Coherency at the end of the Movement Phase – If they do this, they form an Ad-Hoc Unit.
- Ad-Hoc Units may also be formed during the Deployment of your force.
- Ad-Hoc Units may only contain models which are either Sworn Brothers (as per the Allies Matrix), which share the same Legiones Astartes (X) Special Rule, or are otherwise selected from the same Faction and are intended to be part of the same Regiment / Cult / Taghmata, or similar. (For simplicity's sake, these are referred to as "Factions" from here on out.)
- Models in an Ad-Hoc Unit are treated as a single unit for the purposes of all rules, including Leadership tests, Movement, Shooting Attacks made against them, and so on.
- For purposes of allies (via other players), Special Rules, or anything else that would require checking the Allies Matrix, your Warband is counted as the Faction of your Hero.
- Only models in Base-to-Base contact during their Initiative Step may fight in the Assault Phase.
- All models with the Infantry Unit Type in a Warband are counted as having the Line Sub-type, unless the Faction those models are from is counted as Distrusted Allies relative to your Hero's Faction.
- No model may issue a Challenge.
- You may not select a model with a Legion Standard.
- No model with the Master of the Legion, Feudal Hierarchy, Cohort Doctrines, Tribune of the Golden Legion, or Path of Command Special Rule may be selected. In addition, a Custodian Shield Captain may not be selected.
- No model with the Assassin, Abomination, or Mechanised Unit Sub-type may be selected.
- Imperialis Militia Heavy Ordnance Batteries may not be selected as part of a Decurion Warband. Imperialis Militia Field Gun Batteries gain the Support Squad Special Rule if selected as part of a Decurion Warband.
- Any model with the Aspect Shrine (X) Special Rule may only join or be joined by other models with the same variant of the Aspect Shrine (X) Special Rule. The restrictions applied on the selection of units with the Aspect Shrine (X) Special Rule are ignored when constructing a Decurion Warband.
- Models with the Chosen Warriors special rule are counted as having the Character Sub-type for purposes of being selected as a Leader or Hero model. Such models do not count as characters for purposes of any options available to them, even when taken as a Leader or Hero.

Warlords in the Decurion Game Mode

When choosing your army, you must nominate your Hero model to be your Warlord. You may not choose a Warlord Trait for your warlord in games with a maximum point limit of 500 points or less. In games of 501 points or more, each Warlord has one Warlord Trait chosen during army selections from the list of Core Warlord Traits (see page 285 of the Core Rules) or another list made available as part of that model's Allegiance or Army List.

Wargear and Special Rules Selections

Some items of wargear or Special Rules specify they are able to be purchased for an entire squad at a fixed cost, for example a Legion Destroyer Assault Squad being able to purchase Melta Bombs at +25 points, or a Phoenix Terminator unit being able to purchase the Surgical Augments for the unit at +25 points. Instead of a paying this +25 points cost per model, instead, any option purchased in this manner must instead be purchased for individual models from those units at a cost of +5 points per model.

Decurion Warband Construction Rules

A **Decurion Warband** is not constructed via the normal Force Organisation method of selecting HQ, Troops, or other slot choices as normal. Instead, to construct a **Decurion Warband**, you must instead purchase individual models as per the Decurion Warband Organisation Chart, rules, and restrictions, as follows:

Heroes and Leaders

The Heroes and Leaders of your warband are those who have shaped it from a collection of individual desperate survivors into a capable fighting force. The following process should be followed to select a Hero and Leaders:

- Only Infantry models may be selected.
- Heroes must have the Character Sub-type, and may have the Independent Character Special Rule.
- Leaders must have the Character Sub-type, but may not have the Independent Character Special Rule.
- The cost of a Hero or Leader is either their normal cost (if they are normally available to be purchased as a single model), or the cost of adding additional models to the unit they are normally part of, with an additional +10 points (such as a Legion Tactical Sergeant, who would cost 20 points in this example).
- In a unit with no points per model cost (with the models themselves being eligible to be a Hero or Leader), divide the total points cost of the unit by the number of models in the unit, rounding down to the nearest multiple of 5, then add an additional +10 points. This is the cost per model to purchase these models as Heroes or Leaders.

Troopers

The Troopers of your warband are those who refuse to give up or give in; resilient even among the battered and beaten fighters of the Horus Heresy – for against even utterly overwhelming odds, they simply refused to lay down and die. The following process should be followed to select Troopers:

- Only Infantry models may be selected.
- Troopers may not have the Character Sub-type or the Independent Character Special Rule.
- The cost of a Trooper is the cost of adding additional models to the unit they are normally part of.
- In a unit with no points per model cost, divide the total points cost of the unit by the number of models in the unit, rounding down to the nearest multiple of 5. This is the cost per model to purchase these models as Troopers.
- Any upgrade which is normally set as one per X models still requires that number of models to be part of your Warband – meaning in order to equip one Legion Veteran with a Flamer, you'd need to ensure your Warband contained five Legion Veterans.
- Any upgrade which is normally set as one per squad is instead restricted to one per Warband.
- Any Trooper with a 2+ Armour Save Characteristic instead has a 3+ Armour Save in this game mode – their armour is degraded beyond its normal protections as a result of their ongoing fighting, and is not at full effectiveness!

Artillery in the Decurion Game Mode

Some units across various army lists broadly fit into a classification of "artillery". These units would be typically rare in smaller skirmish battles, but in some rare cases would crop up - whether recovered by one side and brought to bear against the other, or utilised in a small strike force to deadly effect. Rules for including these are as below:

- Rapier Carriers may be selected as part of a Legion Warband. If selected, then two Legion Gunners models are also included as part of the same Force Organisation slot. No model with the Legion Artillerists Special Rule may join or be joined by a friendly model without the Legion Artillerists Special Rule. Legion Gunners may not be selected as part of a Legion Warband except as part of a Rapier Carrier.
- Rapier Carriers may be selected as part of a Solar Auxilia Warband. If selected, then two Auxilia Gunners models are also included as part of the same Force Organisation slot. No model with the Auxilia Artillerists Special Rule may join or be joined by a friendly model without the Auxilia Artillerists Special Rule. Auxilia Gunners may not be selected as part of a Solar Auxilia Warband except as part of a Rapier Carrier.
- Rapier Carriers may be selected as part of an Imperialis Militia Warband. If selected, then two Militia Gunners models are also included as part of the same Force Organisation slot. No model with the Militia Artillerists Special Rule may join or be joined by a friendly model without the Militia Artillerists Special Rule. Militia Gunners may not be selected as part of an Imperialis Militia Warband except as part of a Rapier Carrier.
- Vaul's Wrath Support Batteries may be selected as part of an Asuryani Warband. If selected, then two Guardian Crew models are also included as part of the same Force Organisation slot. No model with the Guardian Artillerists Special Rule may join or be joined by a friendly model without the Guardian Artillerists Special Rule. Guardian Crew models may not be selected as part of an Asuryani Warband except as part of a Vaul's Wrath Support Battery.

Tercios and Strength in Numbers in the Decurion Game Mode

The mortal factions in the Age of Darkness frequently appear in numbers an order of magnitude above that of the Legiones Astartes. To represent these teeming multitudes, the following rules apply:

- Any model with the Infantry Type that has the Tercio Special Rule, replaces that Special Rule with the Decurion Tercio Special Rule:
  Decurion Tercio: When included as a Trooper model in a Decurion Warband, up to two additional identical models may be purchased. These models occupy the same Force Organisation Chart slot as the first and must be deployed in coherency (including as part of an Ad-Hoc unit with other models). However, they are treated as individuals once the game begins.
- Any model with the Infantry Type that has the Strength in Numbers Special Rule, replaces that Special Rule with the Scattered Survivors Special Rule:
  Scattered Survivors: When included as a Trooper model in a Decurion Warband, up to three additional identical models may be purchased. These models occupy the same Force Organisation Chart slot as the first and must be deployed in coherency (including as part of an Ad-Hoc unit with other models). However, they are treated as individuals once the game begins.

Pursuit Beasts and Beastmasters in the Decurion Game Mode

The varied and ferocious beasts hounded into battle by various factions in the Age of Darkness can be deadly in smaller confrontations where escape or evasion of them proves difficult. When fielded in the Decurion Game Mode, the following rules apply:

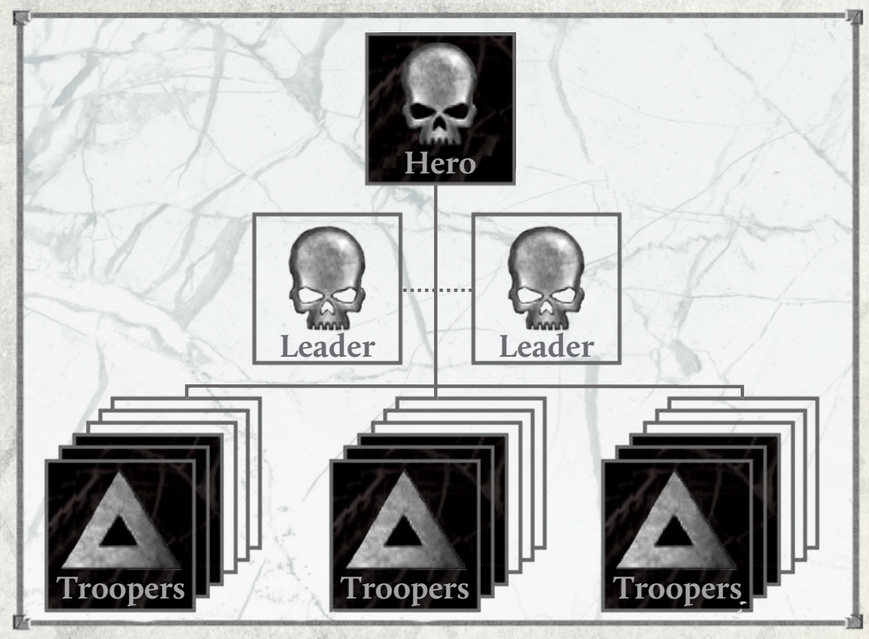
- For each model with the Pursuit Beasts and Silent Sisterhood (X) Special Rule included in a Decurion Warband, a single Pursuit Beast may be purchased for the cost listed on page 58 of Liber Imperium. This Pursuit Beast shares the same Force Organisation slot as the model that purchased it, and must be deployed in coherency with that model. If possible, a Pursuit Beast must always remain in coherency with at least one model with the Pursuit Beast and Silent Sisterhood (X) Special Rule.
- For each model with the Beastmasters Special Rule and Militia Sub-type included in a Decurion Warband, a single War Beast may be purchased for the cost listed on page 28 of the Imperialis Militia pdf. This War Beast shares the same Force Organisation slot as the model that purchased it, and must be deployed in coherency with that model. If possible, a War Beast must always remain in coherency with at least one model with the Beastmasters Special Rule and Militia Subtype. A model with the Beastmasters Special Rule may not join or be joined by any other that is not a War Beast or that has the Beastmasters Special Rule.

Decurion Warband Force Organisation Chart

The Decurion Warband Force Organisation Chart is presented below. In a game using the **Decurion Game Mode**, the Compulsory and Optional choices for your force are as follows:

Compulsory
- 1 Hero
- 9 Troopers

Optional
- +2 Leaders
- +9 Troopers



Reactions in the Decurion Game Mode

When making reactions in a Decurion battle, an army may not choose to use any of the Core Reactions presented in the Core Rules, nor any army list specific Advanced Reactions. Instead, all armies, regardless of Faction or size, may only choose to use any or all of the Decurion Reactions presented in this supplement during a Decurion battle.

Base Reaction Allotment, Additional Reactions, and Reaction Limits in Decurion:

In Decurion battles, any player may make one (1) Reaction in each phase of their opponent's turn. This number may not be increased in any way. Regardless of any modifications to a player's Reaction Allotment or special rules granting additional reactions, the Reactive Player may never make more than one (1) Reaction in any given phase.

Decurion Reactions:

During a Decurion battle, the following Reactions are available to all armies regardless of maximum points limit or Faction. These reactions are only available in Decurion battles.

Movement Phase Reactions:

During the Movement Phase, the Reactive Player may declare a reaction if an enemy unit ends a move within 12" and in line of sight of a friendly unit. Once the Active Player has fully resolved the movement of their unit, the Reactive Player may choose to expend their Reaction in that Phase in order to have the unit they control that is within 12" and line of sight perform a **Contact!** Reaction.

Contact!: *The Reacting unit may make a Shooting Attack, targeting the unit that triggered this Reaction and following all the usual rules for Shooting Attacks. A unit that makes a Shooting Attack as part of a Contact! Reaction may not make any attacks indirectly (without line of sight). All Shooting Attacks made as part of a Contact! Reaction are Snap Shots, with the exception of Template Weapons. Note that this prevents models from making attacks with the Blast(X) special rule as part of this Reaction. Template Weapons may only be used as part of a Contact! Reaction if the target unit is within 8" and must use the Wall of Death rule instead of firing normally. Models in the Reacting unit count as Stationary during this Shooting Attack, even if they moved in the previous Movement phase.*

Shooting Phase Reactions:

During the Shooting phase, the Reactive player may react when any enemy unit declares a Shooting Attack targeting a unit they control. Before the Active player resolves the Shooting Attack, the Reactive player may choose to expend their Reaction in that Phase to have the unit targeted by the Shooting Attack perform either a **Go to Ground!** Reaction or a **Reposition!** Reaction.

Go to Ground!: *All models in the Reacting unit gain a 5+ Go to Ground save against all Wounds inflicted as part of the Shooting Attack that triggered this Reaction. A Go to Ground save is counted as a Cover Save which cannot be mitigated by the Ignores Cover Special Rule.*

Reposition!: *Each model in the Reacting unit may move a number of inches up to its unmodified Initiative Characteristic. When resolving the Shooting Attack that triggered this Reaction, all range and line of sight is measured to the Reacting unit's new position. If, as a result of this movement, no models in the reacting unit are within range or line of sight of any models in the triggering unit, the Active player cannot choose a new target for their Shooting Attack.*

Assault Phase Reactions:

During the Assault phase, the Reactive player may react when any enemy unit declares a Charge targeting a unit they control. Before the Active player has resolved any Charge Rolls, the Reactive player may choose to expend their Reaction in that Phase to have the unit targeted by the Charge perform a **Hold Fast!** Reaction.

Hold Fast!: *The Reacting unit must make a Morale check. If the Check is failed, the Reacting unit immediately Falls Back 1d6" and automatically regroups when this Fall Back Move is completed. If the Check is successful, the Reacting unit automatically passes any Morale checks they are required to make as a result of losing an assault during the following Fight sub-phase.*

Missions in the Decurion Game Mode

When playing a game using the **Decurion Game Mode**, instead of using a mission from the **Horus Heresy: Age of Darkness** Core Rulebook or one presented in the **Liber Panoptica**, you should instead use the below process to generate and play a mission with custom Mission Objectives. It is assumed that no matter the Mission Objectives rolled, the Night Fighting Mission Special Rule is used.

Determine Mission Objectives

The Mission Objectives presented below are designed to work with both progressive scoring (meaning they are scored at the beginning of each player's game turn), and post-game scoring (meaning they are scored at the end of the game). Players should agree with their opponent which type of scoring they wish to use before the game begins, or if both players agree, they can be scored both at the start of each player's turn, and at the end of the game.

To determine a Mission Objective, first roll a D6, and consult the below Mission Type chart to see which type of mission you will be playing. In games of 600 points or larger, roll 2D6 instead, and use both results separately to generate a second Mission Objective:

D6	Mission Type
1	Seize & Secure
2	Run Them Down!
3	Lynchpin
4	Domination
5	Blood Tithe
6	Overrun

Seize & Secure: *After Deployment and pre-game moves, but before the game begins, the players must take turns placing a total of 4 Objective Markers on the board, with the Defender placing the first. These may not be placed in either player's Deployment Zones, or within 6" of a board edge or each other. These Objective Markers award +1 Victory Point each to the player that controls them at the end of each turn, and / or the end of the game.*

Run Them Down!: *Each Scoring model which is wholly within the Opponent's Deployment Zone awards the Controlling Player +2 Victory Points. These points are awarded either at the end of each turn, and / or the end of the game.*

Lynchpin: *After Deployment and pre-game moves, but before the game begins, place a single Objective Marker at the centre of the board. This Objective Marker awards +1 Victory Point to the player that controls it at the end of each turn, and / or the end of the game.*

Domination: *After Deployment and pre-game moves, but before the game begins, divide the table into four equal quadrants. For each quadrant which you have more Scoring units in than your Opponent, you gain +1 Victory Point at the end of each turn, and / or the end of the game.*

Blood Tithe: *Any Trooper Choice slain by either player during the game is worth an additional +1 Victory point to that player, whilst any Leader Choice slain by either player during the game is worth an additional +2 Victory points to that player, and any Hero Choice slain by either player during the game is worth an additional +3 Victory point to that player. This Mission Objective can only be scored at the end of the game.*

Overrun: *If you have more Scoring models in than your own Deployment Zone than the Opposing Player Does, you gain +1 Victory Point. If you have more Scoring models in no man's land than the Opposing Player Does, you gain +2 Victory Points. If you have more Scoring models in than your Opponent's Deployment Zone than the Opposing Player Does, you gain +3 Victory Points. These Victory Points are awarded either at the end of each turn, and / or the end of the game.*

Determine Deployment Map

Once you have ascertained your Mission Objective(s), roll a D3 and consult the below chart to see which Deployment Map you should use - these can be found in the Deployment Maps in the Decurion Game Mode section:

D3	Deployment Map
1	Recovery Raid
2	Breaking Blow
3	Rearguard Assault

Determine Attacker and Defender

The players should roll off to determine who will be the Attacker and Defender. The player who wins the roll-off may choose either role.

Determine Night Fighting

The players should roll off or otherwise agree whether Night Fighting is in effect. Note that, in contrast with the normal Night Fighting rules, Night Fighting is only in effect on a D6 roll of a 4+, unless both players agree to have it in play.

Deployment

The player with the role of Attacker should select their Deployment Zone and then deploy their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

Place Objective Markers

If a Mission Objective which uses Objective Markers was rolled, these should be placed onto the board now.

First Turn

The Attacker has the first turn, unless their opponent can Seize the Initiative.

Game Length

After four turns, roll a D6. On the roll of a 3+, a fifth is played. If a fifth turn is played, at the end of the fifth turn, roll a D6. On the roll of a 5+, a sixth and final turn is played.

Victory Conditions

At the end of the game, the player who has scored the most Victory Points has won the game. If the players have the same number of Victory Points, the player who has scored the most Victory Points as a result of Secondary Objectives wins the game. If both players have scored the same number of Victory Points due to Secondary Objectives, the game ends in a draw. Note that for this Game Mode, the effects of the Sudden Death Victory stipulation are ignored - therefore, it is required to tally up Victory Points to determine a winner, even if one player has no models remaining.

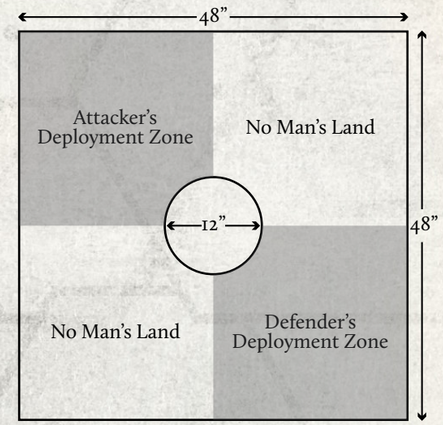
Deployment Maps for the Decurion Game Mode

Rather than using the Deployment Maps found in the **Horus Heresy: Age of Darkness** Core Rulebook or one presented in the **Liber Panoptica**, you should instead use the below process to generate an appropriate Deployment Map for a game using the **Decurion Game Mode**.

1. Recovery Raid

The Recovery Raid Deployment Map divides the battlefield into four equal quarters. Each quarter constitutes a Deployment Zone. Units may not be deployed into the circular 12" diameter area at the centre of the battlefield.

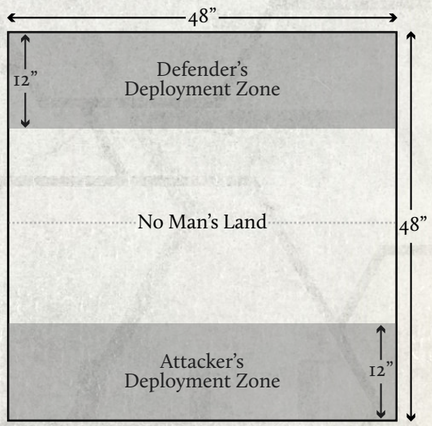
A player's battlefield edges are any table edges that form part of their Deployment Zone.



2. Breaking Blow

The Breaking Blow Deployment Map divides the battlefield into two equal halves across its length. Each player's Deployment Zone is a 12" wide strip across one of these halves.

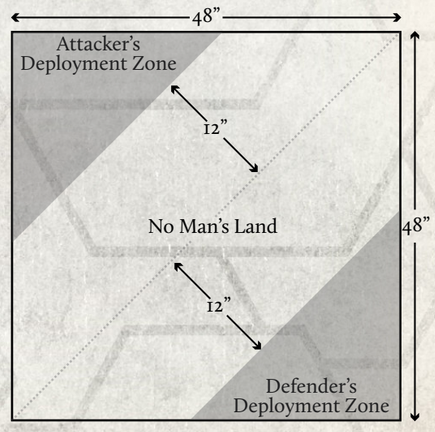
A player's battlefield edge is the long battlefield edge touching their own Deployment Zone.



3. Rearguard Assault

The Rearguard Assault Deployment Map divides the battlefield into two equal halves across the diagonal axis. Each player's Deployment Zone is a triangle, with each side being 12" across.

A player's battlefield edges are any table edges that form part of their Deployment Zone.



Additional Game Modes for The Age of Darkness:
Game Mode: Centurion

Game Mode: Centurion

The **Centurion Game Mode** is an expansion of the existing Narrative, Campaign, and Matched Play Game Modes presented in the **Horus Heresy: Age of Darkness** Core Rulebook and other publications, designed to present a different and engaging challenge for all players.

Centurion places its emphasis on the smaller battles of the Heresy – covert raids, key strikes, or ongoing skirmishes between lightly armed forces are its purview. Because of this, there are several limitations and restrictions on the choices permitted in **Centurion** games.

We recommend games using the **Centurion Game Mode** are played with between 500 and 1500 points, on a table at least 4ft x 4ft in size.

The following effects must be adhered to whilst constructing an army to use with the **Centurion Game Mode**:

- You must use the **Incursio Force Organisation Chart**, and may not select an Allied Detachment, nor any optional detachments.
- Legiones Astartes armies may only use the Rites of War found in the **Centurion Rites of War** Section – no other Rites of War are permitted.
- Mechanicum armies may use the War-Covenants found in the **Centurion War-Covenants** Section.
- Solar Auxilia armies may use the Cohort Doctrines found in the **Centurion Cohort Doctrines** Section.
- Asuryani armies may use the World-Runes found in the **Centurion World-Runes** Section – no other World-Runes are permitted.
- Legio Custodes armies are not permitted to select a Chamber of the Golden Host.
- No models with the Vehicle Unit Type may be selected - with the exception of Legion Rhino Transports, Skorpius Duneriders, Kharon Pattern Acquisitors, Silent Sisterhood Rhino Transport, Aurox Transports, Solar Auxilia Chimera Transport, Imperialis Militia Chimera Transport, and Wave Serpents - which may be selected by any unit normally able to purchase them.
- No model with the Master of the Legion, Feudal Hierarchy, Cohort Doctrines, Tribune of the Golden Legion, or Path of Command Special Rule may be selected. In addition, only a single Custodian Shield Captain (of any variant) may be selected.
- No model with the Assassin or Abomination Unit Sub-type may be selected.
- Any unit with the Dreadnought or Automata Unit Type, or the Artillery, Mechanised, or Grav-Platform Sub-type, may not expand their unit beyond its starting size.
- You may only select a maximum of 1 Wound's worth of models with a Toughness Characteristic of 6 or 7 for each full 125 points in your army – the points cost of models selected in this way is counted toward your army total. In this way, in an army of 1250 points, you could select a total of 10 Wounds worth of Toughness 6 models – thus, up to two Legion Castra Ferrum Dreadnoughts could be selected.
- You may not select models with a Toughness Characteristic of 8 or higher.

Warlords in the Centurion Game Mode

When choosing your army, you must nominate one model to be your Warlord, following the guidelines presented on page 284 of the Core Rules. You may not choose a Warlord Trait for your warlord in games with a maximum point limit of 500 points or less. In games of 501 points or more, each Warlord has one Warlord Trait chosen during army selections from the list of Core Warlord Traits (see page 285 of the Core Rules) or another list made available as part of that model's Allegiance or Army List.

Incursio Force Organisation Chart

The **Incursio Force Organisation Chart** is presented below. In a game using the **Centurion Game Mode**, the Compulsory and Optional choices for your force are as follows:

Compulsory

- 1 HQ
- 2 Troops

Optional

- +1 HQ
- +2 Troops
- +2 Elites
- +2 Fast Attack
- +2 Heavy Support

Reactions in the Centurion Game Mode

When making reactions in a Centurion battle, an army may not choose to use any of the Core Reactions presented in the Core Rules, nor any army list specific Advanced Reactions. Instead, all armies, regardless of Faction or size, may only choose to use any or all of the Centurion Reactions presented in this supplement during a Centurion battle.

Base Reaction Allotment, Additional Reactions, and Reaction Limits in Centurion:

In Centurion battles of 1000 points or fewer per player, any player may make one (1) Reaction in each phase of their opponent's turn. This number may not be increased in any way. Regardless of any modifications to a player's Reaction Allotment or special rules granting additional reactions, the Reactive Player may never make more than one (1) Reaction in any given phase.

In Centurion battles of 1001+ points or more per player, this restriction is removed.

Centurion Reactions:

During a Centurion battle, the following Reactions are available to all armies regardless of maximum points limit or Faction. These reactions are only available in Centurion battles.

Movement Phase Reactions:

During the Movement Phase, the Reactive Player may declare a reaction if an enemy unit ends a move within 12" and in line of sight of a friendly unit. Once the Active Player has fully resolved the movement of their unit, the Reactive Player may choose to expend their Reaction in that Phase in order to have the unit they control that is within 12" and line of sight perform a **Contact!** Reaction.

Contact!: *The Reacting unit may make a Shooting Attack, targeting the unit that triggered this Reaction and following all the usual rules for Shooting Attacks. A unit that makes a Shooting Attack as part of a Contact! Reaction may not make any attacks indirectly (without line of sight). All Shooting Attacks made as part of a Contact! Reaction are Snap Shots, with the exception of Template Weapons. Note that this prevents models from making attacks with the Blast(X) special rule as part of this Reaction. Template Weapons may only be used as part of a Contact! Reaction if the target unit is within 8" and must use the Wall of Death rule instead of firing normally. Models in the Reacting unit count as Stationary during this Shooting Attack, even if they moved in the previous Movement phase.*

Shooting Phase Reactions:

During the Shooting phase, the Reactive player may react when any enemy unit declares a Shooting Attack targeting a unit they control. Before the Active player resolves the Shooting Attack, the Reactive player may choose to expend their Reaction in that Phase to have the unit targeted by the Shooting Attack perform either a **Go to Ground!** Reaction or a **Reposition!** Reaction.

Go to Ground!: *All models in the Reacting unit gain a 5+ Go to Ground save against all Wounds inflicted as part of the Shooting Attack that triggered this Reaction. A Go to Ground save is counted as a Cover Save which cannot be mitigated by the Ignores Cover Special Rule.*

Reposition!: *Each model in the Reacting unit may move a number of inches up to its unmodified Initiative Characteristic. When resolving the Shooting Attack that triggered this Reaction, all range and line of sight is measured to the Reacting unit's new position. If, as a result of this movement, no models in the reacting unit are within range or line of sight of any models in the triggering unit, the Active player cannot choose a new target for their Shooting Attack.*

Assault Phase Reactions:

During the Assault phase, the Reactive player may react when any enemy unit declares a Charge targeting a unit they control. Before the Active player has resolved any Charge Rolls, the Reactive player may choose to expend their Reaction in that Phase to have the unit targeted by the Charge perform a **Hold Fast!** Reaction.

Hold Fast!: *The Reacting unit must make a Morale check. If the Check is failed, the Reacting unit immediately Falls Back 1d6" and automatically regroups when this Fall Back Move is completed. If the Check is successful, the Reacting unit automatically passes any Morale checks they are required to make as a result of losing an assault during the following Fight sub-phase.*

Missions in the Centurion Game Mode

When playing a game using the **Centurion Game Mode**, instead of using a mission from the **Horus Heresy: Age of Darkness** Core Rulebook or one presented in the **Liber Panoptica**, you can instead use the below process to generate and play a mission with custom Primary and Secondary Objectives. It is assumed that no matter the Primary or Secondary Objectives rolled, the Night Fighting and Reserves Mission Special Rules are used.

Determine Primary Objective

To determine a Primary Objective, first roll a D6, and consult the below Mission Type chart to see which type of mission you will be playing. In games of 1500 points or larger, roll 2D6 instead, and use both results separately to generate a second Primary Objective:

D6	Mission Type
1-3	Tactical Raid
4-5	War for Territory
6	Annihilation

Once you have ascertained your mission type(s), consult the below charts, rolling a D3 against the relevant table(s) to see what your Primary Objective(s) will be:

D3	Tactical Raid - Primary Objectives
1	Deadly Ground
2	Denial
3	Seize & Secure

Deadly Ground: *After Deployment and pre-game moves, but before the game begins, the Defender must place 3 Objective Markers on the board. One must be at the centre of the table, whilst the others must be placed, one each, into each player's Deployment Zone. Each Objective Marker awards +1 Victory Point to the player that controls it at the start of that player's turn.*

Denial: *After Deployment and pre-game moves, but before the game begins, a single Objective Marker is placed at the centre of the board. This Objective Marker awards +5 Victory Points to the player that controls it at the end of the game.*

Seize & Secure: *After Deployment and pre-game moves, but before the game begins, the Defender must place 3 Objective Markers on the board, and the Attacker places 1 Objective Marker. These may not be placed in either player's Deployment Zones. These Objective Markers award +2 Victory Points each to the player that controls them at the end of the game.*

D3	War for Territory - Primary Objectives
1	Run Them Down!
2	Domination
3	Desperate Breakout

Run Them Down!: *At the end of the game, each Scoring unit which is wholly within the Opponent's Deployment Zone awards the Controlling Player +2 Victory Points. Each Denial unit which is wholly within the Opponent's Deployment Zone awards the Controlling Player +1 Victory Point.*

Domination: *At the end of the game, divide the table into four equal quadrants. For each quadrant which you have more Scoring units in than your Opponent, you gain +3 Victory Points.*

Desperate Breakout: *At the end of the game, the Defender gains +1 Victory Point for each unit they control which is outside of any player's Deployment Zone, and +2 Victory Points for each unit they control which is in the Attacker's Deployment Zone. The Attacker gains +2 Victory Points for each of the Defender's units which has been completely destroyed.*

D3	Annihiliation - Primary Objectives
1	Contest of Champions
2	VIP
3	Blood Tithe

Contest of Champions: *At any point during the game, if a player's Warlord successfully slays the Opposing Player's Warlord by any means, then the Controlling Player is awarded +5 Victory Points.*

VIP: *Before the game begins, the Defender must nominate a single model in their army with the Character Sub-type. If that model is slain at any point during the game, the Attacker gains +5 Victory Points. If they are still in play at the end of the game, the Defender gains +5 Victory Points.*

Blood Tithe: *Any unit slain awards the Opposing Player +1 Victory Point, in addition to any others it may award for any other reason.*

Determine Secondary Objectives

To determine Secondary Objectives, roll 2D6, and consult the below Secondary Objectives chart to see which Secondary Objectives will be in effect during the game. Each D6 rolled corresponds to one of the below Secondary Objectives:

D6	Mission Type
1	Attrition
2	Last Man Standing
3	Slay the Warlord
4	Overrun
5	Demonstration of Power
6	First Strike

Attrition: *The army which has destroyed the highest number of enemy units at the end of the game gains +D3 Victory Points.*

Last Man Standing: *The side with the greatest number of surviving units at the end of the game gains +D3 Victory Points.*

Slay the Warlord: *If a side destroyed the enemy Warlord, that side gains +1 Victory Point.*

Overrun: *Any unit slain by either player by a Sweeping Advance is worth an additional +1 Victory point to that player at the end of the game..*

Demonstration of Power: *Any model slain by either player during a Challenge is worth an additional +1 Victory point to that player at the end of the game.*

First Strike: *Any unit completely destroyed by either player during their First Turn is worth an additional +1 Victory point to that player at the end of the game.*

Determine Deployment Map

The players should roll to determine which Deployment Map from the Core Rulebook should be used.

Determine Attacker and Defender

The players should roll off to determine who will be the Attacker and Defender. The player who wins the roll-off may choose either role.

Determine Night Fighting

The players should roll off or otherwise agree whether Night Fighting is in effect.

Deployment

The player with the role of Attacker should select their Deployment Zone and then deploy their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

Place Objective Markers

If a Primary Objective which uses Objective Markers was rolled, these should be placed onto the board now.

First Turn

The Attacker has the first turn, unless their opponent can Seize the Initiative.

Game Length

After four turns, roll a D6. On the roll of a 3+, a fifth is played. If a fifth turn is played, at the end of the fifth turn, roll a D6. On the roll of a 5+, a sixth and final turn is played.

Victory Conditions

At the end of the game, the player who has scored the most Victory Points has won the game. If the players have the same number of Victory Points, the player who has scored the most Victory Points as a result of Secondary Objectives wins the game. If both players have scored the same number of Victory Points due to Secondary Objectives, the game ends in a draw.

Centurion Rites of War

You may use any of the following **Centurion Rites of War** in a Legiones Astartes army without having a model with the Master of the Legion Special Rule. These Rites of War are only to be used with the **Incursio Force Organisation Chart**.

Centurion Rite of War: Ambush Contingent

Effects

- All models with the Scout or Infiltrate Special Rules gain the Shrouded (6+) Special Rule, or a +1 to the Shrouded Special Rule if they already have it, during the first Game Turn.
- You may re-roll the dice to determine who gets the first turn, and re-roll an attempt to Seize the Initiative.
- Rather than rolling to see if Night Fighting is in effect, the Controlling Player of this Army may choose if the Night Fighting Special Rule is in effect or not. If both Players have this effect, use the regular Night Fighting Rules instead.
- Legion Scout Squads or Legion Reconnaissance Squads do not have the Support Squad Special Rule.

Limitations

- All Compulsory Troops Choices in a detachment using this Rite of War must be Legion Scout Squads or Legion Reconnaissance Squads.
- No model equipped with any variant of Legion Terminator Armour may be selected in a Detachment using this Rite of War.
- No Infantry model with the Heavy or Artillery Sub-types may be selected in a Detachment using this Rite of War.
- A Legion Centurion with the Vigilator or Pathfinder Legiones Consularis Upgrade must be taken as the Compulsory HQ choice for a Detachment using this Rite of War.

Centurion Rite of War: Ravager Warband

Effects

- A unit equipped with any pattern of Jump Pack in a detachment using this Rite of War may re-roll the dice to determine their charge distance - but must accept the second result, even if it is worse.
- A unit equipped with any pattern of Jump Pack in a detachment using this Rite of War which deploys via Deep Strike gains the Shrouded (5+) Special Rule on the turn it arrives.
- Legion Veteran Assault Squads gain the Line Sub-type in a detachment using this Rite of War.

Limitations

- All Compulsory Troops Choices in a detachment using this Rite of War must be Legion Assault Squads.
- In a detachment using this Rite of War, at least one Legion Assault Support Squad must be taken as a non-Compulsory Troops Choice.
- A model equipped with any pattern of jump pack must be taken as the Compulsory HQ choice for a Detachment using this Rite of War.

Centurion Rite of War: Tactical Strike Force

Effects

- All models in a detachment using this Rite of War equipped with a Bolter (including those armed with Specialist Ammunition such as Asphyx or Shrapnel, etc) may use the Fury of the Legion Special Rule, even if they would not normally be able to do so.
- All Legion Tactical Support Squad units in a detachment using this Rite of War gain the Heart of the Legion Special Rule.
- Any model in a detachment using this Rite of War which benefits from the Heart of the Legion Special Rule gains the Feel No Pain (5+) Special Rule, instead of Feel No Pain (6+) Special Rule. The Feel No Pain (5+) cannot be improved by any source.

Limitations

- All Compulsory Troops Choices in a detachment using this Rite of War must be Legion Tactical Squads.
- In a detachment using this Rite of War, at least one Legion Tactical Support Squad must be taken as a Troops Choice.
- A Detachment using this Rite of War must take a model with the Independent Character Special Rule which is not equipped with any pattern of Jump Pack, Terminator Armour, Bike, or Jetbike as a Compulsory HQ choice.

Centurion Rite of War: Blooded Veterans

Effects

- Legion Veteran Squads may be taken as Troops Choices in a detachment using this Rite of War.
- Legion Veteran Squads taken as Compulsory Troops Choices gain the Line Sub-type.
- Legion Veteran Assault Squads may be taken as non-Compulsory Troops Choices in a detachment using this Rite of War.
- Whilst constructing your army, you may choose to give each Legion Veteran Squad and Legion Veteran Assault Squad in a detachment using this Rite of War either the Precision Strikes (6+) or Precision Shots (6+) Special Rules.

Limitations

- All Compulsory Troops Choices in a detachment using this Rite of War must be Legion Veteran Squads.
- If all Legion Veteran Squads taken in a detachment using this Rite of War are removed from play, the Opposing Player gains an additional Victory Point.
- A Detachment using this Rite of War must take a Legion Centurion with the Champion Legiones Consularis upgrade as a Compulsory HQ choice.
- If a Legion Centurion with the Champion Legiones Consularis upgrade taken in a detachment using this Rite of War is removed from play, the Opposing Player gains an additional Victory Point.

Centurion Rite of War: Destroyer Conclave

Effects

- Any model which may take a Havoc Launcher in a detachment using this Rite of War may instead take a Phosphex Discharger for +20 points.
- Any unit which has any models equipped with a Missile Launcher in a detachment using this Rite of War may purchase Rad Missiles in addition to their normal ammunition types for +10 points per model.
- Legion Destroyer Assault Squads and Legion Destroyer Mortalis Squads may be taken as Troops Choices in a detachment using this Rite of War.
- In a detachment using this Rite of War, Legion Destroyer Assault Squads and Legion Destroyer Mortalis Squads may act as a Denial unit as long as they are within 6" of an Objective, instead of the usual 3".

Limitations

- A Detachment using this Rite of War must take a Legion Centurion with the Siege Breaker or Moritat Legiones Consularis upgrade as a Compulsory HQ choice.
- All Compulsory Troops Choices in a detachment using this Rite of War must be Legion Destroyer Assault Squads or Legion Destroyer Mortalis Squads.

Centurion Rite of War: Command Brigade

Effects

- In a detachment using this Rite of War, the effect range of the Legion Standard wargear is increased to 12".
- Any unit equipped with a Nuncio-Vox in a detachment using this Rite of War may benefit from the effects of the Cognis Signum carried by a Master of Signals – though this bonus can only be claimed by one unit per turn.
- A Legion Command Squad may be taken for any Centurion in a detachment using this Rite of War.

Limitations

- In a detachment using this Rite of War, the Warlord must be a Legion Centurion with the Delegatus Legiones Consularis upgrade.
- In a detachment using this Rite of War you must select a Legion Command Squad, of which the Delegatus must be the Leader.
- A Legion Centurion with the Master of Signals Legiones Consularis upgrade must be selected as part of a detachment using this Rite of War. This Centurion occupies the same Force Organisation Slot as the Delegatus, and must be attached to the Command Squad including the Delegatus.
- In a detachment using this Rite of War, when a Legion Command Squad or model with the Independent Character Special Rule is removed from play, the Opposing Player gains an additional Victory Point.

Centurion Rite of War: Breacher Shieldwall

Effects

- In a detachment using this Rite of War, any model armed with a Boarding Shield in unit coherency with at least two other models also equipped with Boarding Shields may re-roll Invulnerable Saves of 1.
- In a detachment using this Rite of War, any model armed with a Boarding Shield in base-to-base contact with at least two other models also equipped with Boarding Shields count their Weapon Skill as +1 whilst any model attempts to hit them in close combat.
- In a detachment using this Rite of War, Legion Breacher Squads gain the Relentless Special Rule.
- Legion Tactical Support Squads may be equipped with Boarding Shields for +5 points per model. (If this upgrade is selected, the whole squad must be so upgraded). Any units upgraded in this manner gain the Heavy Sub-type.

Limitations

- A model equipped with a Boarding Shield must be taken as the Compulsory HQ choice for a Detachment using this Rite of War.
- All Compulsory Troops Choices in a detachment using this Rite of War must be Legion Breacher Squads.
- A Detachment using this Rite of War must take at least one Legion Tactical Support Squad, and this squad must be equipped with Boarding Shields.

Centurion Rite of War: Seeker Cadre

Effects

- Legion Seeker Squads may be taken as Troops Choices in a detachment using this Rite of War.
- All units in a detachment using this Rite of War gain the Preferred Enemy (Warlord) Special Rule.
- In a detachment using this Rite of War, if you successfully slay the enemy Warlord, you gain an additional Victory Point.

Limitations

- In a detachment using this Rite of War, if you do not successfully slay the enemy Warlord, the Opposing Player an additional Victory Point.
- All Compulsory Troops Choices in a detachment using this Rite of War must be Legion Seeker Squads.
- In a detachment using this Rite of War, all models equipped with any variant of Terminator Armour, with the Artillery Sub-type, or with the Vehicle Unit Type must begin the game in Reserve.

Centurion War-Covenants

You may use any of the following **Centurion War-Covenants** in a Mechanicum army.These War-Covenants are only to be used with the **Incursio Force Organisation Chart**.

A Detachment which uses a **Centurion War-Covenant** may only select a single model with The Lesser Orders of the Techno-Arcana Special Rule - rules for The Lesser Orders of Techno-Arcana can be found in Liber Ingenium.

Centurion War-Covenant: Lachrimallion Flesh-Hordes

Effects

- A model with the Lachrimallion Lesser Techo-Arcana in a Detachment using this War-Covenant gains the Vicarious Vivisectionist Special Rule.

Vicarious Vivisectionist

A model with this Special Rule, and any models in a unit that it has joined, may re-roll failed Feel No Pain Damage Mitigation Rolls of 1.

- Adsecularis Tech-Thralls Covenants and Adsecularis Tech-Thralls Certus Covenants taken as Compulsory Troops may be upgraded to have a Toughness Characteristic of 4 at a cost of +1 point per model.
- Whenever a unit of either Adsecularis Tech-Thralls Covenant or Adsecularis Tech-Thralls Certus Covenant is completely destroyed, roll a D6. On a roll of a 4+, place the entire unit into Reserves instead - it enters play automatically from your board edge at the start of the Controlling Player's next turn.

Limitations

- A Detachment using this War-Covenant must take a model with the Lachrimallion Lesser Techno-Arcana as its compulsory HQ choice, and this model must be the army's Warlord.
- Compulsory Troops slots in a Detachment using this War-Covenant must be filled with either Adsecularis Tech-Thralls Covenants or Adsecularis Tech-Thralls Certus Covenants, and these units must be at their maximum possible unit size.

Centurion War-Covenant: Macroteknia Enginseer Conclave

Effects

- A model in a Detachment using this War-Covenant with the Macroteknia Lesser Techno-Arcana gains the High Enginseer Special Rule (see Liber Mechanicum, page 100).
- All Servo-Automata in a Detachment using this War-Covenant have an Armour Save of 4+.
- Any model in a Detachment using this War-Covenant which has the Battlesmith (X) Special Rule may choose, instead of the normal effects, to attempt to return a single Servo-Automata previously slain in the battle to a unit they are part of (or have joined). A maximum of two Servo-Automata may be returned to a single unit in this way per game turn.

Limitations

- A Detachment using this War-Covenant must take a model with the Macroteknia Lesser Techno-Arcana as its compulsory HQ choice, and this model must be the army's Warlord.
- Compulsory Troops slots in a Detachment using this War-Covenant must be filled with Tech-Priest Auxilia units.

Centurion War-Covenant: Myrmidae Destroyer Cult

Effects

- A model in a Detachment using this War-Covenant with the Myrmidae Lesser Techno-Arcana gains The Myrmidon Host Special Rule (see Liber Mechanicum, page 101).
- A single unit of Myrmidon Secutor Host in a Detachment using this War-Covenant may be upgraded to have a Weapon Skill Characteristic of 5, at a cost of +10 points per model.

Limitations

- A Detachment using this War-Covenant must take a model with the Myrmidae Lesser Techno-Arcana as its compulsory HQ choice, and this model must be the army's Warlord.
- A Detachment using this War-Covenant must take at least as many units that are not either Myrmidon Secutor Hosts or Myrmidon Destructor Hosts as units that are either Myrmidon Secutor Hosts or Myrmidon Destructor Hosts.

Centurion War-Covenant: Ruinor Destructor Cohort

Effects

- A model in a Detachment using this War-Covenant with the Ruinor Lesser Techno-Arcana gains the Targeting Bionics Special Rule.
- Any unit composed entirely of models with the Infantry Unit Type in a detachment using this War-Covenant may be upgraded to have the Targeting Bionics Special Rule for +10 points per unit.

Targeting Bionics

Whenever a model with this Special Rule makes a Shooting Attack, reduce the benefits of any Cover Save the target unit has by -1 (a 5+ becoming a 6+, and a 6+ being ignored entirely, and so on).

Limitations

- A detachment using this War-Covenant must take a model with the Ruinor Lesser Techno-Arcana as its compulsory HQ choice, and this model must be the army's Warlord.
- Compulsory Troops slots in a Detachment using this War-Covenant must be filled with Thallax Cohorts.

Centurion Cohort Doctrines

You may use any of the following **Centurion Cohort Doctrines** in a Solar Auxilia army.These Cohort Doctrines are only to be used with the **Incursio Force Organisation Chart**.

A Detachment which uses a **Centurion Cohort Doctrine** must select a Solar Auxilia Legate Marshal, with that model losing the Cohort Doctrines Special Rule as a result.

Centurion Cohort Doctrine: Hardened Veterans

Effects

- All models with the Infantry Unit Type in a Detachment using this Centurion Cohort Doctrine gain a bonus of +1 to their Leadership Characteristic.
- Any unit that includes one or more models with the Character Sub-type (excluding Auxilia Medicae) in a Detachment using this Centurion Cohort Doctrine may add +1 to their To-Hit rolls when making Shooting Attacks.
- All models selected as part of an Auxilia Veletaris Tercio in a Detachment using this Centurion Cohort Doctrine gain the Line Sub-type.

Limitations

- A Detachment using this Centurion Cohort Doctrine may not include more than one Auxilia Artillery Tercio.
- A Detachment using this Centurion Cohort Doctrine may not select Dedicated Transports for any unit included in that Detachment.

Centurion Cohort Doctrine: Mechanised Warfare

Effects

- Whenever a model from a Detachment using this Centurion Cohort Doctrine gains a Cover Save due to intervening models, the Cover Save provided is improved to a 5+ Cover Save if the intervening model or models are from the same Detachment and have the Vehicle Unit Type. This improved Cover Save can also be claimed by models from a Detachment using this Centurion Cohort Doctrine if the terrain providing the Cover Save is a Wrecked Vehicle from the same Detachment.
- Any models with the Infantry Unit Type and Close Order Sub-type included in a Detachment using this Centurion Cohort Doctrine may disembark up to their full Movement Characteristic and still claim the benefits of the Close Order Sub-type on that turn.

Limitations

- All models with the Infantry Unit Type included in a Detachment using this Centurion Cohort Doctrine must begin the game embarked on a model with the Transport Sub-type, or otherwise must be placed into Reserves.

Centurion Cohort Doctrine: Mortalis Specialists

Effects

- Any model in a Detachment using this Centurion Cohort Doctrine may exchange a Flamer or a Heavy Flamer for a Toxiferran Flamer at no additional points cost.
- Any model with the Character Sub-type in a Detachment using this Centurion Cohort Doctrine may be equipped with Rad Grenades at a cost of +10 points per model.
- Any model with the Character Sub-type in a Detachment using this Centurion Cohort Doctrine may be equipped with a single Phosphex Bomb at a cost of +10 points per model.

Limitations

- A detachment using this Centurion Cohort Doctrine may not include any Solar Auxilia Medicae Sections, Charonite Ogryn Sections, Solar Auxilia Furibundus Dreadnought Talons, or Solar Auxilia Extremis Boarding Rig Sections.

Centurion Cohort Doctrine: Unconventional Conscripts

Effects

- Any model in a Detachment using this Centurion Cohort Doctrine may replace a Lasrifle they are equipped with for one of the following options at no additional points cost; Lascarbine, Lasgun, Stubcarbine, Autorifle, Shotgun, or Laspistol and Close Combat Weapon.
- Any model in a Detachment using this Centurion Cohort Doctrine may replace a Lasrifle they are equipped with for the following option at a cost of +2 points per model; Laspistol and Chainsword.
- Any unit in a Detachment using this Centurion Cohort Doctrine composed entirely of models with the Infantry Unit Type may be given the Rage (2) and Counter-Attack (1) Special Rules at a cost of +30 points per unit. This does not improve or replace any existing instances of the Rage (X) or Counter-Attack (X) Special Rules that the unit already possessed.

Limitations

- All models in a Detachment using this Centurion Cohort Doctrine with the Close-Order Sub-type lose that Sub-type.
- A Detachment using this Centurion Cohort Doctrine may not select more than one Auxilia Tactical Command Tercio.
- A Detachment using this Centurion Cohort Doctrine may not select more than one Auxilia Veletaris Tercio.
- A Detachment using this Centurion Cohort Doctrine may not include any Solar Auxilia Medicae Sections, Charonite Ogryn Sections, Solar Auxilia Furibundus Dreadnought Talons, or Solar Auxilia Extremis Boarding Rig Sections.

Centurion World-Runes

You may use any of the following **Centurion World-Runes** in an Asuryani army. These World-Runes are only to be used with the **Incursio Force Organisation Chart**, and do not require a model with the Path of Command Special Rule to be utilised.

Rules for the Asuryani can be found in Liber Antiquia.

Centurion World-Runes: The Lightning Strike

Effects

- In a Detachment using this World-Rune, Windrider Squads lose the Support Squad Special Rule.
- Windrider Squads taken as Compulsory Troops choices in a Detachment using this World-Rune gain the Line unit Sub-type.

Limitations

- The Warlord of a Detachment using this World-Rune must be equipped with a Skyrunner Jetbike.
- A Detachment using this World-Rune must include more units equipped with Skyrunner Jetbikes, Vyper Jetbikes, or Raptor Jetbikes than units without.

Centurion World-Runes: The Speartip

Effects

- A single Aspect Exarch in the detachment may be given the Exemplar of the Path Special Rule for no additional points cost.

Exemplar of the Path

Units composed entirely of models with the same Aspect Shrine (X) Special Rule as a model with this Special Rule may be taken as Compulsory Troops choices, and gain the Line Sub-type. In addition, a model with this Special Rule must be the army's Warlord, and does not count against the normal limit of how many Aspect Exarchs may select a given Aspect Shrine.

Limitations

- A Detachment using this World-Rune may not include more units without the Infantry Unit Type than it does units with the Infantry Unit Type. A unit which can be composed of models of both the Infantry and Cavalry Unit Type at the list building stage (such as Aspect Exarchs or Guardian Officers) counts as whichever type is in the majority for the purposes of this restriction; for example, a unit with three models of Cavalry and two Infantry would count as Cavalry.
- Whenever a unit with the Aspect Shrine (X) Special Rule is destroyed, roll a D6. On a roll of a 6, the Opposing Player gains +1 Victory Point.

Centurion World-Runes: The Restless Dead

Effects

- A Detachment using this World-Rune may select units of Wraithblades and Wraithguard may be taken as Compulsory Troops in a Detachment using this World-Rune.
- Units of Wraithblades and Wraithguard taken as Compulsory Troops in a Detachment using this World-Rune gain the Line Unit Sub-type.
- Units of Wraithblades and Wraithguard taken as Compulsory Troops in a Detachment using this World-Rune do not count against the number of units they are allowed to select with the Wraith Unit Sub-type.

Limitations

- A Detachment using this World-Rune must include a Wraith Guide as an HQ choice, and this model must be the army's Warlord.
- Whenever a unit with the Wraith Unit Sub-type is destroyed, the Opposing Player scores an additional +1 Victory Point.

Centurion World-Runes: The Decapitating Blow

Effects

- A single Farseer in a Detachment using this World-Rune may take an Outcast Cloak for +10 points. If selected, the Farseer also gains the Skirmish Sub-type and Scout Special Rule for no additional cost.
- All models with the Infantry type in a Detachment using this World-Rune gain the Shrouded (5+) Special Rule for the first game turn, and ignore all effects and Limitations of Night Fighting for as long as it is in effect.

Limitations

- All Compulsory Troops choices in a Detachment using this World-Rune must be Rangers.
- A Detachment using this World-Rune must include a Farseer as an HQ choice, and this model must be the army's Warlord.

Centurion World-Runes: The Awakened Anger

Effects

- Units of Guardian Defenders selected in a Detachment using this World-Rune may be upgraded to have a Ballistic Skill Characteristic of 5 for a cost of +2 points per model.
- Units of Storm Guardians selected in a Detachment using this World-Rune may be upgraded to have a Weapon Skill Characteristic of 5 for a cost of +2 points per model.

Limitations

- A Detachment using this World-Rune may not include any Aspect Exarchs, nor any units with the Aspect Shrine (X) Special Rule.
- A Detachment using this World-Rune must include at least one Guardian Officer Cadre.

Additional Game Modes for The Age of Darkness:
Game Mode: Praetorian

Game Mode: Praetorian

The **Praetorian Game Mode** is an alternative game mode to the existing Game Modes presented in the **Horus Heresy: Age of Darkness** Core Rulebook and other publications, and is designed to allow players to fight battles between primarily infantry-based forces.

We recommend games using the **Praetorian Game Mode** are played with between 1500 and 2000 points. Other than the stipulations listed below, a game using the Praetorian Game Mode should be played with all rules and effects as though it were a game using the Narrative Play Game Mode.

The following effects must be adhered to whilst constructing a force to use with the **Praetorian Game Mode**:

- No models with the Vehicle Unit Type may be selected.
- You may select a Rite of War, but must fulfil the requirements for doing so as normal.
- You may only select a maximum of 1 Wound's worth of models with a Toughness Characteristic of 6+ for each full 125 points in your army – the points cost of models selected in this way is counted toward your army total. In this way, in an army of 1750 points, you could select a total of 14 Wounds worth of Toughness 6+ models – thus, up to two Legion Contemptor Dreadnoughts could be selected, with 2 Wounds remaining.
- Models with T8 or higher count as having double their number of wounds for the purposes of these limitations - meaning a Legion Leviathan Dreadnought, which has 7W, counts as 14W for the purposes of points limitations.

Crusades in The Age of Darkness:
A Narrative Campaign System

Crusades in the Age of Darkness

What is Crusade?

The **Crusade Campaign System** is a narrative structure for Horus Heresy, inspired by the Crusade system found in Warhammer 40,000's 9th edition. It is designed to allow groups of players to play connected and themed games over the course of a particular narrative, with each game being important and contributing to the overall story, as well as allowing players to develop their own forces to suit their own narrative vision. It is designed to be used both with or without the larger Panoptica ruleset.

Using Crusade with Community Rulesets

It is entirely possible that when playing a Crusade Campaign you will be using community-made supplements (such as the document this system is presented in - the Liber Panoptica - or one created by another group, such as Mournival, etc.) alongside the official rules. This can be decided at the start of the campaign, or on a game-by-game basis if needed. If you are using community rules please ensure that:

- Your opponent is made aware of whether community rules are being used before lists are written - this ensures there are no surprises when players begin playing the game!
- If there are different points values for units in community rules, players should simply use the points value for the Crusade roster based on preference (it is recommended to go for the ruleset points you use most often). If the points are different for the game, simply adjust the points (this can technically take a player over their supply limit, but for ease of balance is the simplest option). The difference in points does not come out of a player's Supply Limit or Reserve points, but must be within their total points limit for their army list.

For example; a Crusade Roster is created adding a Dominator Cohort to it, costing 225 supply. This unit is then fielded in a game where the opponent has requested to use Liber Panoptica community rules, where the points cost is different. The Dominators fielded cost 250pts in this community ruleset, but this does not change their points cost on the Crusade Roster.

Crusade Rosters

A player's Crusade Roster is primarily a list of all the units they have access to when generating army lists for Crusade games. A Crusade Roster does not need to follow any Force Organisation chart, and can consist of any number of units, but the player must have a Crusade Card for each unit. In addition, the combined points value of all units in a player's Crusade Roster may not exceed their total starting Supply Limit of 1000pts. This starting Supply Limit can be increased by purchasing Requisitions and playing battles.

Unique Characters and Primarchs cannot be added to a Crusade Roster, and as a result may never gain Experience or accumulate Battle Traits, Battle Scars, Relics or other Progressions. They may still be included in an army, however, by using Reserve Points.

Supply Limit

A player's Supply Limit represents the maximum points value of units that can be in their Crusade Roster. The points cost of a unit is the base cost of the unit and any additional members taken, but does not include any wargear or other options (including Dedicated Transports) which can be taken with Reserve Points or through other Crusade Cards in your Roster.

Modifying a Crusade Roster

A player can add new units to their Crusade Roster at any time, provided that doing so will not exceed their Crusade Roster's Supply Limit. Once a unit has been added to a player's Crusade Roster, they cannot change any of its details. This means that they cannot change the number of models in the unit or any specialisations that unit is eligible to take.

A player can remove units from their Crusade Roster at any time, but once removed, a unit cannot be re-added, and any Progression, Battle Traits, Battle Scars, or Relics that unit has acquired will be lost. If a Crusade Card is removed from a Roster, the cost of that unit is refunded to your total Supply Limit.

Mixed Factions

A Crusade Roster may contain units from multiple Factions in it, provided they all share the same Allegiance (Loyalist, Traitor, or unaligned). This means that if you wish to field an Allied or Optional Detachment alongside your Primary Detachment you will need to ensure you have sufficient Supply Limit to accommodate all of the units in those Detachments in your Crusade Roster.

Requisitions & Requisition Points

Requisition Points (RP) are a form of currency used to purchase Requisitions; these can upgrade a Crusade Roster or the units within them. Each time a Requisition is purchased by a player using RP, the player reduces their total RP by the cost specified in the Requisition. Any RP not spent are saved and can be used later. Requisitions may be purchased at the start of the campaign if desired - no minimum number of games needs to be played and every player starts a Crusade Campaign with 5 RP.

It should be noted that each time a battle is played, the players gain 1RP after that battle has been completed, regardless of the result of the battle.

The Requisitions a player can purchase can be found in the Requisitions Table. Each Requisition will state when it can be purchased (along with any other prerequisites or limitations it has), but a Requisition may never be purchased during a battle. Unless stated otherwise, there is no limit on the number of Requisitions that can be purchased, or the number of times a player can purchase each Requisition, nor on the combination of Requisitions a player can purchase, provided they have sufficient RP to afford them. If a player do not have enough RP to purchase a Requisition at the time of purchase, they cannot purchase it.

Crusade Cards

Whenever a player adds a unit to their Crusade Roster, the unit's details must be recorded on a Crusade Card. Each unit's Crusade Card must contain the following information, which is also explained in full below and on the next page:

- Unit Name (the unit's name in the relevant army list, for example "Legion Tactical Squad", as well as any monikers you have applied)
- Force Organisation Chart Slot (the unit's FOC Slot on its unit profile, for example "Troops")
- Unit Type (the unit's typing on its unit profile, for example "Infantry")
- Unit Composition (how many models are in the unit)
- Unit Cost (the points cost of the unit, including the base unit cost and the cost of any additional models taken, but excluding any wargear)
- Crusade Rating (see the Crusade Rating section)
- Experience & Rank (see the Experience & Rank section)
- Agendas & Combat Tallies (see the Agendas & Combat Tallies section)
- Relics (see the Relics Section)
- Warlord Traits (any Warlord Traits applied to the unit via the process described in the Warlord Traits in Crusade section)
- Specialisations (see the Specialisations Section)

A template for a Crusade Card can be found at the end of the Crusade section that can be printed and used as is. Alternatively, a player can create their own (just as long as the right information is displayed on it!)

Unit Name, Force Organisation Slot, Unit Type, & Unit Composition

The Unit Name is simply a note of what that unit actually is (such as a Legion Tactical Squad, a Legion Leviathan Dreadnought Talon, or a Castellax Battle-Automata Maniple). The name of each unit is an easy way to differentiate between different units of the same type, so it is recommended that players invent a suitable name for each unit in their Crusade Roster (these names can be as ornate or simplistic as desired).

The Force Organisation Slot is the one found on the unit's profile wherever it is published - for example, "Troops", "HQ", or so on. If a unit could be taken in multiple slots (and this is clear on its unit profile), it should be made clear which slot the unit has been selected in.

The Unit Type is the one found on the unit's profile wherever it is published - for example, "Infantry", "Cavalry", or so on. Sub-types should also be recorded, and if these are applied to only a single model in the unit (such as the Character Sub-type), this should be clearly marked.

The Unit Composition identifies how many models can be fielded in that unit at maximum size paid for by the player, and once selected cannot be changed without spending the appropriate Requisition. The Unit Composition cannot exceed the maximum number of models allowed in a unit as determined by that unit's rules and profile entry.

Unit Cost

This is the total points cost of the unit, including any additional members that have been taken but excluding all wargear, Dedicated Transports, and other options. These options can be taken with Reserve Points, or even as another Crusade Card in the case of Dedicated Transports. If the appropriate Requisition has been purchased to increase the unit's Unit Composition, its Unit Cost should also modified.

Crusade Rating

Each Crusade Card will have an attached Crusade Rating, which is a measure of how many upgrades and bonuses it has accrued while part of your Crusade Roster. It will typically start at 0 when first added to your Crusade Roster, but will increase as the unit gains Experience in battle.

To determine your army's Crusade Rating for a game, simply total up the individual Crusade Ratings of every unit from your Crusade Roster that has been included in your army; this will provide your Crusade Rating for that game.

Experience & Rank

When you add a unit to your Crusade Roster it starts with zero Experience Points (XP) and the rank of Battle-Ready. There are many ways in which a unit can gain XP, such as completing specific missions or Agendas. More information on Ranks can be found in the Ranks & XP section.

As a unit gains XP it will increase its Rank. Every time a unit with a Crusade Card reaches a new Rank for the first time it gains a new Battle Trait. This Battle Trait is kept even if the unit loses the Rank later on (but the unit will not get a new Trait if it reaches a Rank it has already previously reached). This means a unit will have at least 4 Battle Traits when it reaches its maximum Rank (though more can be gained through other means).

Agendas & Combat Tallies

A unit's Crusade Card contains space to record battle statistics for that unit. Each time a unit takes part in a battle, survives a battle or destroys an enemy unit, make a note of that on the unit's Crusade Card. Units can earn XP from these tallies as described previously, and expanded upon in the Ranks & XP Section. The count of units destroyed is persistent across all battles and will carry across between games.

For example, a Legion Veteran Squad destroys one unit in a game, so would increase their Units Destroyed count to 1. In their next game, the unit destroys an additional two units, so their total Units Destroyed count would now be at three. If the unit then destroys a further three units in another game, they would be then be at a Units Destroyed count of six.

There is also space on each unit's Crusade Card to record Agenda tallies during a battle. Unlike Combat Tallies, these are reset to zero after each battle. You can find out more about Agendas & Combat Tallies in the Agendas & Combat Tallies section.

Relics
Every player has a Relic Vault (see the Relics section for more information on available relics) - this is where any Relics the player gathers, earns or steals are stored, and where they may select from to equip their units with. A player may have multiple copies of the same Relic in their vault, so it is important the players keep track of the quantity of each Relic they have in their Vault. If a player wishes to equip a unit with a Relic, they may do so at any time before or after a battle (although once in the battle it's too late to add or remove one!). A unit may remove a Relic at any time before or after a battle, and the Relic is returned to your Vault automatically when it is removed.

If a unit is equipped with a Relic, make a note of it on their Crusade Card and increase the unit's Crusade Rating by the value noted in the Relic description. If they remove the Relic or lose it, then remove this Crusade Rating increase from their Crusade Card.

If a unit equipped with a Relic is required to take an Out of Action test at any point, and suffers a Fatality result, then the player loses that Relic and your opponent immediately gains it for their army to use. It is important to note that even if the unit which suffers the Fatality result is placed into stasis, this will not prevent the Relic from being lost - however re-rolling the test for a different result may prevent the Relic being lost (unless you roll a second Fatality result!).

Warlord Traits
If a unit is added to your Crusade Roster it may be given a Warlord Trait at any time by purchasing the "Warlord Trait" Requisition. The Warlord Trait cannot be changed once selected, and the unit with this Warlord Trait may only gain the effects of it in a battle where that unit is fielded and is selected as your Warlord.

Specialisations
If a unit is added to your Crusade Roster that has one of the Specialisation options listed below then their selected option or Specialisation must be made clear on their Crusade Card when added to your Crusade Roster, and may not be changed later:
- Legiones Consularis
- The Orders of High Techno-Arcana
- Paragon of Metal
- Muster of Worlds: Provenances of War

It should be noted that the above list is non-exhaustive, and any similar options that are added to the game by either an official publication or a community supplement should be treated in the same way.

If a Specialisation has a points cost, then this must also be added to total points cost of the unit's Crusade Card (and you must have sufficient points in your Supply Limit to afford this). Options such as the Dark Angels Hexagrammaton Sub-type choices, which are not an option that costs any points, do not need to be included and may be selected/changed on a game-by-game basis.

Equipment, Wargear Options, & Psychic Powers
A unit with a Crusade Card may select their equipment, wargear and other upgrades on a case-by-case basis (as it is fair to assume that they can re-equip and re-arm between battles and select the right equipment for the task at hand). This applies to any options that a unit may select from their unit profile, including Dedicated Transports.

A unit that has access to Psychic Powers may generate them in the usual manner following all current rules, and these do not need to be included on the unit's Crusade Card.

Dedicated Transports
Units with the option to select a Dedicated Transport can purchase these either through Reserve Points, or by purchasing the Dedicated Transport as its own Crusade Card. Any vehicle purchased as its own Crusade Card can be used as a Dedicated Transport for another unit (regardless of whether that unit has a Crusade Card or not), and, if the unit selected is able to be purchased as a squadron, this can be split up in the same manner as a vehicle squadron with a Crusade Card when being assigned to units as a Dedicated Transport. A Dedicated Transport can be assigned to another unit at any time when writing an army list and can be assigned to different units in different games. This does allow units not normally able to be purchased alone - such as a Legion Rhino Transport - to be given their own Crusade Card, but to be used in a game, they must be assigned to a unit able to ordinarily select them as a Dedicated Transport.

For example, a Crusade Card for a Legion Land Raider Proteus Carrier Squadron is selected in a player's Crusade Roster. This unit can be fielded as either a Squadron of 1-3 models, or up to 3 individual units. These individual models may be fielded as Dedicated Transports for any applicable units - such as a Legion Terminator Cataphractii Squad - even if these infantry units are themselves paid for using Reserve Points.

A unit cannot purchase a Dedicated Transport as part of their own Crusade Card, however - they must create a separate Crusade Card for them, and select that as a Dedicated Transport when writing an army list.

Crusade Battles

Crusade Battles are the core of any Crusade Campaign and represent the different forces fighting to establish their own agenda or control territory for a grander purpose.

Order of Operations
When playing a Crusade Battle, players should use the following guide as a reminder for what needs to happen at what point when playing a game:

- Write an army list at the agreed points limit
- Determine the mission being played
- Select Agendas for the mission
- Play the mission
- Determine winner and post-game rewards
- Take any Out of Action tests
- Apply Experience Points to units
- Select unit(s) to be Marked for Greatness
- Update Crusade Cards

It is important to remember that simply playing a game of Crusade will earn each player 1RP in addition to any other rewards the mission may have.

This order of operations is a rough guide to what should happen during a Crusade Battle, and may be different for specific missions or games, but it is recommended to use this as a reminder or checklist so players don't forget any important elements when playing a game!

Forming an Army
Before the start of a game, each player must write an army list. The points value for this needs to be agreed with your opponent, or dictated by other sources (such as a Campaign GM) if it is a specific narrative mission. An army list is created in the same manner as with any other game, except the only units you may select must be from your Crusade Roster (Reserve Units to make up the remaining points can be taken - this is explained in the next section).

Reserve Points
When forming an army list, a player may include up to 75% of their total Supply Limit as additional Reserve Points. These additional points can be spent on wargear, upgrades or even entire units (called Reserve Units) that are not present in the player's Crusade Roster. For example, with a Supply Limit of 1000 points, a player has access to up to 750 Reserve Points. This means that they can spend up to this limit in wargear for their Crusade Roster units, as well as on units that do not have a Crusade Card - so in theory, if a player spent their points wisely they could field a 1750 points force for their first game!

The remaining points from your Supply Limit cannot be used for purchasing wargear or Reserve Units. For example, a player with a Supply Limit of 1000 points spends 900pts on units from their Crusade Roster. The remaining 100 points of Supply Limit cannot be used to purchase upgrades or additional units (unless they first purchase another unit from their Crusade Roster and fully use up the remaining 100 points), meaning that the maximum points value they can achieve having spent 900 points is 1650 points (900 + 750 = 1650).

Reserve Units selected in this manner do not gain a Crusade Card, and are assumed to be temporarily drafted to support your force before returning to their previous duties at the end of the game. These can be from any Faction you wish, provided they share the same Allegiance as your Crusade Roster, and can be included in any Detachment as required (they may even form your army's Primary Detachment, with your Crusade Roster units acting as an Allied Detachment). If taken as a Primary Detachment, however, a unit without a Crusade Card may never gain a Warlord Trait (unless they are a unique character with access to a pre-determined Warlord Trait).

Reserve Points spent count towards your maximum points limit for the army list you are writing; and function as a method for easily meeting predetermined points values.

Crusade Blessings
When fielding a Crusade army, the players will need to calculate their total Crusade Rating by totalling up the Crusade Rating of every unit from their Crusade Roster in that army. The players should then compare this with their opponent's Crusade Rating - the army with the lowest Crusade Rating is considered the underdog and gains a number of Crusade Blessings equal to the difference in Crusade Rating.

A Crusade Blessing can only be used in the current game, and cannot be stockpiled for later games. A Crusade Blessing is a free re-roll of any dice you roll in the game at the cost of one Blessing per dice re-rolled, with the following limitations:
- Any roll relying on more than one dice (such as a Charge roll) must be re-rolled in its entirety when using a Crusade Blessing. This still only costs a single Crusade Blessing regardless of the number of dice involved in the roll (though this cannot be used to re-roll multiple individual rolls such as a unit rolling to-Hit rolls).
- Any dice cannot be re-rolled more than once regardless of the source, so a Crusade Blessing cannot be used to re-roll a re-roll.

A Crusade Blessing may be used at any point between the start of the first game turn (and so cannot be used for any pre-game rolls such as for determining mission or Seizing the Initiative) and the end of the game (and so cannot be used for any post-game rolls such as determining randomised Victory Points or Out of Action test results.)

Overwhelming Odds

In any game where a player has an army with a Crusade Rating of **at least 10**, and double that of their opponents, then the underdog player may force a re-roll for any of the following dice rolls:

- Determining the mission being played
- Their own dice roll for determining which player has the first turn
- Any Seize the Initiative roll (whether successful or failed, theirs or their opponents)

These re-rolls are in addition to the normal quantity of Crusade Blessings the underdog player receives, and do not expend any Crusade Blessings the underdog player has. They cannot be used to re-roll a dice that has already been re-rolled from another source.

Unit Types and Interactions in Crusade

Some Unit Types and Sub-types interact differently with the Crusade Campaign System; these variations are covered below.

Automata

Functioning as mindless robots, these mechanical constructs are slow to learn and adapt their behaviour. A Crusade Card with the Automata Unit Type (but excluding the Paragon sub-type), may only ever have a maximum of two Battle Traits, but may always choose to re-roll any Out of Action tests they are required to make (though they must accept the second result, even if it is worse!)

Super-Heavy Vehicles & Knights

These behemoths are potent forces on the battlefield, and can smash aside lesser forces with minimal efforts. The following Unit Types and Sub-types start with a Crusade Rating of 3 (in addition to any other modifiers they accumulate due to Battle Traits, Battle Scars, or other sources):

- Super-Heavy
- Lumbering
- Gargantuan
- Knight

In addition, whenever any of these units gain a Battle Trait, they increase their Crusade Rating by two instead of one for each Battle Trait.

Titans

A titan is a walking god, and can sweep entire forces aside on their own. To reflect this, any unit in a Crusade Roster with the Titan Unit Sub-type has a starting Crusade Rating of 5.

In addition, whenever any of these units gain a Battle Trait, they increase their Crusade Rating by three instead of one for each Battle Trait.

Units Assigned to Others During Deployment

A unit with an unusual method of being fielded such as Legion Apothecarion Detachments or Legion Techmarine Covenants (as well as any similar units which do not have the Retinue Special Rule) will have a single Crusade Card representing the entire "Detachment". Because of their unusual interaction with other units, however, these units may never accumulate Battle Traits, Battle Scars, or Relics, and are assumed to pass any Out of Action tests they are called to make, but are affected by the effects of any Battle Traits, Battle Scars, or Relics a unit they are assigned to possesses.

The only exceptions to this are Vehicle Models which are assigned to other units before the game begins - these may accumulate Battle Traits, Battle Scars, or Relics as normal, but must roll Out of Action tests separately.

Retinue Units

A unit with any variant of the Retinue Special Rule should be generated as per any other unit, having its own Crusade Card representing the unit. Because of their requirement to be attached to a Character before the game begins, however, in order to select these units as part of an Army List, they must be assigned as per the requirements of their variant of the Retinue Special Rule. These units gain the same amount of Experience and points towards Agendas and Combat Tallies as the Character they are attached to, but generate Battle Traits and Battle Scars separately from any attached Character. In addition, they are affected by and may effect an attached Character with any Battle Traits, Battle Scars, or Relics either unit possesses.

Splitting Units in Crusade

If a unit has a Crusade Card it can be fielded as a single unit (up to and including the maximum number of models listed on its Card), or it can be fielded as multiple smaller units of the same type, provided the player has enough models in the unit's Crusade Card Unit Composition. It is assumed that a random model from the unit is drafted to be the sergeant if the unit is split (and the unit ordinarily has one), and can be equipped as normal. When fielding these units, if the player paid a lower cost for the additional models in the Crusade Card, the difference in points for fielding the individual units in a split unit isn't taken from their Supply Limit or Reserve Points - this is written off as a a balancing factor.

As an example; a player has a Legion Tactical Squad with a Unit Composition of twenty models in their Crusade Roster. This can be fielded as a single unit of ten to twenty models (as determined by its unit profile in the relevant Liber) or can be fielded as two ten-man units instead.

A unit is split when writing your army list. A unit may not split or merge at any point during a game (including during Deployment) so players should choose carefully when deciding whether to split a unit. This can be done with any unit that has a Crusade Card, including dreadnought talons or vehicle squadrons, and each unit that a Crusade Card is split into may be fielded in different ways. If a unit is fielded like this, however, it may not take additional members (even by using Reserve Points) beyond the amount in its Unit Composition.

As another example, a Crusade Card with a Legion Predator Squadron comprised of three models may be fielded as a single, three-model squadron, as three one-model squadrons, or split as one two-model squadron and one single-model squadron (which could even be fielded as a Master of Armour in a detachment using the Armoured Spearhead Rite of War). If split in this way, however, the unit may not be given additional models to bolster its numbers when writing an army list.

Experience Points and Agendas for Split Units

If a unit is split, it may still accumulate Experience points; all Experience Points gained whilst split are pooled once the battle is complete. This means if you achieve multiple Agendas with the Split Unit you can gain a lot more Experience Points compared to fielding them as a single unit.

When keeping score of Combat or Agenda Tallies, players should track this based on the Crusade Card the units were originally drawn from, rather than the individual units in the game; so if two separate ten-model Legion Tactical Squads drawn from a single twenty-model Legion Tactical Squad's Crusade Card destroy one and three units respectively during the game, then the original twenty-man Legion Tactical Squad's Crusade Card should be updated to show a Combat Tally of four units slain at the end of the battle.

Out of Action Tests for Split Units

When fielding a unit that has been split, players are required to take an Out of Action test if the unit is killed, as normal; this does mean that a unit split into two smaller units will have to take two Out of Action tests at the end of the game should both units be destroyed. This is a major risk of splitting units, so players should be aware of this!

Requisitions

Requisitions can be purchased with Requisition Points (RP), and provide useful abilities and upgrades to a Crusade Roster or the units within them. Each time a Requisition is purchased by a player using RP, the player reduces their total RP by the cost specified in the Requisition. Any RP not spent are saved and can be used later. Requisitions may be purchased at the start of the campaign if desired - no minimum number of games needs to be played and every player starts a Crusade Campaign with 5 RP. Each Requisition will state when it can be purchased (along with any other prerequisites or limitations it has), but a Requisition may never be purchased during a battle. Unless stated otherwise, there is no limit on the number of Requisitions that can be purchased, or the number of times a player can purchase each Requisition, nor on the combination of Requisitions a player can purchase, provided they have sufficient RP to afford them. If a player do not have enough RP to purchase a Requisition at the time of purchase, they cannot purchase it.

The table below shows the relevant Requisitions available, shows their cost in RP, and explains their effects:

Requisition	RP Cost	Requisition Effects
Access the Armoury	3	Increase your Relic capacity by +1. You may select or generate a single Relic from the Relic table. This Requisition may only be purchased before a game begins.
Increase Supply Limit	1	Increase your Crusade Roster's total Supply Limit by 200 points. This Requisition may only be purchased before a game begins.
Fresh Recruits	1	Select one Crusade Card from your Crusade Roster. The player may change the Crusade Card's Unit Composition value - provided it does not exceed the maximum allowed in the unit entry - but must also increase the Unit Cost value accordingly. This Requisition may only be purchased before a game begins.
Field Promotion	1	At the end of a battle where a unit with a Crusade Card gained at least 3XP and did not suffer a Fatality result (if it was required to roll an Out of Action test), a player may choose to purchase this Requisition. This unit may be Promoted immediately, as detailed in the Promotions section. A player may not use this Requisition if doing so would take them over their Crusade Roster's total Supply Limit.
Repair & Recuperate	1	Select a unit with a Crusade Card from your Crusade Roster that has a Battle Scar. One Battle Scar of the player's choice may be removed from its Crusade Card immediately. In addition, the player must modify the Crusade Rating of the unit by +1. This Requisition may be purchased at any point before or after a game.
Warlord Trait	3	Whenever a unit with the Independent Character Special Rule is added to a player's Crusade Roster, or whenever an existing model with the Independent Character Special Rule gains a Rank, a player may choose to purchase this Requisition. This unit may select a Warlord Trait from those available to them. The player must make a note of the selected Warlord Trait on the unit's Crusade Card, and in addition, the player must modify the Crusade Rating of the unit by +1.
Battlefield Triage	1	Whenever a unit with a Crusade Card has rolled any result(s) for an Out of Action test, a player may choose to purchase this Requisition. This unit may choose to substitute their rolled result(s) with a Significant Damage result instead - the unit suffers a single instance of this result, which replaces all rolled results.

Requisition	RP Cost	Requisition Effects
Even in Death, I Still Serve...	3	Whenever a unit with a Crusade Card has suffered a Fatality result on an Out of Action test, or if the player has a unit currently held in Stasis, then the player may choose to purchase this Requisition. This Requisition may only be purchased for a unit which was selected from the Legiones Astartes Army List. Remove the old unit's Crusade Card and create a new Crusade Card for a Legion Contemptor Dreadnought Talon or Legion Castra Ferrum Dreadnought Talon with all previous Battle Traits, XP, and Ranks, as well as the Vindictive Grudge Battle Scar, composed of a single model. A unit created in this way may only ever contain a single model. A player may use this Requisition even if doing so would take them over their Crusade Roster's total Supply Limit - though the player must remember they cannot add units if they have a negative Supply Limit!
Duty Eternal	3	Whenever a unit with a Crusade Card has suffered a Fatality result on an Out of Action test, or if the player has a unit currently held in Stasis, then the player may choose to purchase this Requisition. This Requisition may only be purchased for a unit which was selected from the Legio Custodes Army List. Remove the old unit's Crusade Card and create a new Crusade Card for a Contemptor-Achillus Dreadnought, Contemptor-Galatus Dreadnought, or Contemptor-Moritiax Dreadnought Talon with all previous Battle Traits, XP, and Ranks, as well as the Vindictive Grudge Battle Scar, composed of a single model. A unit created in this way may only ever contain a single model. A player may use this Requisition even if doing so would take them over their Crusade Roster's total Supply Limit - though the player must remember they cannot add units if they have a negative Supply Limit!
Full Frontal Lobotomy	1	Whenever an Infantry unit with a Crusade Card has suffered a Fatality result on an Out of Action test, or if the player has a unit currently held in Stasis, then the player may choose to purchase this Requisition. This Requisition may only be purchased for a unit from the Taghmata Omnissiah Army List. Remove the old unit's Crusade Card and create a new Crusade Card for either a Thallax Cohort or Ursarax Cohort with all previous Battle Traits, XP, and Ranks. A player may use this Requisition even if doing so would take them over their Crusade Roster's total Supply Limit - though the player must remember they cannot add units if they have a negative Supply Limit!
Null-Mind Engram	2	Whenever a unit with a Crusade Card has suffered a Fatality result on an Out of Action test, or if the player has a unit currently held in Stasis, then the player may choose to purchase this Requisition. This Requisition may only be purchased for a unit which was selected from the Sisters of Silence Army List. Remove the old unit's Crusade Card and create a new Crusade Card for a Repressor Automata Maniple with all previous Battle Traits, XP, and Ranks. A unit created in this way may never have its unit size expanded beyond its starting size of three models. If a unit created via this Requisition would have more than two Battle Traits, the player must select two to retain and discard the rest. A player may use this Requisition even if doing so would take them over their Crusade Roster's total Supply Limit - though the player must remember they cannot add units if they have a negative Supply Limit!
Spirit-Stone Summoning	3	Whenever a unit with a Crusade Card has suffered a Fatality result on an Out of Action test, or if the player has a unit currently held in Stasis, then the player may choose to purchase this Requisition. This Requisition may only be purchased for a unit which was selected from the Asuryani Army List. Remove the old unit's Crusade Card and create a new Crusade Card for a Wraithlord Conclave with all previous Battle Traits, XP, and Ranks, as well as the Vindictive Grudge Battle Scar, composed of a single model. A unit created in this way may only ever contain a single model. A player may use this Requisition even if doing so would take them over their Crusade Roster's total Supply Limit - though the player must remember they cannot add units if they have a negative Supply Limit!

Ranks & Experience

Units Rank up and gain Experience Points (XP) by playing battles, achieving great deeds, or surviving harrowing encounters.

Units can gain XP through the following routes:

- **Battle Experience:** At the end of a battle, each unit that has a Crusade Card and was part of your army list for that battle gains 1XP.
- **Dealers of Death:** At the end of a battle, each unit that has a Crusade Card gains 1XP for every 3 enemy units it has destroyed in a that battle*.
- **Marked for Greatness:** At the end of the battle, a player can select a single unit that has a Crusade Card that was part of their army list for that battle; that unit gains 3XP in addition to any other XP it gained in that battle. A unit can only be Marked for Greatness once per battle.

**A unit counts as having destroyed an enemy unit if it either removes the final model from the enemy unit as a casualty, or inflicts the final wound on an enemy model if the unit consists of only a single model.*

Ranks

If a unit has accumulated enough XP, it will gain recognition and thus increase in Rank. Each time a unit reaches a Rank for the first time, it will gain one Battle Trait; make a note of the unit's new Rank and its Battle Trait(s) on its Crusade Card. A higher Rank means a unit can be equipped with Relics of increasing potency - this is explained in the Relics section. The Ranks and their relevant XP requirements are listed below:

XP	Rank
0 - 5	Battle-Ready
6 - 15	Blooded
16 - 30	Battle-Honoured
31 - 50	Heroic
51+	Legendary

Battle Traits & Battle Scars

Battle Traits and Battle Scars represent the accumulated knowledge - and damage - a lifetime of battle can provide.

Battle Traits

Units which survive repeated engagements often learn the tactics and tricks necessary to bring low even the mightiest foes. Units gain one Battle Trait each time they reach a Rank for the first time. Sometimes a unit can gain an additional Battle Trait by other means (such as fulfilling certain mission objectives). Each time a unit gains a Battle Trait, it can select one from the appropriate table. If a unit loses XP, and this would result in it decreasing in Rank, then it will not receive a new Battle Trait when it returns to its previously held Rank. A unit can never lose a Battle Trait unless specified by a certain effect, condition, or penalty - so it should be noted that a unit reduced in Rank due to losing XP does not remove previously gained Battle Traits.

As an example; a Legion Tactical Squad which started a battle at 0XP gains 7XP, when totalled up at the end of the game. This means they have earned the Rank of Blooded, and receive a Battle Trait. The next game they are involved in, the squad suffers a penalty which forces them to lose 4XP (taking them down to 3XP). At the end of the game they gain 1XP from participating (taking them up to 4XP), meaning they lose the Rank of Blooded, but retain their selected Battle Trait. The game after that the squad is involved in, the squad gains 3XP (taking them up to 7XP once again), allowing the squad to regain their Rank of Blooded, but the squad does not gain a new Battle Trait, as they have already reached the rank of Blooded previously. Each time a unit receives a Battle Trait, they must modify their Crusade Rating on their Crusade Card by +1 for each Battle Trait they possess.

Regardless of any other rules, promotions or other factors, a unit's Crusade Card can never have more than eight Battle Traits at any one time.

Each time a unit gains a Battle Trait, choose one Battle Trait from either the Battle Traits - Non-Vehicle Units or Battle Traits - Vehicle Units that tells the best narrative for your unit, or roll a D12 against either one to randomly select a Battle Trait if you prefer. If you roll a Battle Trait you already have, re-roll until you generate one you do not currently possess. A unit can have multiple Battle Traits, but it cannot have the same Battle Trait more than once. If a Battle Trait has options, select this when the unit first gains the Battle Trait - this may not be changed later on and should be noted on the appropriate unit Crusade Card.

Battle Scars

Units can sometimes be injured in battle, or suffer other debilitating effects for their experiences. There are several types of Battle Scars that a unit can accumulate, and every time they gain one they must randomly determine it from the appropriate table. A unit has no limit to the number of Battle Scars it can acquire, and unless otherwise noted their effects will stack - a unit with the same Battle Scar multiple times suffers cumulative effects! Each time a unit receives a Battle Scar, they must modify their Crusade Rating on their Crusade Card by -1 for each Battle Scar they possess.

Regardless of any other rules, promotions or other factors, a unit's Crusade Card can never have more than eight Battle Scars at any one time.

Each time a unit gains a Battle Scar, roll a D12 and consult either the Battle Scars - Non-Vehicle Units or Battle Scars - Vehicle Units table to randomly determine what Battle Scar the unit has gained. A unit can have more than one Battle Scar, and it may receive the same Battle Scar more than once.

Battle Traits - Non-Vehicle Units

Battle Trait	D12	Battle Trait Effects
Enhanced Targeting	1	All models in a unit with this Battle Trait gain either +1 to their Ballistic Skill Characteristic, or the Precision Shots (6+) Special Rule. All models in the unit must select the same bonus.
Combat Drills	2	All models in a unit with this Battle Trait gain a bonus of +1 to all to-Hit rolls in the Assault Phase during any player turn in which a unit with this Battle Trait successfully charges.
Champion of the Line	3	A single model which does not have the Character Sub-type in a unit with this Battle Trait gains +1 to their Wounds Characteristic and the Chosen Warriors Special Rule. If that model is slain during battle, then it is assumed a new Champion steps forth to replace them in the unit's next game!
Fleet of Foot	4	All models in a unit with this Battle Trait gain +1 to their Movement Characteristic, and the Fleet (1) Special Rule. If the unit already possesses the Fleet (X) Special Rule from another source, then improve the value (X) by +1, to a maximum of Fleet (4).
Hardy	5	All models in a unit with this Battle Trait gain either +1 to their Leadership Characteristic, or the Stubborn Special Rule. All models in the unit must select the same bonus.
Fearsome Display	6	All models in a unit with this Battle Trait gain the Fear (1) and Crusader Special Rules. If the unit already possesses the Fear (X) Special Rule from another source, then improve the value (X) by +1, to a maximum of Fear (3).
Resilient	7	All models in a unit with this Battle Trait and the Infantry or Cavalry Unit Type gain the Feel No Pain (6+) Special Rule. If the unit already possesses the Feel No Pain (X) Special Rule from another source, then improve the value (X) by +1, to a maximum of Feel No Pain (4+).
Immovable Defence	8	All models in a unit with this Battle Trait gain the Counter-Attack (1) Special Rule, and adds +1 to the Wounds score used to determine if they win a Combat in the Assault phase in any player turn in which they were charged.
Coordinated Fire	9	All models in a unit with this Battle Trait gain the Split Fire Special Rule. Units with the Dreadnought or Automata Unit Type consisting of a single model may fire a single weapon at a different target as if it had the Split Fire Special Rule, though they must follow all relevant restrictions applied.
Aggressive	10	All models in a unit with this Battle Trait gain the Furious Charge (1) Special Rule.
Strike & Fade	11	All models in a unit with this Battle Trait and the Infantry or Cavalry Unit Type gain the Scout and Hit & Run Special Rules.
Guerilla Tactics	12	All models in a unit with this Battle Trait and the Automata or Dreadnought Unit Type, or the Heavy Sub-type, gain the Night Vision Special Rule. All models in a unit with this Battle Trait which do not have the Automata or Dreadnought Unit Type, or the Heavy Sub-type, gain the Infiltrate Special Rule.

Battle Traits - Vehicle Units

Battle Trait	D12	Battle Trait Effects
Enhanced Locomotors	1	All models in a unit with this Battle Trait gain +1 to their Movement Characteristic.
Improved Optics	2	All models in a unit with this Battle Trait gain either +1 to their Ballistic Skill Characteristic, or +1 to their Weapon Skill Characteristic. If a model does not have a Weapon Skill Characteristic, it may not select the Weapon Skill Characteristic increase. All models in the unit must select the same bonus.
Embedded Machine Spirit	3	All models in a unit with this Battle Trait gain the Power of the Machine Spirit Special Rule. This Special Rule cannot be used on any weapons with the Barrage Special Rule. Barrage weapons may always reduce the total distance scattered by 1 in addition to any modifiers due to Ballistic Skill, regardless of whether they have direct line of sight or not.
Reinforced Hull	4	All models in a unit with this Battle Trait increase a single Armour Value they possess by +1, to a maximum value of 14. All models in the unit must select the same facing to benefit from this Battle Trait.
Repair Systems	5	All models in a unit with this Battle Trait gain the It Will Not Die (6+) Special Rule. If the unit already possesses the It Will Not Die (X) Special Rule from another source, then improve the value (X) by +1, to a maximum of It Will Not Die (4+).
Additional Bulkheads	6	All models in a unit with this Battle Trait gain +1 to their Hull Points Characteristic, to a maximum value of 6.
Ablative Plating	7	All models in a unit with this Battle Trait gain the Reinforced Sub-type. If the model already possesses the Reinforced Sub-type, then they may instead ignore the first Glancing hit inflicted during a game.
Backup Traction Units	8	All models in a unit with this Battle Trait may re-roll failed Dangerous Terrain tests. If any model in the unit is equipped with Dozer Blades (or wargear that otherwise allows them to re-roll failed Dangerous Terrain tests) then that model gains the Move Through Cover Special Rule instead.
Hunters in the Dark	9	All models in a unit with this Battle Trait gain the Night Vision Special Rule.
Defence Protocols	10	All models in a unit with this Battle Trait may make the Overwatch Reaction without expending a point of the Controlling Player's Reaction allotment.
Experimental Munitions	11	All models in a unit with this Battle Trait may, at the start of a game, select a single weapon they are equipped with to be outfitted with Experimental Munitions. When making any Shooting Attack (including as part of a Reaction) they may elect to gain the Exoshock (6+), Rending (6+), and Gets Hot Special Rules when making any attacks with that weapon, for that Shooting Attack only. Any missed to-Hit rolls with this weapon cannot be re-rolled for any reason.
Prototype Atomantic Deflectors	12	All models in a unit with this Battle Trait gain a 5+ Invulnerable Save against any Shooting Attacks, but if they suffer an Explodes Result on the Vehicle Damage Table, they increaese the explosion distance by +3".

Battle Scars - Non-Vehicle Units

Battle Scar	D12	Battle Scar Effects
Vindictive Grudge	1	All models in a unit with this Battle Scar must, during the Controlling Player's Shooting Phase, attempt to make a Shooting Attack at the closest possible enemy unit within Line of Sight. In the Controlling Player's Charge Sub-phase, a unit with this Battle Scar must attempt to Charge the closest enemy unit. If multiple enemy units are the same distance from a unit with this Battle Scar, the Controlling Player of the unit may choose which enemy unit is the target. This Battle Scar does not allow a unit to make a Shooting Attack and then Charge if their Weapon Types would prevent it, nor does it allow the unit with the Battle Scar to Shoot and then Charge different enemy units. In addition, all models in a unit with this Battle Scar gain the Hatred (Everything!) Special Rule.
Cowardly	2	All models in a unit with this Battle Scar suffer a penalty of -1 to their Leadership Characteristic, to a minimum of 5. This Battle Scar does not stack with itself.
Breached Armour	3	All models in a unit with this Battle Scar must reduce their Armour Save by -1 (meaning a 3+ Armour Save becomes a 4+, and so on) to a maximum of 6+.
Concussed	4	All models in a unit with this Battle Scar suffer a penalty of -1 to their Weapon Skill and Ballistic Skill Characteristics, to a minimum of 1.
Battle-Weary	5	All models in a unit with this Battle Scar treat open ground as Difficult Terrain, and any areas of Difficult Terrain as Dangerous Terrain instead.
Fatigued	6	All models in a unit with this Battle Scar suffer a penalty of -1 to their Movement Characteristic, to a minimum of 1, and in addition, reduce any Charge distances rolled by -1.
Disgraced	7	All models in a unit with this Battle Scar lose the Line Sub-type, if they possessed it, and can never gain it from another source. If the unit did not possess the Line Sub-type (or has already had it removed by any source), then the unit no longer counts as a Denial unit.
Distracted	8	All models in a unit with this Battle Scar cannot make Reactions for any reason, regardless of any abilities, Special Rules, or other sources that would normally allow them to React.
Dulled Senses	9	All models in a unit with this Battle Scar suffer a penalty of -1 to their Initiative Characteristic, to a minimum of 1. This Battle Scar does not stack with itself.
Unseen Fragility	10	All models in a unit with this Battle Scar must treat their Toughness Characteristic as being 1 lower for the purposes of calculating Instant Death thresholds - this is cumulative with other sources, such as Rad Grenades.
Shell-Shocked	11	All models in a unit with this Battle Scar must treat any Shooting Attack made against them with the Barrage Special Rule as also having the Shell Shock (1) Special Rule. If the weapon making the Shooting Attack already possesses the Shell Shock (X) Special Rule, then the Shell Shock (X) value is increased by +1.
Mark of Shame	12	A unit with this Battle Scar awards an additional +1 Victory Point to the Opposing Player when it is slain.

Battle Scar - Vehicle Units

Battle Scar	D12	Battle Scar Effects
Damaged Optics	1	All models in a unit with this Battle Scar suffer a penalty of -1 to their Weapon Skill and Ballistic Skill Characteristics, to a minimum of 1.
Fractured Hull	2	All models in a unit with this Battle Scar decrease all Armour Values they possess by -1, to a minimum value of 10.
Damaged Traction	3	All models in a unit with this Battle Scar suffer a penalty of -2 to their Movement Characteristic, and count as failing any Dangerous Terrain Tests they make on a D6 roll of a 1 or a 2.
Impaired Auspex	4	All models in a unit with this Battle Scar must Snap Shoot at any enemy unit they target if that unit is more than 12" away. This includes any weapons which fire indirectly or do not need Line of Sight.
Exposed Systems	5	Whenever a model in a unit with this Battle Scar suffers a Penetrating Hit, a roll of 1 on the Vehicle Damage table may be re-rolled.
Overtaxed Reactor	6	All models in a unit with this Battle Scar count all weapons they are equipped with as having the Gets Hot Special Rule. If any weapons they are armed with already have the Gets Hot Special Rule from any source, they trigger the effects of the Gets Hot Special Rule on a roll of a 1 or a 2.
Ruined Chassis	7	All models in a unit with this Battle Scar suffer a penalty of -1 to their Hull Points Characteristic, to a minimum value of 2. Any Hull Points lost in this way can be restored during a game via the Battlesmith or It Will Not Die Special Rule, up to the model's original amount.
Volatile Emissions	8	All units with at least one model within 3" from any model from a unit with this Battle Scar suffer a penalty of -1 to their Weapon Skill and Ballistic Skill Characteristics, to a minimum of 1, for as long as they remain within 3" of a model with this Battle Scar. The effect of this Battle Scar is also applied to the unit which has this Battle Scar.
Distracted Crew	9	All models in a unit with this Battle Scar cannot make Reactions for any reason, regardless of any abilities, Special Rules, or other sources that would normally allow them to React.
Burning Hull	10	All models in a unit with this Battle Scar count as illuminated, as though they had been shot at by a unit with Searchlights, for the purposes of Night Fighting rules.
Malfunctioning	11	All models in a unit with this Battle Scar must re-roll any successful to-Hit rolls of a 6. If a unit has multiple instances of this Battle Scar, they must re-roll successes of a 5 and 6 (if they have the Battle Scar twice), or successful to-Hit Rolls of 4, 5, and 6 (if they have the Battle Scar 3 times). This Battle Scar's effects do not cumulate above this point, however.
Compromised Munitions	12	All models in a unit with this Battle Scar treat all weapons they are equipped with as having an AP value one higher than their starting value - AP2 weapons becoming AP3, AP3 becoming AP4, and so on. Weapons with an AP value of 6 are set to an AP value of - by this Battle Scar.

Out of Action

If a unit with a Crusade Card is removed as a casualty during a Crusade Battle, it must take an Out of Action test at the end of the game. Roll one D6 for each unit that was slain, and apply the result from the table below:

Out of Action Result	D6	Out of Action Result Description
Fatality	0	The unit is wiped out - remove its Crusade Card from your Crusade Roster, discarding any Battle Traits or Battle Scars it had earned. In addition, any Relics the unit was armed with are lost to you - and your Opponent gains them immediately!
Catastrophic Losses	1	The unit immediately gains 1 Battle Scar, and cannot gain any XP from the battle from any source. If a unit already has a Battle Scar from a previous source (including any earned from the current game) and rolls this result, it suffers a Fatality result instead.
Significant Damage	2 3	The unit either gains 1 Battle Scar, or cannot gain any XP from the battle from any source.
Escaped Unharmed	4 5 6	The unit suffers no ill effects and escapes - relatively - unscathed!

If a unit was removed as a casualty due to Falling Back off a board edge, then it will always count as having rolled an 'Escaped Unharmed' result.

Stasis

When a non-Vehicle unit suffers a Fatality result after taking an Out of Action test, it may immediately be placed in Stasis instead of simply discarding the unit's Crusade Card. The unit's Crusade Card remains in your Crusade Roster, but counts as having a total points cost of 0 and may not be fielded in any games whilst in Stasis. Only one Crusade Card may be held in Stasis at any time and if a unit is already in Stasis then the player must decide which one to keep - there is only enough medical equipment to preserve a single unit at any one time!

It is important for players to note that this can be done for any unit that has a Crusade Card, regardless of how many models are in the unit.

Agendas & Combat Tallies

Agendas

After determining which mission you are playing, each player may select a number of Agendas. The number of Agendas that may be chosen are determined by the total points value of your army list. For every 1000 points fielded, a single Agenda may be chosen - this would mean that in a 2500 point game, you would be able to select up to 3 Agendas.

Each Agenda may only be selected once in each game and both players should be made aware of the other's chosen Agendas, as well as the target units where appropriate. If an Agenda

The table below shows the relevant Agendas available, and explains their effects:

Agenda	Agenda Effects
Breakthrough	At the end of the battle, select up to three units from your army (except Zooming Flyers) that are wholly within 6" of any enemy battlefield edges. Each of these selected units gains 2XP.
Sentinel	At the start of the first Game Turn, select one Objective Marker that is on the battlefield, and one unit from your army. If there is at least one model from that unit within 6" of the chosen Objective Marker at the end of the game, that unit gains 4XP.
Survivor	At the start of the first Game Turn, select one unit from your army. If at least one model from that unit survives until the end of the game, that unit gains 2XP.
Cull the Hordes	At the end of the game, select one unit from your army. For every 6 enemy models slain by that unit during the game, the unit gains 1XP. No unit can gain more than 3XP from this Agenda.
Reaper	The unit in your army that has destroyed the most enemy units gains 2XP at the end of the battle. If any units are tied for the number of units slain, the Controlling Player may select which one receives this bonus.
First Strike	If a unit succeeds in destroying an enemy unit during the first Game Turn, it gains 3XP at the end of the battle. Only one unit in your army may receive the XP from this Agenda.
Assassins	At the end of the game, select one unit from your army. For every enemy model with the Character Sub-type slain by that unit, the unit gains 1XP. No unit can gain more than 4XP from this Agenda.
Kingslayer	At the end of the game, if the enemy Warlord was slain, the unit which did so gains 3XP. If the enemy Warlord has any ability which prevents them from giving Victory Points for any reason, then the unit will not gain any XP.
Priority Target	At the start of the first Game Turn, select a single unit in your army. For every enemy unit that unit successfully removes from play by any means (including but not limited to Shooting Attacks, Psychic Powers, Combat Attacks, Sweeping Advances, or so on), the unit gains 1XP.
Engine Kill	For every enemy unit which contains any models with a Hull Points Characteristic of 7 or higher, or a Wounds Characteristic of 8 or higher, that a unit in your army removes the final Hull Point or Wound from, that unit gains 3XP at the end of the battle. This Agenda can be completed by multiple units in your army against multiple enemy units.

Combat Tallies

Every unit with a Crusade Card should have a space upon it to keep track of Combat Tallies. These should be used to track both Battle Experience and Dealers of Death tallies, specifically for the number of battles the unit has participated in, and how many enemy units the unit has destroyed. More information on these Tallies can be found in the Ranks & Experience Section.

Promotions

When individuals in a Crusade force achieve great deeds, they are often elevated through the ranks to signify their achievements. If a unit is given the Field Promotion Requisition, then it is immediately Promoted. Depending on whether the unit is being Promoted into another unit, or into a unit with the Independent Character Special Rule, dictates what happens next.

When a unit receives a Promotion it will accumulate a Battle Trait in the same manner as if it Ranked up. Due to the fact that a newly Promoted unit retains its previous Battle Traits, Battle Scars, and Rank, it can potentially accumulate more Battle Traits and Battle Scars than an equivalent unit drafted directly into your Crusade Roster if it keeps being Promoted.

Promotions & Ranks

When a unit is Promoted, it retains its previous Rank, though any XP it has earned are lost.

Promoting a Unit into Another Unit

Whenever a unit is given the Field Requisition Requisition, the unit's Crusade Card is removed from your Crusade Roster and a new one is created for the appropriate unit, following the chart found in the relevant Faction Promotion Tree; Promotion Trees for additional Factions will be added over time. A full explanation on the prerequisites for this Requisition can be found in the Requisitions section. This new Crusade Card is created with no XP, but retains the same Rank, Battle Traits, Battle Scars, and Relics of the previous unit.

Promoting a Unit into an Independent Character

Whenever a unit is given the Field Requisition Requisition, and the selected Promotion is one that creates a unit of a single model with an Independent Character, the process of Promotion varies slightly. It is assumed this Promotion instead represents a single model in the unit being elevated to a command position. The original unit's Crusade Card remains the same and does not change in any way. A new Crusade Card is created with no XP, but retains the same Rank, Battle Traits, Battle Scars, Relics, and other accumulated effects of the previous unit.

This means you will have your original Crusade Card that was being promoted, and a brand new Crusade Card for the new Independent Character you have Promoted for one of the lucky models in the unit into (this does not change the original unit's Unit Composition, however).

Promoting into Legion Specific Units

Most legions and armies gain access to unique and specific variations of units. Unless specifically called out, a unit may not be promoted to a unit with a fixed version of the Legiones Astartes (X) Special Rule. However, any unit with a fixed version of the Legiones Astartes (X) Special Rule may always be promoted to a Legion Centurion (of any variant).

Relics

Every player starts off with a capacity of zero Relics. This can be increased throughout a Crusade Campaign by purchasing the Access the Armoury Requisition, or through other Campaign effects. This indicates the maximum number of units that you can have in your Crusade Roster with a Relic. When you generate a Relic, you may select any Relic from the tables presented in this section. There are three different tables which have specific Rank limitations, meaning only a unit with the specified Rank or higher can be equipped with them. In addition, Relics increase the unit they are equipped to's Crusade Rating. These Rank limits and Crusade Rating increases are as follows:

- **Tier 1 Relics:** Blooded or higher Rank, +1 Crusade Rating
- **Tier 2 Relics:** Battle-Honoured or higher Rank, +2 Crusade Rating
- **Tier 3 Relics:** Heroic or higher Rank, +3 Crusade Rating

A Relic may only be given to a unit with a Crusade Card in your Crusade Roster that has achieved the minimum required Rank. One model in the unit must designated as the 'Relic Carrier'. Whilst the Relic Carrier is alive, all models in the unit they are part of gain all the benefits, effects, and penalties of the Relic. If the model holding a Relic is an Independent Character that joins another unit during the game, that unit will gain the benefits, effects, and penalties of that Relic as well.

The cost of each Relic reflects the points cost of fielding that Relic in any game, and is taken in the same manner as standard wargear options. Any unit equipped with a Relic increases their Crusade Rating based on the tier of the Relic (This does not affect the Crusade Rating of a unit with if they are joined by a different unit during a game).

Once a unit has been given a Relic, they may choose to remove it at any time before a battle, but the cost and Crusade Rating of the unit must be adjusted accordingly if a Relic is removed from them. A unit cannot be given a Relic during a battle.

A unit may only ever be equipped with a single Relic at any time.

Tier 1 Relics

Relic	Points Cost	Relic Effects
Blessing of the Omnissiah	**+20 points**	The Relic Carrier gains the Cybertheurgist Sub-type, but must take any Cybertheurgy checks at a Leadership Characteristic of 7, regardless of their own Leadership Characteristic or any other Special Rules that would modify their Leadership Characteristic. If the model already possessed the Cybertheurgist Sub-type, it may ignore the Leadership Characteristic limitation stated above, and may re-roll any failed Cybertheurgy checks instead.
Forbidden Tome	**+20 points**	The Relic Carrier gains the Psyker Sub-type, but must take any Psychic checks at a Leadership Characteristic of 7, regardless of their own Leadership Characteristic or any other Special Rules that would modify their Leadership Characteristic. If the model already possessed the Psyker Sub-type, it may ignore the Leadership Characteristic limitation stated above, and may re-roll any failed Psychic checks instead.
Coolant Injectors	**+20 points**	All models in a unit equipped with this Relic gain a 4+ Invulnerable Save against any Wounds suffered due to the effects of the Gets Hot Special Rule.
Artificer Weapon	**+20 points**	Select a single weapon the Relic Carrier is equipped with at the start of the battle. Any to-Hit rolls of 6 with that weapon cause an additional automatic Hit to be inflicted with the same profile and Special Rules as the original Hit. This effect is not applied to attacks made as a Snap Shot, or against any target that would cause you to hit on a D6 roll of a 6 in the Assault phase.
Strands of Fate	**+30 points**	A unit equipped with this Relic gains three Crusade Blessings. These Crusade Blessings are not counted toward your total available Crusade Blessings, but may only be applied to the unit equipped with this Relic.
Sensorium Suite	**+30 points**	A unit equipped with this Relic may make a single additional Reaction once per turn, in any phase the Controlling Player chooses, without consuming a point of that player's Reaction Allotment. This does not allow a unit to React more than once in the same phase, or allow a unit which ordinarily may not React to React.

Tier 2 Relics

Relic	Points Cost	Relic Effects
Phantom-Pattern Jump Pack	+25 points	This Relic may only be equipped by a Relic Carrier which has the Independent Character Special Rule. The Relic Carrier cannot use any effects or abilities provided by this Relic if they join another unit, or if they are part of a unit comprised of more than one model. At the start of the Controlling Player's Movement phase, or when this unit is set up as part of a Deep Strike Assault, a Relic Carrier equipped with a Phantom-Pattern Jump Pack Relic may set their Movement Characteristic to 16 for the duration of the Controlling Player's turn (this is referred to as 'activating' the Jump Pack). A Relic Carrier equipped with a Phantom-Pattern Jump Pack Relic also gains the Bulky (2), Deep Strike, and Hammer of Wrath (1) Special Rules - if the Relic Carrier already has the Bulky (2) Special Rule, they gain the Bulky (3) Special Rule instead. In addition, the unit may move over Impassable Terrain, vertical terrain, or friendly and enemy models without penalty while using the Jump Pack, but may not end their movement within Impassable Terrain or within 1" of any friendly or enemy models from another unit. If the unit ends or begins their movement within Dangerous Terrain they must take a Dangerous Terrain Test when using the jump pack, and treat all Difficult Terrain as Dangerous Terrain. A Relic Carrier equipped with a Phantom-Pattern Jump Pack Relic deployed as part of a Deep Strike Assault is considered to have activated it on the turn that they enter play. Enemy units may not make any Reactions during the Assault phase against a model equipped with a Phantom-Pattern Jump Pack Relic, unless the enemy unit contains at least one model with the Primarch Unit Type.
Weapon Overcharger	+25 points	Once per game, a unit equipped with this Relic may select one of the following benefits, though any attacks made by weapons benefiting from either of these effects gains the Gets Hot Special Rule for that attack only. If the weapon used already had the Gets Hot Special Rule from any other source, they will suffer the effects of the Gets Hot Special Rule on on a roll of a 1 or 2 instead. The benefits are as follows: **Ranged:** This benefit may be selected whenever a unit containing a Relic Carrier declares a Shooting Attack (including as part of a Reaction), before any to-Hit rolls are made. All weapons in the unit increase their Strength by +1 for the duration of that Shooting Attack. **Melee:** This benefit may be selected at the start of the fight sub-phase, before a unit containing a Relic Carrier makes any to-Hit rolls. All weapons in the unit increase their Strength by +1 for the duration of that Fight Sub-phase.
Phase Walker	+20 points	This Relic may only be equipped by a Relic Carrier which has the Independent Character Special Rule. The Relic Carrier cannot use any effects or abilities provided by this Relic if they join another unit, or if they are part of a unit comprised of more than one model. At the start of any of the Controlling Player's turns, a Relic Carrier equipped with this Relic may choose to redeploy themselves as if they had just arrived via a Deep Strike Assault. This does not affect any other units arriving via a Deep Strike Assault, and a Disordered Assault roll is not made for this unit. When using this Relic's effects, after the model has been placed, the Controlling Player must draw a straight line from the starting point of the model and its final position (after final placement has been determined if a Deep Strike Mishap occurred). For every piece of terrain that the line crosses, the Relic Carrier must pass a Dangerous Terrain test. These cannot be automatically passed by any means. Enemy units may not make an Interceptor Advanced Reaction during the Movement phase against a model equipped with a Phase Walker Relic, unless the enemy unit contains at least one model with the Primarch Unit Type.

Tier 2 Relics (continued)

Relic	Points Cost	Relic Effects
Sentinel Array	+30 points	A unit equipped with this Relic may not declare any Reactions other than the Overwatch Reaction or Interceptor Advanced Reaction - but these Reactions do not consume a point of the Reactive Player's Reaction Allotment. Whenever a unit equipped with this Relic and composed entirely of models with the Vehicle Unit Type makes a Shooting Attack as part of an Interceptor Advanced Reaction, they may fire all of their weapons, including Battle Weapons they are equipped with, as part of the Interceptor Advanced Reaction. Whenever a unit equipped with this Relic declares a Shooting Attack at an enemy unit which is more than 24" from them, the Controlling Player must resolve that Shooting Attack as a Snap Shot. Weapons with the Blast Special Rule fired at a target within this range that then scatter beyond 24" are not affected. Weapons with the Heavy Beam Special Rule fired as a Reaction inflict 2D6 hits on the targeted unit only, but may still hit targets beyond the maximum range of 24" imposed by this Relic if their range exceeds this when making Shooting Attacks normally.
Cloaking Field	+20 points	A unit equipped with this Relic may choose to activate it during their Controlling Player's Movement phase (even after the unit has moved or Disembarked this turn, but as long as it has not Run). Once activated, the unit may not move, Run, make a Shooting Attack, Charge, or declare any Reactions. This effect ends at the start of the Controlling Player's following turn, but may be activated again during any of the Controlling Player's Movement phases. Whilst this Relic is activated, all enemy units further than 12" away from a unit equipped with this Relic may only resolve Shooting Attacks, Psychic Weapons, or Cybertheurgic Powers that roll to hit as Snap Shots. Enemy units may still declare Charges against a unit with this Relic as normal, though they must first pass a Leadership test. If they fail, the unit makes a Surge move as though it did not successfully reach the unit equipped with the Relic.
Aegis Invictus	+20 points	A unit equipped with this Relic may choose to activate it at the start of any of their Controlling Player's turns. Whilst this Relic is activated, the Relic Carrier may not make any Shooting Attacks (but may still use abilities that replace Shooting Attacks, such as Cybertheurgic Powers) or attack in Combat (note that this does also prevent them from issuing or accepting Challenges for any reason). Once activated, all models in a unit equipped with this Relic gain a 5+ Invulnerable Save against all Shooting and Melee Attacks. This effect lasts until the start of the Controlling Player's following turn, unless the bearer is slain - at which point the effects of this Relic immediately ends.

Tier 3 Relics

Relic	Points Cost	Relic Effects
Daemonblade	**+50 points**	This Relic may only be equipped by a Relic Carrier which has the Independent Character Special Rule, and either the Infantry or Cavalry Unit Type, as well as the Traitor Allegiance. The Relic Carrier is equipped with a Daemonblade, with the following profile: **Weapon** / **Range** / **Str** / **AP** / **Type** Daemonblade / - / +1 / 2 / Melee, Specialist Weapon, Rending (5+), Murderous Strike (5+), Possessed **Possessed:** Before resolving any attacks with this weapon, the Controlling Player must roll a D6. On a roll of a 1, the Relic Carrier suffers a Wound with no Saves or Damage Mitigation Rolls of any kind allowed, and may not fight in the Combat Sub-phase. On a roll of a 2+, the bearer gains a number of bonus attacks equal to the D6 roll.
Fulgurite Shard	**+50 points**	This Relic may only be equipped by a Relic Carrier which has the Independent Character Special Rule, and either the Infantry or Cavalry Unit Type, as well as the Loyalist Allegiance. The Relic Carrier is equipped with a Fulgurite Shard, with the following profile: **Weapon** / **Range** / **Str** / **AP** / **Type** Fulgurite Shard / - / +1 / 1 / Melee, Two-Handed, Rending (5+), Murderous Strike (5+), Sanctified **Sanctified:** Before resolving any attacks with this weapon, the Relic Carrier must take a Toughness Characteristic Test. If failed, the Relic Carrier suffers a Wound with no Saves or Damage Mitigation Rolls of any kind allowed, and may not fight in the Combat Sub-phase. Whenever any Wounds from this weapon are allocated to models with the Daemon Unit Type or Corrupted Sub-type, those Wounds gain the Brutal (3) Special Rule.
Life Eater Particle	**+50 points**	This Relic may only be equipped by a Relic Carrier which has the Independent Character Special Rule, and the Infantry Unit Type. The Relic Carrier is equipped with a Life Eater Particle, with the following profile: **Weapon** / **Range** / **Str** / **AP** / **Type** Life Eater Particle / - / 2 / 1 / Assault 1, Large Blast (5"), One Use, Lingering Death, Instant Death, Fleshbane, Life Eater, Shattered Casing **Life Eater:** A model equipped with a weapon with this Special Rule may make an Attack in the Combat Sub-phase instead of making their normal attacks. If used, the model makes a single attack at their normal Initiative Characteristic (including any modifiers). Place the Large Blast (5") Blast Marker anywhere within 4" of the Relic Carrier. The template may not be placed so that it covers any friendly models. Roll to hit against the majority Weapon Skill Characteristic of the enemy unit you are in Combat with. On a successful to-Hit roll, the template remains where it is. On a miss, roll the Scatter dice and flip the template over in the direction shown if an arrow result is rolled (re-roll the Hit symbol if needed until an arrow is shown). **Shattered Casing:** If the Relic Carrier is killed before this relic is used, immediately resolve a single Attack from this weapon with the profile listed above, with the Large Blast (5") template centered on the bearer's final position. Do not scatter this template. The Relic Carrier must take an Out of Action test, with a -1 modifier to the D6 roll for determining the result. This Relic does not count as destroyed once used (it is assumed you utilized only a small sample of the Life Eater Virus from a much larger supply) and your Opponent cannot claim this Relic if the Relic Carrier suffers a Fatality result.

Tier 3 Relics (continued)

Relic	Points Cost	Relic Effects
Dissonation Field	**+40 points**	Once per game, a Relic Carrier equipped with this Relic may choose to activate it at the start of any of their Controlling Player's turns. Once activated, all models (friend or foe) within 12" of the Relic Carrier reduce their Invulnerable Saves by -2 (an Invulnerable Save of 4+ becoming a 6+, and an Invulnerable Saves of a 5+ or 6+ being removed entirely).
Void Shield Projector	**+50 points**	The Relic Carrier gains the Void Shields (2) Special Rule. This Relic has an area of effect equal to a Large Blast (5") template, centered on the Relic Carrier. Any Shooting Attacks that originate from outside the protected area and hits a target inside it instead hits the Void Shields. When rolling to penetrate the Void Shields provided by this Relic, once the Void Shields are expended, a roll should be made on the Vehicle Damage Table. All results except Explodes! should be ignored, though a result of Explodes! indicates a Catastrophic Overload. In this instance, an attack should be resolved against the Relic Bearer, with the following profile - the Blast Template should be centered on the bearer, and does not scatter: **Weapon** / **Range** / **Str** / **AP** / **Type** Catastrophic Overload / - / 6 / 4 / Heavy 1, Large Blast (5"), Pinning
Bio-Nanite Host	**+50 points**	This Relic may only be equipped by a Relic Carrier which has the Independent Character Special Rule. The Relic Carrier gains the Eternal Warrior and Feel No Pain (5+) Special Rules, and modifies any Out of Action test rolls they are required to take by +1, to a maximum value of a 6 (a roll of 1 becoming a 3, and so on).

Missions

When playing games in a Crusade Campaign, players are free to use any missions you wish from any publication or source. When any mission without a specified set of Crusade Rewards is used, the tables found in the Crusade Rewards section should be used to determine what rewards are available to both the winner and loser of the Crusade game. In addition, there are two specifically written missions for Crusade included in this section. These missions have tailored rewards which affect progression in a Crusade Campaign.

Maximum Points Values in Crusade Missions

The maximum points value in any game is determined by both players agreeing on a specified points value. However, if one player cannot field a force of a certain size (even with the assistance of Reserve Points) then the maximum points limit of the game must be reduced to accommodate.

For example, a player with a maximum Supply Limit of 800 points in their Crusade Roster has access to a Reserve Points budget of 600 points. This means they can field, at most, a 1400 points force. They cannot participate in a game of 2000 points, unless they convince a friend to play alongside them as their ally with 600 points from their own force.

Crusade Rewards

If you are playing a Crusade Battle using a mission that does not have specific Crusade Rewards, players may generate a Crusade Reward from the tables below labelled Crusade Rewards - Game Winner, and Crusade Rewards - Game Loser, respectively. Both the Winner and Loser of a Crusade Battle may generate a Reward, from the appropriately marked table.

Crusade Rewards - Game Winner

D6	Crusade Reward
1	The Winner gains +1 RP, in addition to any others they have accumulated during the game.
2	The Winner gains +1 RP, in addition to any others they have accumulated during the game.
3	The Winner gains +2 RP, in addition to any others they have accumulated during the game.
4	The Winner gains +1 RP, in addition to any others they have accumulated during the game, and may select a one additional unit to be Marked for Greatness.
5	The Winner gains +2 RP, and may gain another +1RP if their Warlord was not removed as a casualty during the game, in addition to any others they have accumulated during the game.
6	The Winner gains +1 RP for each Objective Marker they controlled at the end of the game, in addition to any others they have accumulated during the game. If Objective Markers were not used in the game, the Winner gains +2RP instead.

Crusade Rewards - Game Loser

D6	Crusade Reward
1	The Loser gains no Crusade Reward.
2	The Loser gains no Crusade Reward.
3	The Loser may select one additional unit to be Marked for Greatness.
4	The Loser may gain +1RP if their Warlord was not removed as a casualty during the game, in addition to any others they have accumulated during the game.
5	The Loser gains +1 RP, in addition to any others they have accumulated during the game, for each Objective Marker they controlled at the end of the game. If Objective Markers were not used in the game, the Loser gains +2RP instead.
6	The Loser gains +2 RP, in addition to any others they have accumulated during the game.

Multiplayer Battles & Crusade Rewards

If a player is playing a Crusade Battle alongside a fellow team member against an opponent (or multiple opponents), then every player on each side gains the Crusade Rewards rolled for or specified by the mission - no splitting of rewards is required, but players may donate their rewards to their teammate(s) in any combination or amount if they wish, and a team rolls only once to determine their Crusade Rewards.

For example, two Loyalist players play against two Traitor players in a game using the mission 'Strategic Gambit'. The Loyalists achieve victory, and so each Loyalist player in the game would gain +2 RP, and may select two of their own units to be Marked for Greatness; alternatively, a player may choose to gift some of their winnings to their teammate, or Mark for Greatness one unit of their own, and one of their teammates - meaning their teammate would have three units Marked for Greatness!

Mission 1
King of the Hill

"I understand you want to claim this planet for your own. You are welcome to try and take it from me."

Warsmith Hesteriax, Commander of the 28th Grand-Company, Iron Warriors

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, Deployment Maps should be determined and all scenery should be set up, except Fortifications included as part of any army.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
This mission's victory conditions are achieved by taking control of a key point and denying it to the enemy.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
King of the Hill: Before the game begins, a single Objective Marker must be placed at the centre of the battlefield.

At the end of the game, players score Victory Points for each Scoring unit with at least one model within the distances specified below:
- **0"- 6" from the Objective Marker:** +5 Victory Points
- **6"- 12" from the Objective Marker:** +3 Victory Points
- **12"- 24" from the Objective Marker:** +1 Victory Point

If a Scoring unit has models in multiple range brackets, use the range bracket with the majority of models in it when calculating Victory Points. If a Scoring unit is evenly placed between multiple range brackets, the unit's Controlling Player may choose which range bracket the unit counts as being in.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

Last Man Standing*: The side with the greatest number of surviving units at the end of the game gains +D3 Victory Points.

**Note that the rewards for this Secondary Objective are intentionally greater than normal.*

Mission Special Rules
- Reserves
- Night Fighting

Crusade Rewards
The player with a Scoring unit closest to the Objective Marker receives an additional +1 RP. The other player may select one additional unit to be Marked for Greatness.

Mission 2
Strategic Gambit

"In a battle such as this, deception is half the fight."

Unknown Mechanicum Magos Prime

The Armies
For this mission, all players select armies using the standard Horus Heresy – Age of Darkness rules and any one Force Organisation chart of each player's choice, to an agreed points limit.

Setting Up The Game
Before any models are deployed, Deployment Maps should be determined and all scenery should be set up, except Fortifications included as part of any army.

Deployment
To determine deployment order, the players roll off.
The winner may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The Player who deployed first has the first turn, unless their opponent can Seize the Initiative.

Game Length
This mission lasts for six turns.

Victory Conditions
This mission's victory conditions are achieved by careful deception of the enemy to claim a set of key points that matter to each player.

At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
A Risky Gamble: After Deployment Zones have been chosen, but before any models are Deployed, the players must take turns placing a total of six Objective Markers on the board. The player who is determined to be the Attacker places the first Objective Marker. The Objective Markers must be placed into No Man's Land.

At the start of the first Game Turn, both players must secretly pick one Objective Marker (they may end up picking the same marker without realising it!).

At the end of the game, both players reveal their chosen Objective Marker. Each side scores Victory Points if they have any scoring units within range of any objective marker based on the following criteria:
- **Objective Marker Chosen by Both Players:** +5 Victory Points
- **Objective Marker Chosen by One Player:** +2 Victory Points
- **Objective Marker Chosen by Neither Player:** +1 Victory Point

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains +1 Victory Point. If that Warlord was also a Primarch choice, then an additional +1 Victory Point is scored.

The Final Deception: After Victory Points have been scored for the Primary Objectives, a D6 should be rolled. Whichever Objective Marker corresponds to the result rolled is worth an additional +5 Victory Points to the player that controls it.

Mission Special Rules
- Reserves
- Night Fighting

Crusade Rewards
Both players receive an additional +2 RP. The Winner may select an additional unit to be Marked for Greatness.

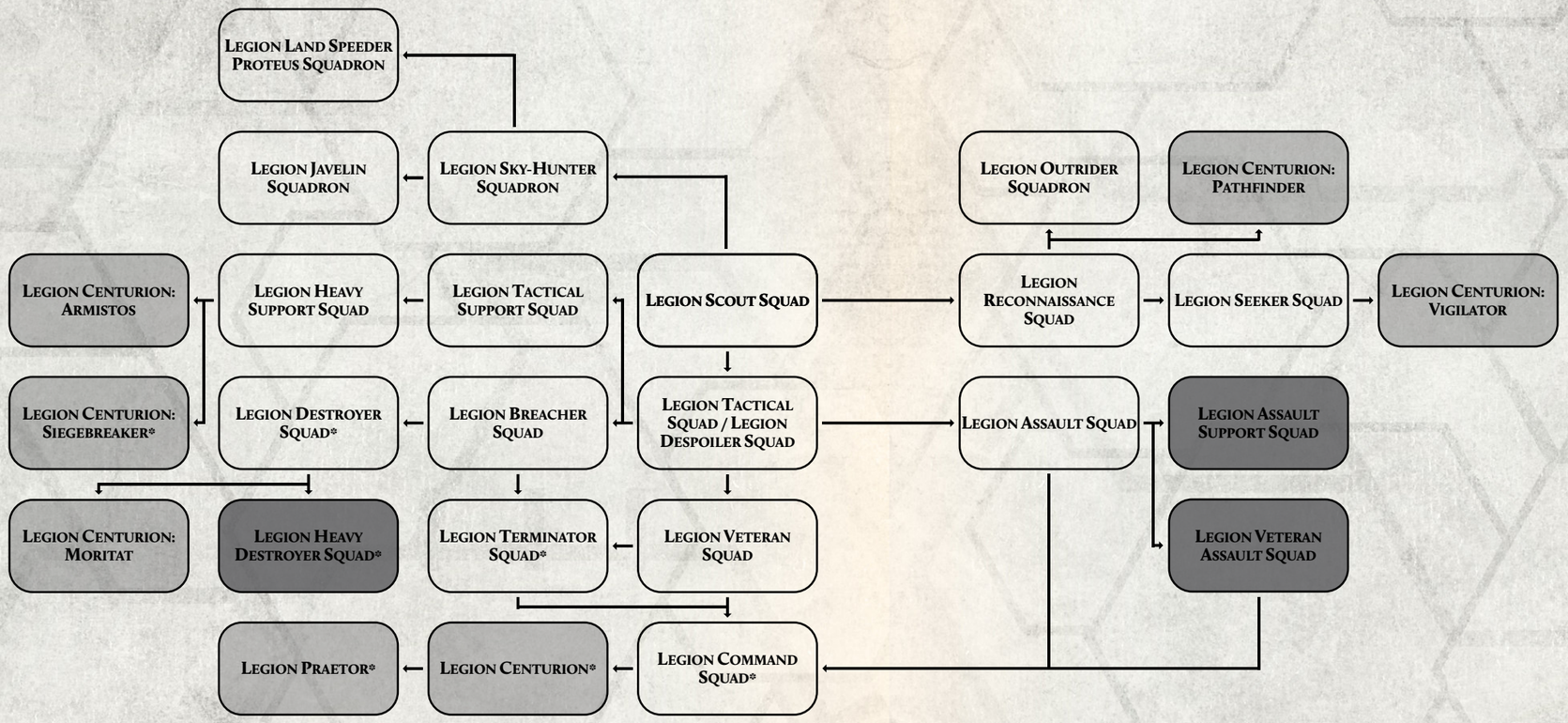
Promotion Tree: Legiones Astartes

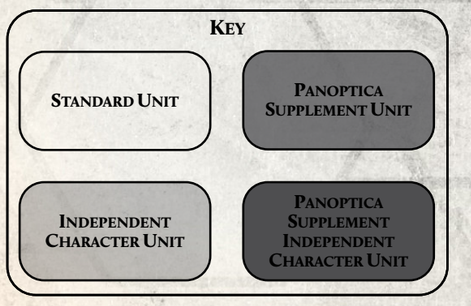
The below Promotion Tree shows how each Legiones Astartes unit is affected by the Field Promotion Requisition, and shows which units can be Promoted into what. If a unit is not shown on the Tree below, it cannot be Promoted - and once Promoted to a new unit, the effects cannot be reverted.

The key below helps explain the colouration of the symbols found on the Promotion Tree.

Any unit marked with a * has several variations of itself available - such as a Legion Terminator Cataphractii Squad and a Legion Terminator Tartaros Squad, or a Legion Mortalis Destroyer Squad and a Legion Destroyer Assault Squad - and so, if marked in this way, it is assumed one of the applicable units must be selected during the Promotion process.

If an Independent Character is shown with a Specialisation named on its symbol, this means that Specialisation must be selected for a unit Promoted in that way.



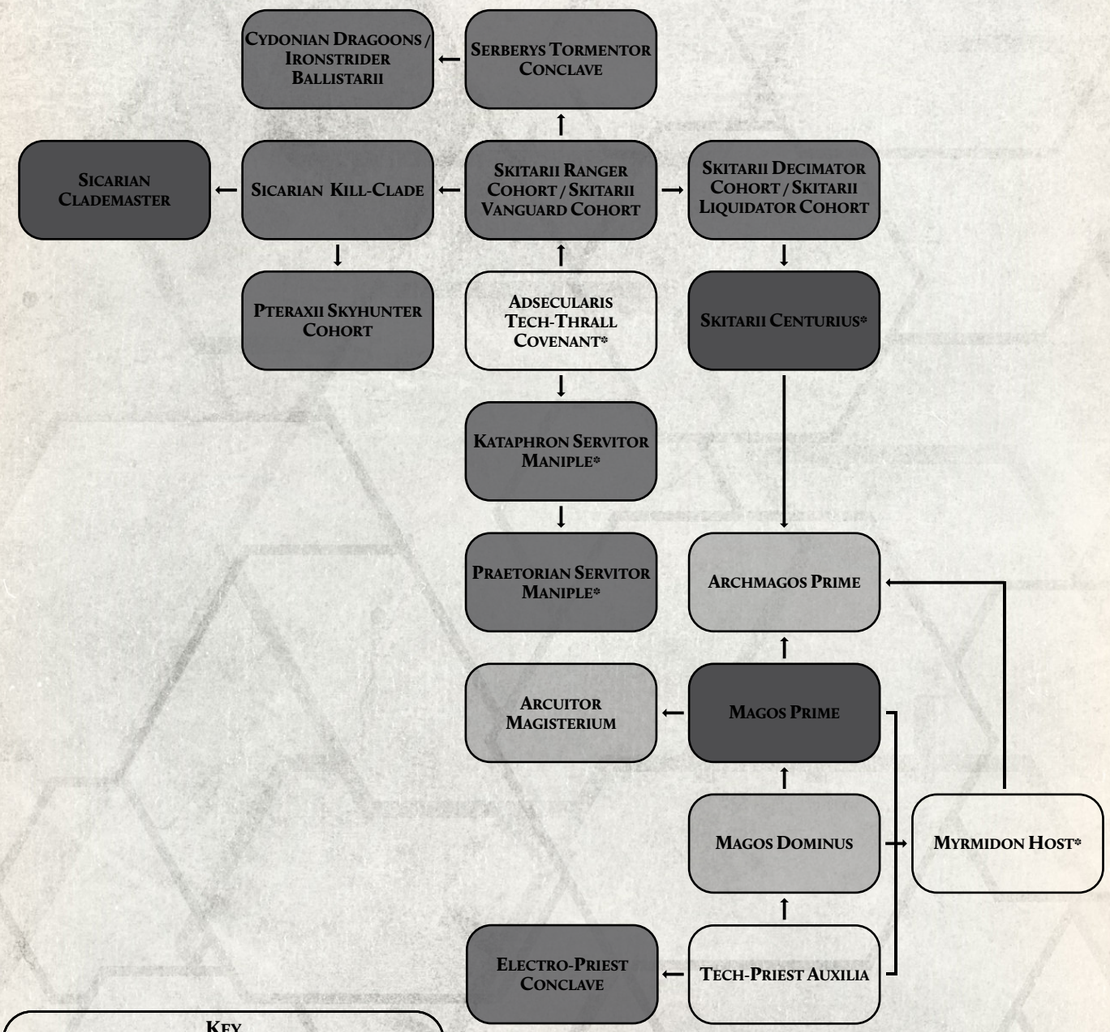


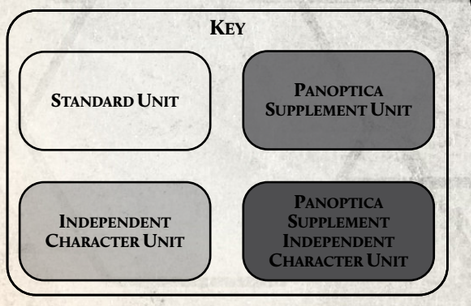
Promotion Tree: Mechanicum

The below Promotion Tree shows how each Mechanicum unit is affected by the Field Promotion Requisition, and shows which units can be Promoted into what. If a unit is not shown on the Tree below, it cannot be Promoted - and once Promoted to a new unit, the effects cannot be reverted.

The key below helps explain the colouration of the symbols found on the Promotion Tree.

Any unit marked with a * has several variations of itself available - such as an Adsecularis Tech-Thrall Covenant or Adsecularis Tech-Thrall Certus Covenant, or a Kataphron Breacher Servitor Maniple or Kataphron Destructor Servitor Maniple - and so, if marked in this way, it is assumed one of the applicable units must be selected during the Promotion process.

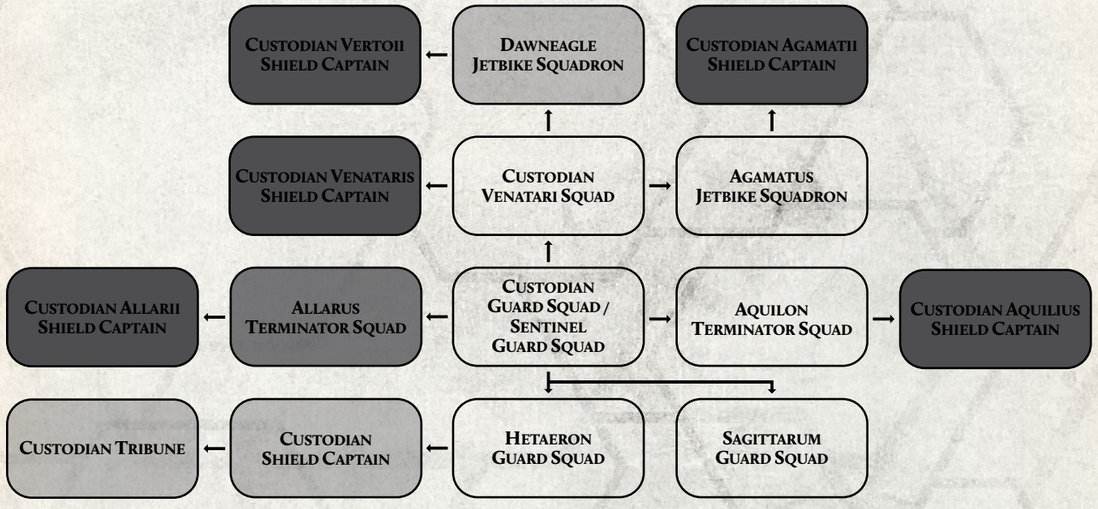


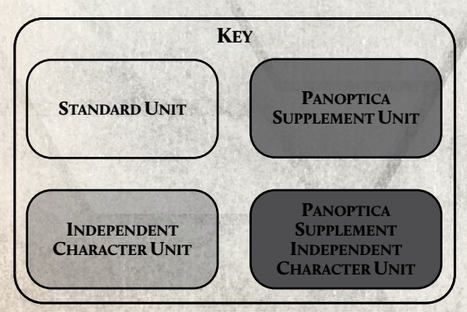


Promotion Tree: Legio Custodes

The below Promotion Tree shows how each Legio Custodes unit is affected by the Field Promotion Requisition, and shows which units can be Promoted into what. If a unit is not shown on the Tree below, it cannot be Promoted - and once Promoted to a new unit, the effects cannot be reverted.

The key below helps explain the colouration of the symbols found on the Promotion Tree.

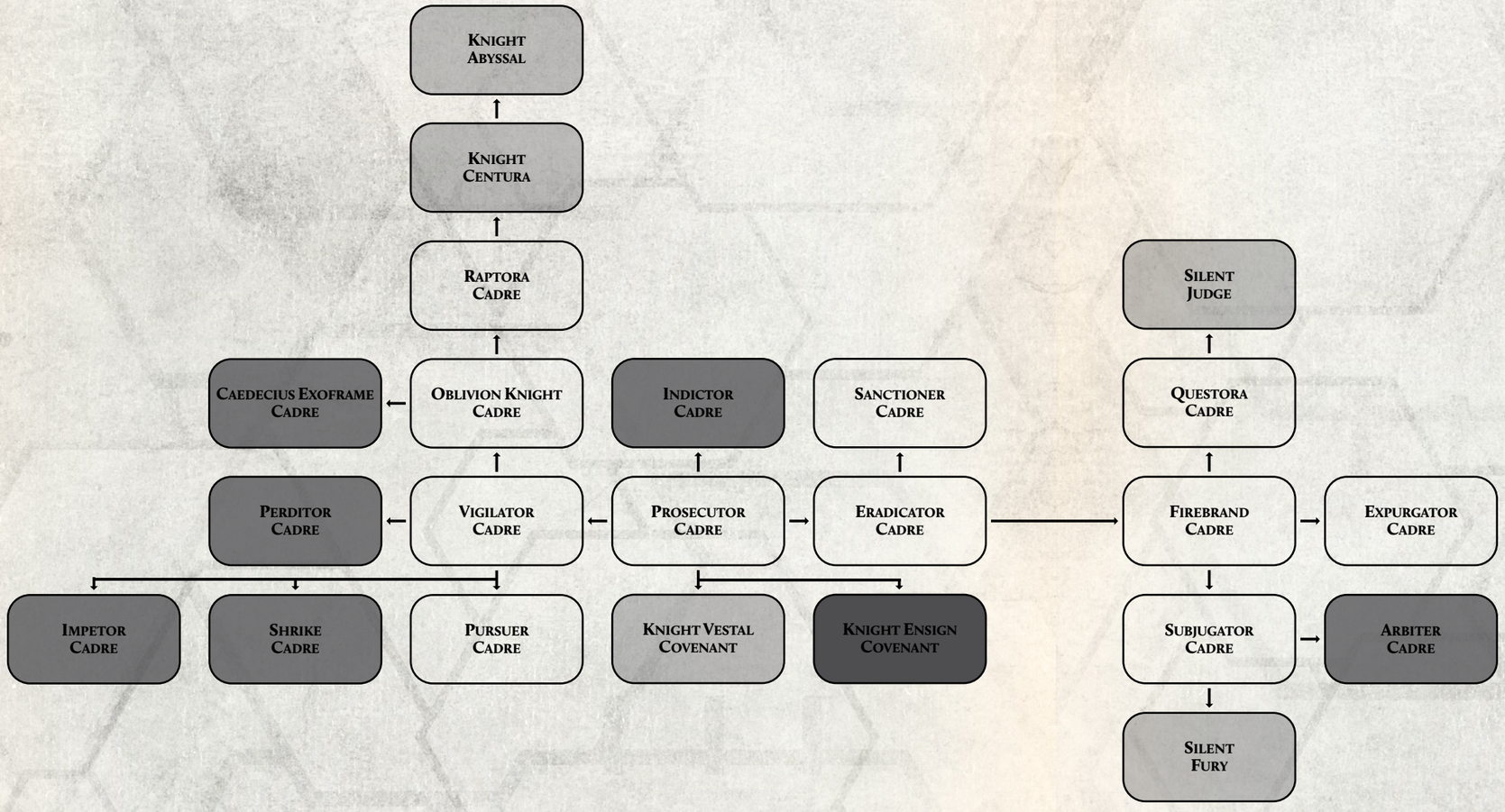


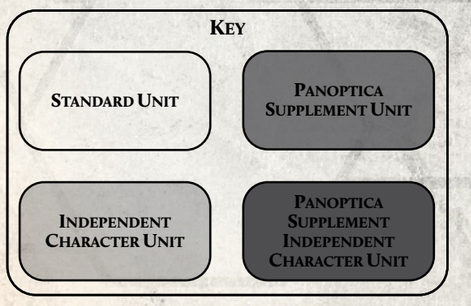


Promotion Tree: Sisters of Silence

The below Promotion Tree shows how each Sisters of Silence unit is affected by the Field Promotion Requisition, and shows which units can be Promoted into what. If a unit is not shown on the Tree below, it cannot be Promoted - and once Promoted to a new unit, the effects cannot be reverted.

The key below helps explain the colouration of the symbols found on the Promotion Tree.

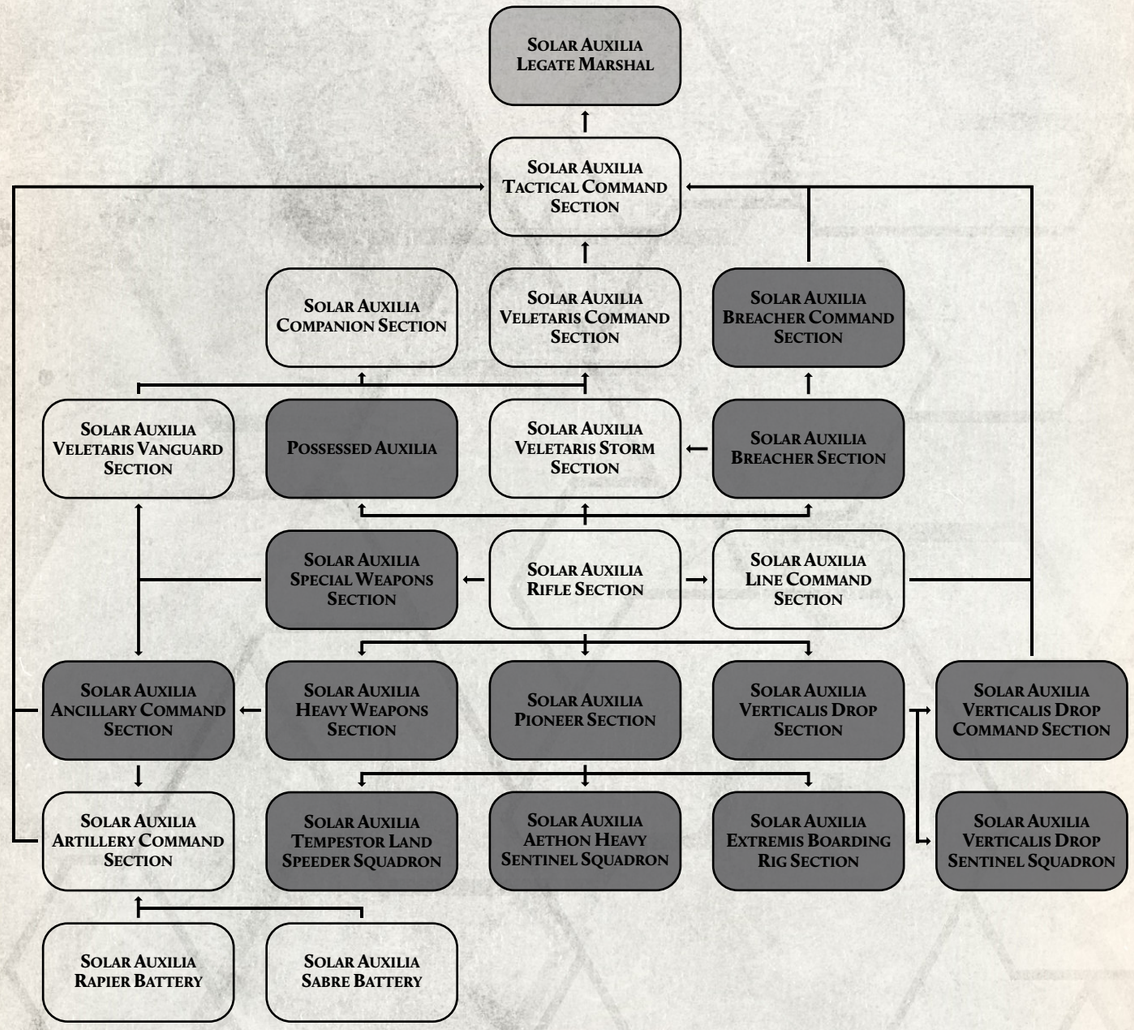


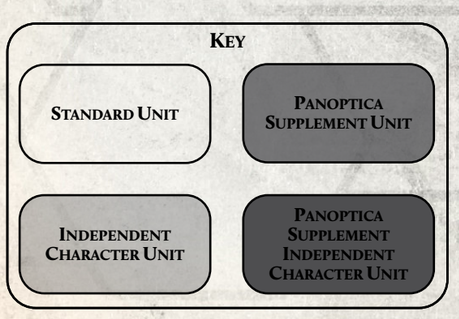


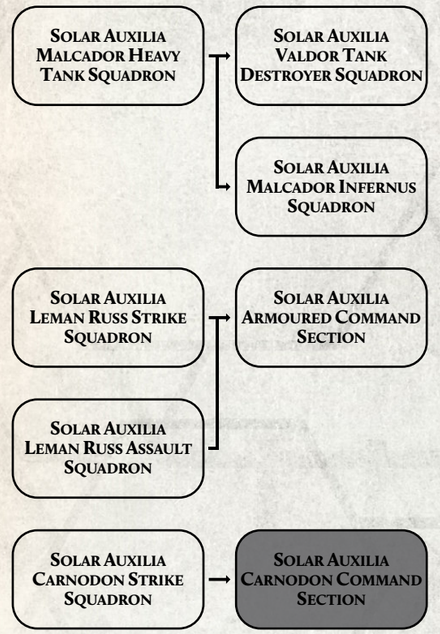
Promotion Tree: Solar Auxilia

The below Promotion Tree shows how each Solar Auxilia unit is affected by the Field Promotion Requisition, and shows which units can be Promoted into what. If a unit is not shown on the Tree below, it cannot be Promoted - and once Promoted to a new unit, the effects cannot be reverted.

The key below helps explain the colouration of the symbols found on the Promotion Tree.







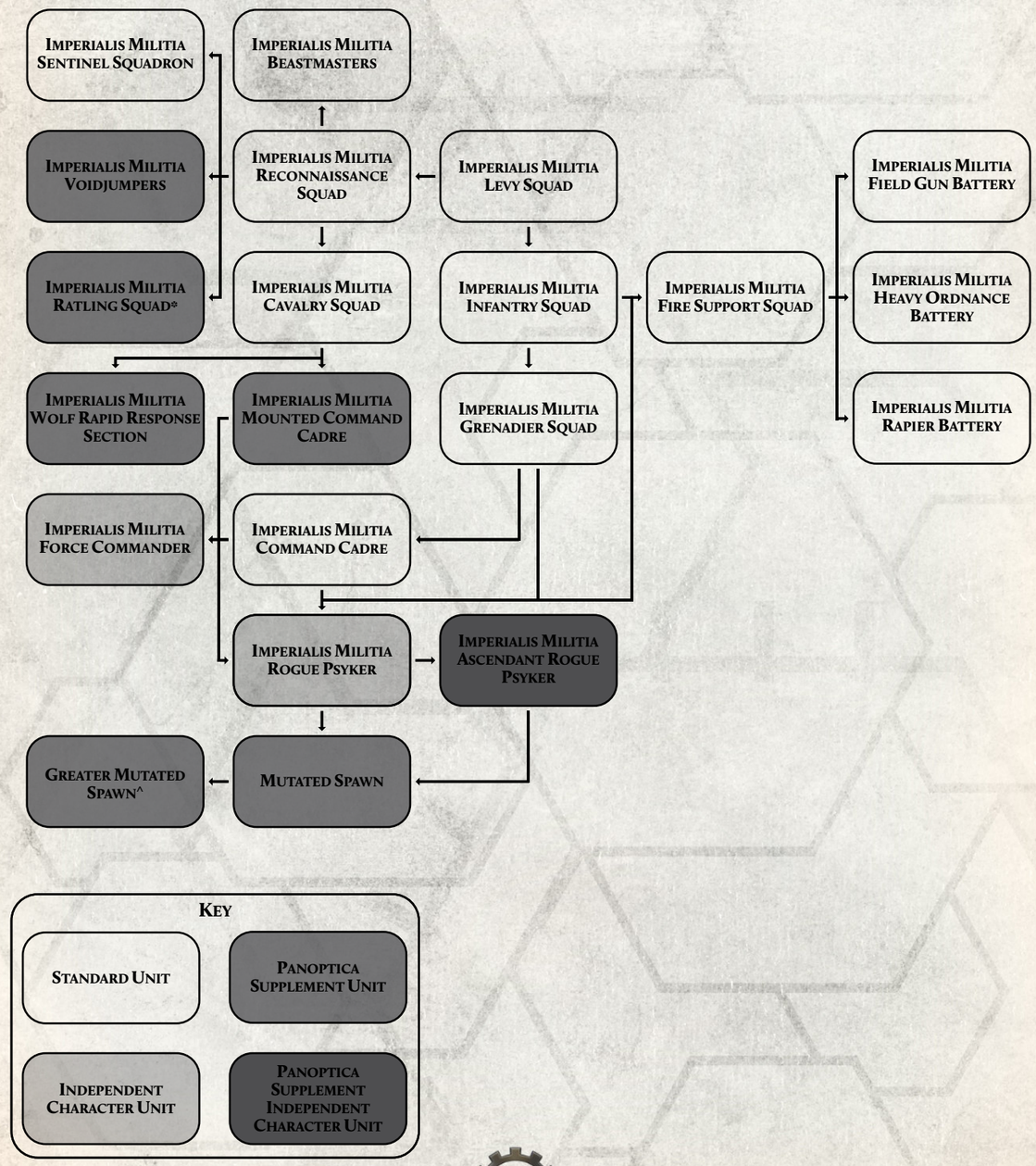
Promotion Tree: Imperialis Militia

The below Promotion Tree shows how each Imperialis Militia unit is affected by the Field Promotion Requisition, and shows which units can be Promoted into what. If a unit is not shown on the Tree below, it cannot be Promoted - and once Promoted to a new unit, the effects cannot be reverted.

The key below helps explain the colouration of the symbols found on the Promotion Tree.

* Imperialis Militia Reconnaissance Squads may only be promoted to Imperialis Militia Ratling Squads in a Crusade Roster which also contains a Force Commander which has selected the Ratling Enclave Provenance of War.

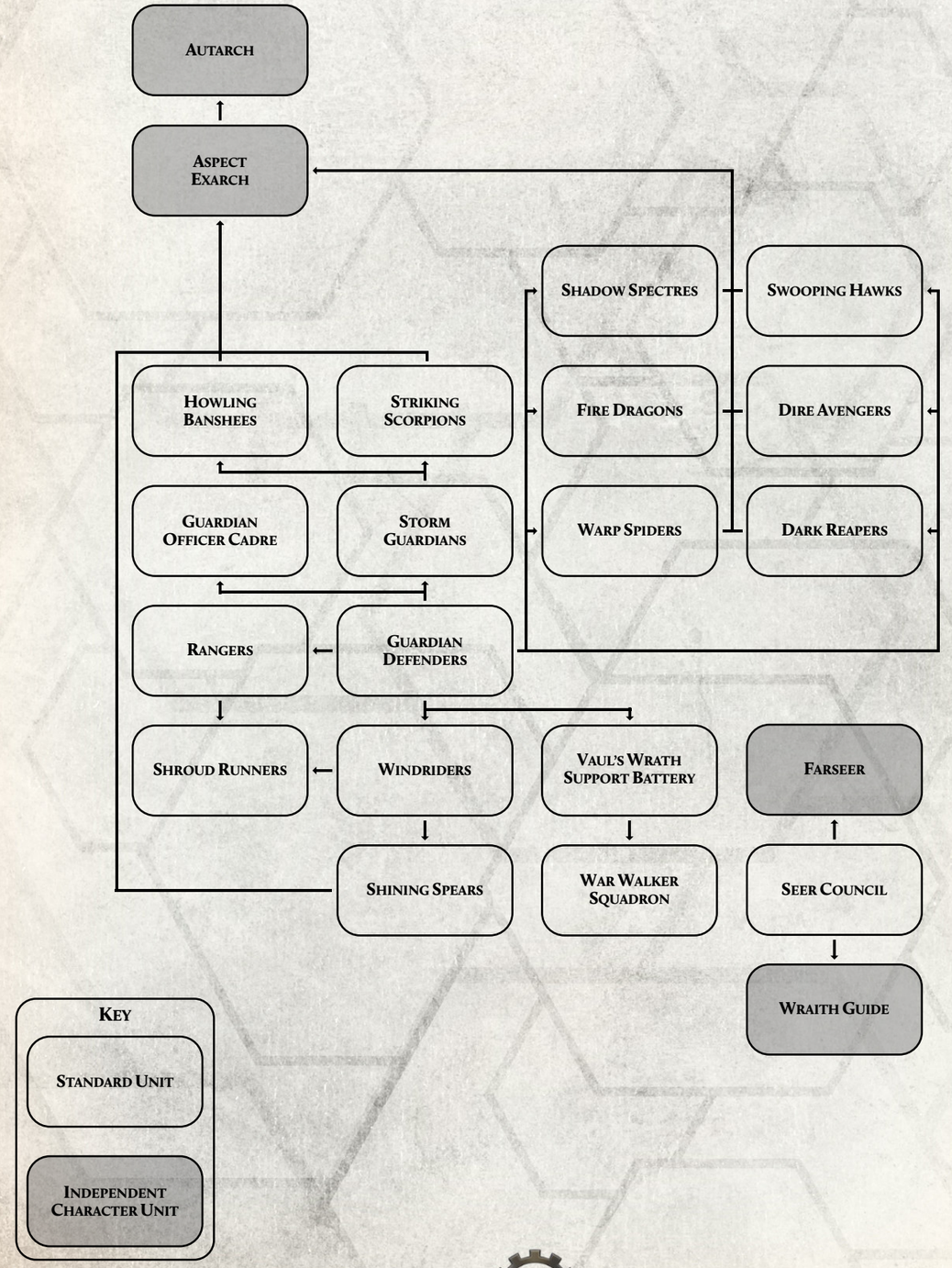
^ Mutated Spawn may only be promoted to Greater Mutated Spawn in a Crusade Roster which also contains a Force Commander which has selected the Tainted Flesh Provenance of War.



Promotion Tree: Asuryani

The below Promotion Tree shows how each Asuryani unit is affected by the Field Promotion Requisition, and shows which units can be Promoted into what. If a unit is not shown on the Tree below, it cannot be Promoted - and once Promoted to a new unit, the effects cannot be reverted.

The key below helps explain the colouration of the symbols found on the Promotion Tree. It should be noted that as this Faction and associated Promotion tree is entirely composed of Panoptica Units, the key has been simplified.



Crusade Roster

Crusade Force Name: _____ Player Name: _____

Crusade Faction: _____ Allegiance: _____

Battles Played: _____ Battles Won: _____

Total Requisition Points: _____ Remaining Requisition Points: _____

Total Supply Limit: _____ Supply Points Used: _____

Crusade Cards in Roster

Unit	Unit Name	Points Value	Crusade Rating
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

Notes:

Crusade Card

Unit Name: _____ Unit Cost: _____

Force Organisation Chart Slot: _____ Crusade Rating: _____

Unit Type: _____ XP: _____

Unit Composition: _____

Current Rank: _____

Previous Highest Rank: _____

Battles Played: _____ Battles Survived: _____

Combat Tally (this battle): _____ Combat Tally (all battles): _____

Agenda 1 Tally: _____

Agenda 2 Tally: _____

Agenda 3 Tally: _____

Agenda 4 Tally: _____

Agenda 5 Tally: _____

Battle Traits: _____

Battle Scars: _____

Relics: _____

Warlord Traits: _____

Specialisations: _____

Notes:

Age of Darkness:
Panoptica FAQs, Errata, and Balance Changes

Introduction

Within this section, you'll find a mixture of FAQs, Erratas, and Balance Changes for the Core Rules for the Horus Heresy, as well as all the Libers, PDFs, and more.

We understand that it can be intimidating to approach such a far-reaching piece of work and understand why we have opted to change things in the ways we have - so, we have included below a brief explanation on what constitutes each of our three categories of change, and why we might assign something to any of them.

FAQ

Any changes designated as "FAQ" are, in our opinion, clarifications of existing functionality to make the intentions clearer and the effects simpler to understand. These are indicated with a Pink Gem.

Errata

Any changes designated as "Errata" are clearly broken or otherwise overlooked rules which needed a refactoring in a simple and approachable manner. These changes will not change the overall function of rules or units, but will ensure no ambiguity or confusion can occur during game play. These are indicated with a Yellow Gem.

Balance Change

Any changes designated as "Balance Changes" are our efforts to make the game more balanced, and ensure fair and fun game play for all. These are indicated with a Blue Gem.

The Horus Heresy: Age of Darkness Allies Matrix

In the Age of Darkness, fraught alliances can be made and broken in the heat of battle. These alliances may, on occasion, involve factions that were not truly partisan in the wider Horus Heresy conflict.

The chart below is intended to replace the ones found in all current publications by Games Workshop, adding new factions and modifying a handful of factions in terms of their relationships with each other. Despite these minor modifications, the chart below still functions as per the rules and allegiance levels found on pages 10, 12, and 13 of the **Horus Heresy: Age of Darkness** Core Rulebook, and this should be consulted to see the benefits and drawbacks applied by any given factions when they are allied together. It is also important to note that some sources, such as Special Rules, Rites of War, and so on, may modify the relationships between any given Factions or Sub-Factions - if this is the case, it will be clearly specified, and the allegiance rulings presented in those locations takes precedence over the chart presented below.

Note that even though there are numerous Sub-Factions in the Age of Darkness which share the same Faction (such as Legio Custodes and Sisters of Silence, or Solar Auxilia and Imperialis Militia), which normally would prevent you from taking them as allies as you cannot select the same faction as your Primary and Optional Detachments, you may still select forces which have different Sub-Factions as allies.

The icons in the chart correspond to the Levels of Allegiance shown in the boxout below:

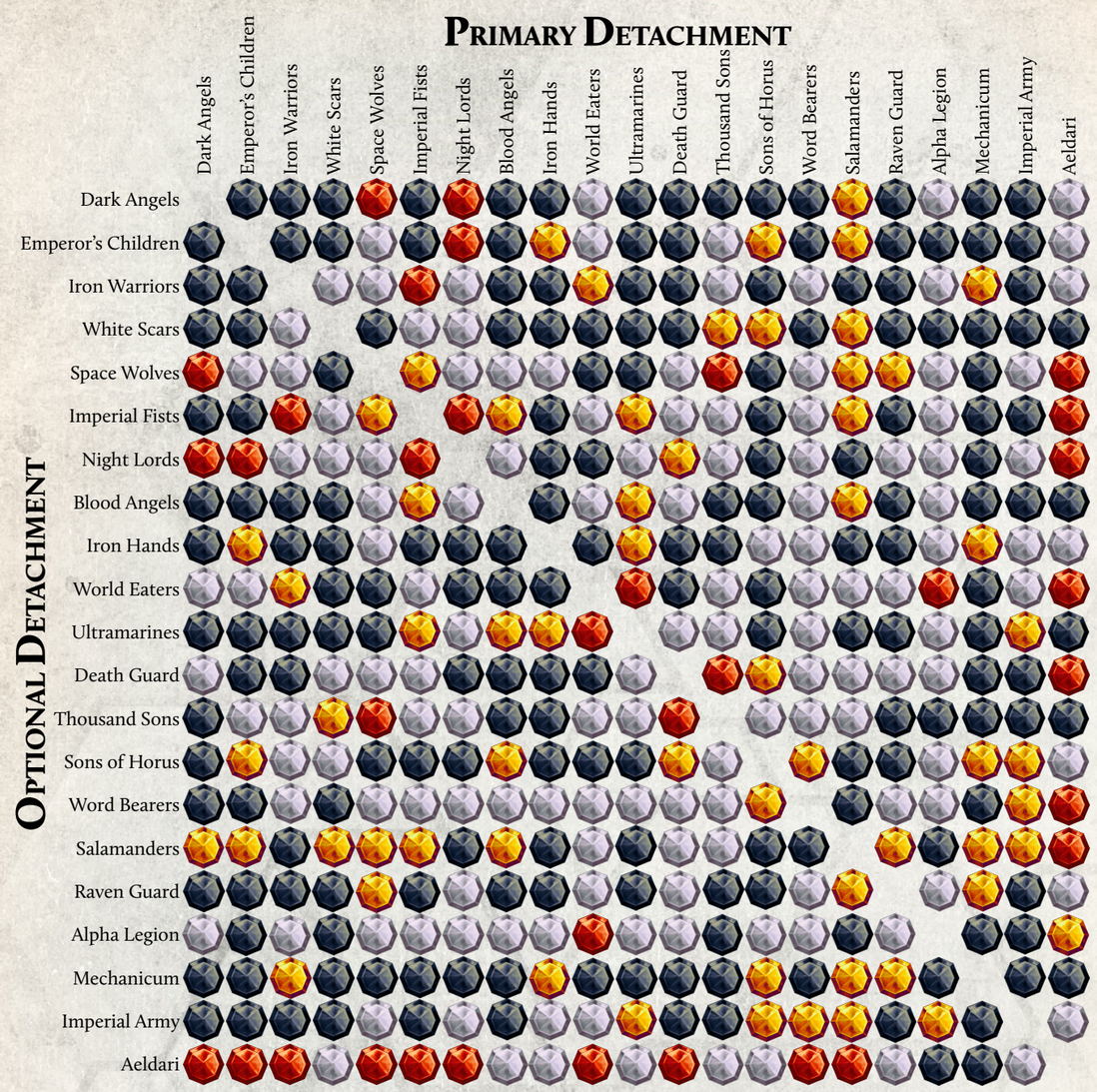
Age of Darkness Levels of Alliance

Sworn Brothers

Fellow Warriors

Distrusted Allies

By the Emperor's (or the Warmaster's) Command



FAQ, Errata, & Balance Changes for The Horus Heresy: Age of Darkness Core Rulebook

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Special Rules Overlap (Various Pages)
FAQ

Occasionally a weapon will have multiple Special Rules which would overlap with each other, for example the the Graviton Gun, which has both the Haywire and Graviton Pulse Special Rules. Both of these rules offer alternative methods of wounding targets which could both be used against units with applicable Sub-types, such as the Dreadnought Unit Type. In cases such as this, you should choose a single such Special Rule to apply the effects of, and then apply the effects of the chosen rule from there.

In the case of multiple models with "Must do X" stipulations (such as having multiple Legion Champion Consuls with the Never Back down Special Rule requiring them to issue or accept challenges), it is assumed that the Controlling Player must pick one such trigger to activate, and do not allow you to break the core rules.

To-Wound Rolls and Special Rules (Various Pages)
FAQ

If an unit has a Special Rule, Wargear Item, or other ability that affects the to-Wound roll (such as the Poisoned or Fleshbane Special Rules, or is in a mixed unit of Automata and non-Automata when hit by the Disruption Special Rule, or so on), then you must resolve those hits as follows unless that Special Rule specifies otherwise:

- Count the number of models in the target unit that would have the Special Rule in question applied to them.
- If there are more models in the unit which would have the Special Rule applied than without, then the hits are all resolved with the Special Rule's effects.
- If there are less models in the unit which would have the Special Rule applied than without, then none of the hits are all resolved with the Special Rule's effects.
- If there are an equal number, the Controlling Player of the Target unit may decide whether or not to have the hits resolved using the Special Rule's effects.

Any Special Rules, Wargear Items, or other abilities that specify they cannot be used in certain circumstances may not be benefit from this ruling.

Core Reactions (Pages 158 - 160 & Page 330)
FAQ

Whenever a model commits an action that could trigger a Reaction (such as making a Shooting Attack at an enemy unit, moving within reaction distance, or so on), if such an action would allow multiple enemy units to React, then all may do so, providing they have not already Reacted this Phase, and the Reacting Player has sufficient Reaction Allotment to do so.

It should be noted that whilst Shooting Attacks made as part of a Reaction must, as per the GW FAQ, target the unit that triggered the Reaction.

Snap Shots (Page 169)
FAQ

A model may never voluntarily choose to fire Snap Shots.

CCWs and Bonus Attacks (Page 176)
FAQ

As per the boxout labelled "Close Combat Weapons" on P176, if a model is armed with a pistol but no close combat weapon, then they can use their pistol as a Close Combat Weapon with the profile given. This means they are armed with a Close Combat Weapon, and so cannot claim a second one.

Because a pistol counts as a Close Combat Weapon, a model armed with two pistols may claim +1A for being armed with two Close Combat Weapons.

Ordnance (Page 177)
Balance Change

Add the following to the end of the second paragraph:
"Failed To Wound rolls made with a weapon with this Special Rule against Dreadnought and Automata models may be re-rolled."

Start of Initiative Step Pile-in (Page 184)
Errata

Replace the first sentence to read as follows:
"At the start of each Initiative step, any model whose Initiative is equal to the value of the current Initiative step that is not in base contact with an enemy model must make a Pile-in Move if it is able to do so."

Sweeping Advances (Page 188)
Errata

Replace the first sentence of the third paragraph to read as follows:
"If the winner's total (Initiative + dice roll) is equal to or greater than their opponents', the Falling Back unit is caught by the Sweeping Advance and destroyed."

The reasoning for this is because it is specified on page 190 that the roll should be equal to or greater.

Cavalry (Page 195)
Balance Change

Add the following bullet point to the list of rules included in the Cavalry Unit Type:
"- For the purposes of any rules that consider number of models in a unit (such as Rampage), a Cavalry model counts as a number of models equal to its starting Wounds Characteristic."

Dreadnought (Page 195)
Errata

Add the following to the end of the third bullet point:
"Note that whilst a unit with this Unit Type may shoot Heavy and Ordnance weapons and still declare charges as normal, if they made a Shooting attack in the preceding Shooting Phase, they may only declare that unit as a target for a charge, and may not attempt to charge any other unit.

Balance Change

Add the following bullet point to the end of the Dreadnought section:
"- For the purposes of any rules that consider number of models in a unit (such as Rampage), a Dreadnought model counts as a number of models equal to its starting Wounds Characteristic."

Automata (Page 195)
Balance Change

Add the following bullet point to the end of the Automata section:
"- For the purposes of any rules that consider number of models in a unit (such as Rampage), an Automata model counts as a number of models equal to its starting Wounds Characteristic."

Daemon (Page 196)
Errata

Replace the 5th bullet point to read as follows:
"No unit that does not also have the Daemon Unit Type or the Corrupted Unit Sub-type may join a unit that includes one or more models with the Daemon Unit Type."

Primarch (Page 196)
Balance Change

Replace the 3rd bullet point to read as follows:
"Primarchs have the Precision Strikes (2+) and Precision Shots (2+) Special Rules, and may choose to use these rules when attacking even when ordinarily they would be prevented from doing so, including when making Snap Shots."

Add the following bullet point to the Unit Type:
"Any unit entirely composed of models with the Primarch Unit Type may choose to ignore the Heroic Stand Special Rule, ignoring any penalties normally applied for declining a Challenge, unless the Challenge was issued by a model with the Knight, Gargantuan, Titan, Primarch, or Daemon Primarch Unit Types."

Antigrav (Page 196)
Balance Change

Replace the 1st bullet point to read as follows:
"Models with the Antigrav Sub-type may move over friendly and enemy models, but cannot end their move on top of either. They may also move over all terrain, ignoring all penalties for Difficult Terrain and Dangerous Terrain. However, if a moving model with the Antigrav Sub-type starts or ends its move in Difficult Terrain or Dangerous Terrain, it must take a Dangerous Terrain test. An Antigrav model can even end its move over Impassable Terrain if it is possible to actually place the model on top of it, but if it does so it must take a Dangerous Terrain test. If an Antigrav model is forced to end its move over friendly or enemy models, move the model the minimum distance so that no models are left underneath it."

Heavy (Page 197)
FAQ

Explosions from Vehicles, Dreadnoughts, Automata, or Armigers etc are not counted as Blasts or Templates for the purposes of the Heavy Sub-type.

Characters and Wound Allocation (Page 198)
Balance Change

Add the following to the end of the paragraph:
"Once a model with the Character Sub-type has suffered an unsaved Wound, all remaining Wounds in the current Wound Pool must continue to be allocated to the same model, and may not choose to have these wounds allocated elsewhere. Subsequent Wound Pools are not affected by this, and are handled as a fresh Pool for the purposes of wound allocation."

Ramming (Page 204)
FAQ

If a Vehicle Squadron attempts to make a Ram attack but cannot successfully Ram with all models in the squadron, the models that cannot successfully Ram must still move their maximum Movement speed to maintain coherency, and suffer the same restrictions that a Ramming Vehicle suffers.

Sponson Mounted (Page 206)
Errata

Remove duplicated *"Sponson Mounted -"*.

Crew Stunned (Page 208, 329)
Errata

Add the following to the end of the GW FAQ line:
"If this would result in the Flyer ending its move in a position where it is not permissible for it to stop, move it the shortest distance in any direction from its final movement position to avoid this."

Transport Restrictions (Page 211)
FAQ

The implication of the boxout - that models with any pattern of Jump or Jet Pack cannot embark upon Transports without the Flyer Sub-type unless otherwise permitted by Special Rules, Wargear, or other abilities - is correct.

Slow Vehicles (Page 214)
Errata

Change the last sentence to read as follows:
"In addition, when a Slow Vehicle moves, other than to pivot in place, it is always considered to have moved at Combat Speed regardless of how many inches it moves."

The Super-Heavy Vehicle Sub-type (Page 215)
Balance Change

Add the following sentence to the end of the section:
"Due to the immense size of such vehicles, a model with the Super-Heavy Sub-type ignores all effects (both detrimental and beneficial) of all Psychic Powers and cannot suffer Hull Points of Damage or otherwise be affected by any Attack with the Psychic Focus Special Rule. Weapons with the Force Special Rule that are used to make Attacks against a model with the Super-Heavy Sub-type are not affected and are resolved normally."

Super-Heavy Vehicle Shooting (Page 215)
Errata

Add the following to the end of the sentence:
"All targets must be declared before any To Hit rolls are made."

Knights and Titans (Page 216)
Errata
Add the following to the end of the first paragraph:
"Please note, if a knight or titan made a ranged attack during the Shooting Phase, then it may only declare a charge against any of the units it declared as targets during the Shooting Phase."

Balance Change
Add the following to the end of the first paragraph:
"A knight or titan may make a charge move against a model in area terrain, ignoring vertical distances - treat the model being charged as though it is on the ground floor for the purposes of distances.

A knight or titan may make a melee attack against a model whose base is within 1" horizontally of their own, regardless of vertical distance."

Add the following sentence to the end of the section:
"Due to the immense size of such vehicles, a model with the Knight or Titan Sub-type ignores all effects (both detrimental and beneficial) of all Psychic Powers and cannot suffer Hull Points of Damage or otherwise be affected by any Attack with the Psychic Focus Special Rule. Weapons with the Force Special Rule that are used to make Attacks against a model with the Knight or Titan Sub-type are not affected and are resolved normally."

Knight Unit Type (Page 216)
Balance Change
All models with this Unit Type gain the Hammer of Wrath (3) Special Rule.

Flyers and Other Models (Page 218)
Errata
Add the following to the end of the paragraph:
"If a flyer is forced to end its move with its base within 1" of an enemy model and is unable to be placed anywhere else (such as if has suffered a Crew Stunned result) then the flyer must move the shortest possible distance to avoid the enemy model and be placed over 1" away from it."

Balance Change
All models with this Unit Type gain the Countermeasures Special Rule.

The Lumbering Sub-Type (Page 219)
Errata
Add the following sentence to the end of the section:
"Finally, due to the immense size of these airborne behemoths, they are able to fire all weapons they are equipped with, suffering no penalties, as part of any Shooting Attack they make, though they follow the normal rules and restrictions on Reactions applied to the Lumbering Sub-type."

Balance Change
Add the following sentence to the end of the section:
"Due to the immense size of such vehicles, a model with the Lumbering Sub-type ignores all effects (both detrimental and beneficial) of all Psychic Powers and cannot suffer Hull Points of Damage or otherwise be affected by any Attack with the Psychic Focus Special Rule. Weapons with the Force Special Rule that are used to make Attacks against a model with the Lumbering Sub-type are not affected and are resolved normally."

Lumbering Flyers and the Transport Sub-Type (Page 219)
Errata
Add the following sentence after the first paragraph:
"If a Lumbering Flyer is zooming when it suffers Catastrophic Damage, then follow the standard rules for Crash & Burn (Page 213). If a Lumbering Flyer is hovering then apply the following result instead."

Battlefield Terrain (Page 220)
FAQ
During Terrain set-up and Deployment, ensure that Ruins and other terrain sections are defined as to the Cover Saves they provide, as well as which sections can and cannot have Line of Sight drawn through them, and which sections are classed as Impassible or not. It should also be discussed which pieces of terrain can or cannot have vehicles ascend or descend them.

In order to be considered as "placed" in a piece of terrain, a model's base or hull must be wholly within the terrain. If the model overhangs by a meaningful degree, it cannot be placed there! In cases where this is not clear or not possible due to limitations of the terrain itself, the "Wobbly Model Syndrome" rules from page 165 should be applied.

When players are making assault moves across terrain where it may not be possible to place models cleanly due to terrain limitations, ensure the "Wobbly Model Syndrome" rules are kept in mind whilst agreeing with your opponent where models should be counted as being before resolving Charges and combats.

Blind (Page 236)
Balance Change
Replace the entire Rule text with the following:
"Any unit hit by one or more models or weapons with this Special Rule must take an Initiative test once the attack is fully resolved. If the test is passed, there is no further effect. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill 1 and Ballistic Skill 1 until the end of their Controlling Player's next turn. Should the attacking unit hit themselves, they automatically pass the Initiative test. Any model that does not have an Initiative Characteristic (for example, Vehicles, Buildings, etc) are unaffected by this Special Rule."

Concussive (X) (Page 236)
Balance Change
Replace the entire Rule text with the following:
"Any unit hit by one or more models or weapons with this Special Rule must take a Leadership test once the attack is fully resolved. If the test is passed, there is no further effect. If the Leadership test is failed, all models in the unit suffer a penalty to their Weapon Skill equal to the value in brackets until the end of their Controlling Player's next turn. Should the attacking unit hit themselves, they automatically pass the Leadership test. Any model that does not have a Leadership Characteristic (for example, Vehicles, Buildings, etc) are unaffected by this Special Rule.

If a single unit has been the target of several Concussive attacks with different values and fails the Leadership test, then it suffers the effects of the highest single modifier among those attacks – the effects do not stack or otherwise become cumulative."

Order of Operations for Force Weapons (Pages 238 & 322)
FAQ
If multiple modifiers would affect the Strength of a model using a Force Weapon, these should be resolved as follows:
- If a model has a weapon which would increase its S via a flat +X bonus (such as a force maul), this occurs first.
- If a model uses the Force Psychic Power, the S multiplication from this is resolved next.
- This means, assuming a base Strength of 4, a weapon strength of 6, and a successful cast of the Force Power for x2 strength on the attack, the model would resolve its attacks at Strength 12.

The reasoning for this is that Force specifically applies its Strength multiplication bonus to the attack itself, not to the weapon or bearer's Strength.

Guided Fire (Page 239)
Balance Change
Add the following sentence:
"Models wounded by a weapon with this special rule may never benefit from a cover save due to intervening models and terrain."

Hit & Run (Page 240)
Balance Change
Replace the entire rule text with the following:
"A unit that contains at least one model with this Special Rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the Test is failed, nothing happens and the models remain locked in the fight.

If the Test is passed, choose a direction – then roll 2D6 and add the unit's Initiative Characteristic to the result. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are locked in combat with, the unit breaks away from combat and must immediately move a number of inches in the chosen direction equal to the 2D6 + Initiative result, ignoring the models they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate a number of inches equal to their Initiative.

A Hit & Run Move is not slowed by Difficult Terrain, but does trigger Dangerous Terrain tests as normal. It may not be used to move into base contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead."

Master-Crafted Blast and Template Weapons (Page 243)
Balance Change
Add the following to the rule:
"Master-Crafted Blast Weapons: If the Scatter dice does not roll a Hit, you can choose to re-roll the dice when making a Shooting Attack with a Master-Crafted Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the Scatter dice.

Master-Crafted Template Weapons: Master-Crafted Template weapons are fired just like a normal Template weapon, but must re-roll failed To Wound rolls and Armour Penetration rolls."

Monster Hunter (Page 243)
Errata
Replace the entire Rule text with the following:
"A unit that contains at least one model with this Special Rule re-rolls all failed To-Wound rolls against Dreadnoughts, Automata and Primarch models as well as any unit with the Monstrous Sub-type or Gargantuan Sub-type."

Night Vision (Page 243)
Errata
Replace the entire Rule text with the following:
"A unit that contains at least one model with this special rule ignores the effects of Night Fighting (see page 308) and no model may make Shrouded rolls to negate Wounds or Hull Points inflicted by their attacks."

Precision Strikes (X) (Page 245)
FAQ
The Precision Strikes (X) Special Rule does not allow models to strike into - or out of - a Challenge. Outside forces must attack other Outside forces, and Challengers must strike each other, in line with the Challenge section on pages 198 and 199.

Shock Pulse (Page 246)
Balance Change
Add the following to the end of the first paragraph:
"Models with the Super-Heavy, Lumbering, Knight, or Titan Sub-types are not forced to make Snap Shots as part of their next Shooting Attack, instead suffering a -2 penalty to their Ballistic Skill Characteristic when they make their next Shooting Attack, and in addition, any weapons they are equipped with use a Scatter dice to roll to hit and which roll a result of 'Hit' on the Scatter die must re-roll it . This penalty can only be applied to a model once per turn."

Sunder (Page 247)
Balance Change
Add the following to the end of the first paragraph:
"Failed To Wound rolls made with a weapon with this Special Rule against Dreadnought and Automata models may be re-rolled."

Blast Markers, Templates, and Multi-Level Terrain (Page 234, 248)
FAQ
When a shooting attack which uses a template or blast marker of any kind hits a unit spread across multiple levels of terrain, all models which are under the template's final resting position are hit - regardless of height on the terrain.

Crusade Force Organisation Chart (Page 281)
FAQ
When constructing an army using the Crusade Force Organisation Chart, irregardless of the number of Optional Detachments you are able to select, you may still only select a single Allied Detachment and a single Lord of War Detachment. Alternative Force Organisation Charts provided in other publications will specify how many of each kind of Detachment is permitted by them.

Developer Note: *This choice has been made as the wording on the same page calls out "an Allied Detachment" - not multiple - and the Chart on the same page also shows only a single such Allied Detachment.*

Performing a Flanking Assault (Page 311)
Errata
Replace the wording of the 2nd Paragraph to read as follows:
"Units that were unable to deploy in the initial Flanking deployment and were forced to remain in Reserve do not generate Pinning tests when they move onto the battlefield, but may be targeted by Interceptor Reactions (see page 309) after they arrive on the battlefield."

Change the final paragraph of the GW FAQ on Flanking Assaults to read as follows:
"Units that have Disembarked from a model with the Assault Vehicle Special Rule in Step 5 of the Flanking Assault process may Charge in the following Assault phase, as an exception to the Assault Vehicle Special Rule."

Performing a Deep Strike Assault (Page 311)
FAQ
Any model which scatters off a board edge as part of a Deep Strike Assault is instead considered to be within 1" of a board edge, and is so replaced within the distance specified as per the normal rules.

Balance Change
Replace the second paragraph with the following:
"Once this first unit has been deployed, roll a D6. On the roll of a '1', the Deep Strike Assault is Disordered, and the opposing player may deploy each other unit in the Deep Strike Assault anywhere wholly within 24" of the first unit without scattering, though no model may be within 1" of an enemy model or within Impassable Terrain. If the roll is a '2' or higher, then the controlling player deploys each other unit anywhere wholly within 12" of the first, though no model may be within 1" of an enemy model or within Impassable Terrain."

Blood Feud (Page 312)
Balance Change
Add the following bullet point to the list of Blood Feud Targets:
"- Armiger: +2 Victory Points
- Knights: +4 Victory Points
- Super-Heavy & Lumbering Vehicles: +4 Victory Points"

Telekine Dome (Psychic Power) (Page 324)
Balance Change
Replace the entire Psychic Power ability description to read as follows:
"Instead of moving during the Movement phase, a Psyker with this Psychic Power may instead activate this Psychic Power. All models, friendly and enemy, that are wholly within 8" of the Psyker gain a 6+ Invulnerable Save when targeted by any model that is not also wholly within 8" of the Psyker. If the Psyker moves, makes a Shooting Attack, Charges or is successfully Charged by an enemy unit, then the Psychic Power ends, otherwise it remains in effect indefinitely. When initially using the Psychic Power, or at the start of any of the controlling player's subsequent Movement phase while it is in effect, the controlling player may choose to have the Psyker take a Psychic check. If the Check is passed then models affected by this Psychic Power gain a 4+ Invulnerable Save instead of a 6+ Invulnerable Save. If the Check is failed then the Psyker suffers Perils of the Warp and the Psychic Power immediately ends."

Telepathic Fugue (Psychic Power) (Page 325)
Balance Change
Replace the Hallucinations Rule description to read as follows:
"Once per turn, at the start of any Phase, the Psyker with this Psychic Power's controlling player may select a single enemy unit within 18" and line of sight of the Psyker and take a Psychic check. If that Check is passed then the target unit may not make any Reactions for the duration of that Phase. If the Check is failed then the Psyker suffers Perils of the Warp."

Telepathic Hallucinations (Psychic Weapon) (Page 325)
Balance Change
Replace the Hallucinations Rule description to read as follows:
"A unit that suffers one or more Hits from a Weapon with this special rule must make an immediate Pinning test, suffering a -1 modifier to their Leadership Characteristic for each successful Hit scored by this attack before the result is decided. For example, if a Psyker attacks an enemy unit that has a Leadership of 8, scoring 3 Hits with Telepathic Hallucinations, then that unit must make an immediate Pinning test with a -3 modifier to their Leadership Characteristic. Note that models with Special Rules that ignore Leadership modifiers, such as Stubborn, do not suffer this negative modifier."

Thaumaturgic Succour (Psychic Power) (Page 325)
Balance Change
Replace the Hallucinations Rule description to read as follows:
"Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a single friendly unit with at least one model within 12" and make a Psychic check. If the Psychic check is passed then all non-Vehicle models in the target unit regain a single lost Wound. This ability cannot be used to increase a model's Wounds beyond its starting Wounds Characteristic."

FAQ, Errata, & Balance Changes for Campaigns of the Age of Darkness: The Siege of Cthonia

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Core Missions & Night Fighting (Various Pages)
Balance Change
Add the following to this section:
"If the Player with Strategic Advantage elects to not activate Night Fighting, the Opposing Player may still have the Night Fighting Rules in effect on a roll of a 4+."

Selecting Armies for Core Missions (Page 149)
Errata
Replace the second paragraph to read as follows:
"All armies for use in a Core Mission must use a points limit of 3,000 points, or as dictated by the campaign rules or the choice of all players involved in the battles, selected using the Crusade Force Organisation chart, or any Force Organisation Chart which explicitly replaces it. Furthermore, all armies for use in a Core Mission must be selected before the mission is selected or any other stage of battle preparation is taken – this includes selecting any Warlord Traits, Rites of War, Psychic Disciplines or other such options, which must all be noted on the Controlling Player's Army Roster."

Imperial Army Factions in Zone Mortalis (Page 170)
Balance Change
Units with either the Tercio or Strength in Numbers Special Rules do not pay the Reinforcement Points cost per unit as normal, instead paying only once per Force Organisation Slot option for all units taken as a single Force Organisation Slot selection.

Imperialis Militia Infantry Squads and Imperialis Militia Levy Squads gain the Close-Quarters Boarding Protocol Special Rule when selected as part of a Detachment using the Zone Mortalis Engagement Force Organisation Chart. In addition, Imperialis Militia Heavy Ordnance Batteries may not be selected as part of a Detachment using the Zone Mortalis Engagement Force Organisation Chart.

Bound Daemons in Zone Mortalis (Page 170)
Balance Change
Any model which normally must be deployed onto the battlefield by way of the Breach the Veil Psychic Power may, in games using the Zone Mortalis Ruleset, be placed into Reinforcements, paying the appropriate Reinforcement Points cost to enter play as per the normal rules for Zone Mortalis.

It should be noted that the usual method of summoning Daemon units into play (via Anathemata Psychic Powers) cannot be used in Zone Mortalis as this game mode does not use Reserves.

Difficult and Dangerous Terrain in Zone Mortalis (Page 172)
FAQ
Abilities, Weapons, Special Rules, and so on that generate areas of Difficult or Dangerous Terrain (such as Graviton Guns) still do so in games using the Zone Mortalis Ruleset.

Unforgiven (Page 207)
Balance Change
Remove the "Loyalist Only" stipulation from this Warlord Trait.

Warlord: Butcher of Larissan (Page 208)
Balance Change
Replace the wording of the Warlord Trait to read as follows:
"If, at the start of any player turn, the Opposing Player has scored more Victory Points than Lord-Castellan Evander Garrius' Controlling Player, then Lord-Castellan Evander Garrius and all models in a unit he has joined with the Legiones Astartes (Imperial Fists) Special Rule gain the Rage (2) Special Rule. Furthermore, whenever an Opposing Player scores Victory Points by causing a unit from the same Detachment as Lord-Castellan Evander Garrius to be entirely removed as casualties, Lord-Castellan Evander Garrius' Controlling Player may choose to roll a D6. If the final result of that roll is a '6' then the number of Victory points scored is reduced by 1 (to a minimum of 1), the result of the D6 roll is increased by +1 if the opposing player currently has more Victory Points than Lord-Castellan Evander Garrius' Controlling Player. Note that this ability cannot be used for any Victory Points scored 'at the end of the game', such as those awarded by the Blood Feud mission. In addition, an army that has Lord-Castellan Evander Garrius as its Warlord may make an additional Reaction during the Opponent's Assault phase, as long as Lord-Castellan Evander Garrius has not been removed as a casualty."

The Tyrant's Regalia (Page 209)
Balance Change
Add the following to the end of the wargear's effects:
"In addition, a unit that includes Lord-Castellan Evander Garrius may not make Sweeping Advances."

Vheren Ashurhaddon (Page 212)
Balance Change
Add the Outflank Special Rule to this unit's profile.

Legiones Decurion Defensor (Page 216)
FAQ
The Advanced Reactions provided by the Legiones Decurion Defensor allows all models in a unit to participate in the Advanced Reaction, so long as at least one model in the unit has the Legiones Decurion Defensor Upgrade.

Dark Angels Legion Inductii Template (Page 226)
Balance Change
Change the wargear section to read as follows:
"All models in a unit modified by the Dark Angels Legion Inductii template must exchange their bolter for a volkite charger at a cost of +25 points for the unit."

Souls of Iron (Page 227)
Balance Change
Change the wording of the Special Rule to read as follows:
"During the Controlling Player's Shooting phase, a unit with this Special Rule must attempt a Shooting Attack if there is an enemy unit within range that they are able to inflict Wounds or Hull Points of Damage upon with weapons the unit is equipped with, and must target the closest enemy unit possible that is within its line of sight and is a valid target for a Shooting Attack. If two or more targets are equally close then the Controlling Player chooses which will be the target of a Shooting Attack. In addition, the unit gains the Fearless Special Rule."

Night Lords Legion Inductii Template (Page 229)
Balance Change
Change the wargear section to read as follows:
"All models in a unit modified by the Night Lords Legion Inductii template must exchange their Chainsword with Killer's Blades at a cost of +15 points for the unit."

Blood Angels Legion Inductii Template (Page 229)
Balance Change
Change the Special Rules section to read as follows:
"All models in a unit modified by the Blood Angels Legion Inductii template replace the Spite of the Legion Special Rule with The Revenant Legion and Rage (2) Special Rules."

FAQ, Errata, & Balance Changes for Liber Astartes & Hereticus

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Weapon & Equipment Upgrades (Various Pages)
Balance Change
If a weapon has its ammunition types replaced in this fashion (such as Banestrike, Shrapnel, Asphyx etc) they may still select a bayonet or chain bayonet as appropriate (in contravention to the GW FAQ), and may still use their weapons to shoot in conjunction with the Fury of the Legion Special Rule, and may gain an additional shot as per that Rule.

A weapon can still have upgrades applied to it, even if it has the Master-Crafted Special Rule.

Rites of War, Line, and Compulsory Troops (Various Pages)
FAQ
Some Rites of War will grant the Line Sub-type to units when taken in accordance with their stipulations. This is clearly worded in some instances to only be granted to Compulsory Troops choices – meaning only Compulsory Troops Choices would gain it, and not all troops taken in the detachment – unless they already have the Line Sub-type.

The units which are selected as Compulsory Troops and thus gain the Line Sub-type as a result must be clearly noted during the List Construction stage.

Legion Apothecarion Detachment (Page 38)
Balance Change
Add the sentence below to the unit's profile:
*"*A Legion Apothecary which selects a Legion Spatha Combat Bike or a Legion Scimitar Jetbike changes its Wounds Characteristic to 2."*

Legion Techmarine Covenant (Page 39)
Balance Change
Add the sentence below to the unit's profile:
*"*A Legion Techmarine which selects a Legion Spatha Combat Bike or a Legion Scimitar Jetbike changes its Wounds Characteristic to 2."*

Legion Contemptor Dreadnought Talon (Page 40-41)
Balance Change
Change the base unit cost of the unit to 200 points.

Change the cost per additional model to 200 points per model.

Change the cost for exchanging a Gravis Bolt Cannon and/or Gravis Power Fist and in-built Combi-Bolter for a Gravis Melta Cannon to +15 points.

Legion Breacher Squad (Page 47)
Balance Change
Replace the Dedicated Transport text on this unit to read as follows:
"A Legion Breacher Squad may take a Legion Rhino Transport, Legion Termite Assault Drill, or Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 10 models. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Legion Tactical Support Squad (Page 48)
Balance Change
Add the Line Sub-type to this unit's profile.

Legion Outrider Squadron (Page 57)
Balance Change
Change the Wounds Characteristic on the Legion Outrider and Legion Outrider Sergeant profiles to be 2.

Legion Storm Eagle Gunship (Page 62)
Balance Change
Change the option to purchase a Hull (Front) Mounted Multi-Melta to a Hull (Front) Gravis Melta Cannon.

Legion Xiphon Interceptor (Page 63)
Balance Change
Change the base unit cost of the unit to 145 points.

Legion Dreadclaw Drop Pod (Page 64)
Balance Change
Add the Assault Vehicle Special Rule to this unit's entry.

Change the base unit cost of the unit to 130 points.

Legion Leviathan Dreadnought Talon (Page 66)
Errata
Add the sentence below to the unit's profile:
*"*A Leviathan Dreadnought's bonus attack for being armed with two close combat weapons is already included in its profile."*

Legion Heavy Support Squad (Page 68)
Balance Change
Change the upgrade cost for Lascannons to +15 points.

Change the upgrade cost for Volkite Culverins to +10 points.

Change the option to upgrade to a Multi-Melta to include a Suspensor Web.

Legion Sicaran Venator Squadron (Page 73)
Balance Change
Add the Bombard Sub-type to this unit's profile.

Legion Scorpius Squadron (Page 80)
Balance Change
Change the base unit cost of the unit to 175 points.

Change the cost per additional model to 160 points per model.

Legion Arquitor Squadron (Page 81)
Balance Change
Increase the Movement Characteristic on this unit's profile to 10.

Add the Reinforced Sub-type to this unit's profile.

Legion Deathstorm Drop Pod Squadron (Page 83)
Balance Change
Add the Indiscriminate Fire! Special Rule to this unit's profile.

Legion Glaive (Page 88)
Balance Change
Change the base unit cost of the unit to 650 points.

Legion Mastodon (Page 93)
Balance Change
Add a Hull (Front) Magna-Melta Array to this unit's profile - See the Panoptica Weapons Profiles section.

Add the Reinforced Shell Special Rule to this unit's profile.

Rite of War: Recon Company (Page 97)
Balance Change
Add the following bullet point to the Effects:
"Legion Scout Squads chosen in a Detachment using this Rite of War gain the Line Unit Sub-type."

Change the third Effect to read as follows:
"A player whose army includes a Primary Detachment using this Rite of War may re-roll any dice they roll to see which player takes the first turn, as well as when attempting to Seize the Initiative."

Rite of War: Angel's Wrath (Page 97)
FAQ
A unit that can select a Legion Rhino Transport as a Dedicated Transport may still select a Legion Storm Eagle as a Dedicated Transport even if it is expanded beyond the maximum limit for selecting a Legion Rhino Transport. A unit which would exceed the transport capacity of a Legion Storm Eagle may not select one.

Rite of War: Drop Pod Assault (Pages 98 - 99)
FAQ
For the purposes of the Orbital Assault Vehicle Special Rule, a Drop Pod Assault counts as deploying via Deep Strike Assault.

Rite of War: Pride of the Legion (Page 100)
Balance Change
Add the following bullet point to the Effects:
"Legion Veteran Squads taken as Troops Choices in a Detachment using this Rite of War gain the Line Sub-type."

Rite of War: Armoured Spearhead (Page 102)
Balance Change
Replace the fourth Effects bullet point to read as follows:
"In a Detachment using this Rite of War, a single Legion Sicaran Squadron, Legion Predator Squadron, or Legion Kratos Squadron, composed of only a single model, must be selected as a HQ choice. This model gains the Master of the Legion Special Rule and must be selected as the army's Warlord and must use the Master of Armour Warlord Trait (as follows). In this case, the model must be selected as the Warlord despite having the Vehicle Unit Type, and regardless of any other rules that would require another model to be selected as the Warlord (note this means that some units and Characters cannot be selected as part of this army, such as Primarchs)."

Add the following bullet point to the Effects:
"Legion Predator Squadrons taken as Compulsory Troops choices in a Detachment using this Rite of War gain the Line Sub-type."

Warlord Trait: Master of Armour (Page 102)
Balance Change
Change the Master of Armour Warlord Trait to read as follows:
"A Warlord with this Warlord Trait gains the Master of the Legion and Legiones Astartes Command Tank Special Rules, a 5+ Invulnerable Save, and increases its BS by +1, but may not select a Command Squad or any other unit that uses a variant of the Retinue Special Rule."

Rite of War: Brethren of Iron (Page 102)
Balance Change
Add the following bullet point to the Effects:
"All models with the Automata Unit Type selected in a Detachment using this Rite of War gain the Legiones Astartes (X) Special Rule, where X is the variant of the Legiones Astartes (X) Special Rule possessed by the Detachment's Warlord."

Rite of War: Fury of the Ancients (Page 103)
Balance Change
Add the following bullet point to the Limitations:
" - Any model with the Dreadnought Unit Type selected in a Detachment using this Rite of War is worth an additional +1 Victory Point when destroyed by an Opposing Player."

Apothecarion Detachment (Page 116)
Errata
Add the following to the end of the rule:
"Any apothecary which selects a Legion Scimitar Jetbike may choose to join any unit equipped with any other pattern of Jetbikes, as long as that unit also meets the other stipulations and requirements of this rule."

Auxiliary Vehicle Bay (Page 117)
Errata
Add the following to the rule:
"Models with the Flyer Sub-type, or with a Movement Characteristic of 0, can never embark into an Auxiliary Vehicle Bay.

Any model which would normally be prevented from being selected during list construction (such as via a Rite of War) may still be selected if it begins the game embarked upon an Auxiliary Vehicle Bay."

Dreadnought Talon (Page 118)
FAQ
Add the following to the end of the Special Rule:
"Once a unit with this Special Rule has separated, each model counts as its own unit for the purposes of Victory Points, Units Destroyed, and similar rules."

Limited Ammunition (Page 122)
Balance Change
Add the following to the end of the rule:
"If a model with the Battlesmith Special Rule is in base to base contact with a friendly model with the Limited Ammunition Special Rule, when rolling to see the result of the Limited Ammunition Special Rule, you may reduce the D6 roll by one."

Rocket Barrage (Page 124)
Balance Change
Replace the wording of the Special Rule to read as follows:
"If a model that has a weapon with this Special Rule does not move in the Movement phase of a given turn, that weapon gains the Rending (5+), Shell Shock (1), and Pinning Special Rules until the start of the Controlling Player's next turn."

Spite of the Legion (Page 122)
Balance Change
Replace the wording of the rule to read as follows:
"If a Charge is declared for a unit that includes at least one model with this Special Rule, targeting an enemy unit that is Pinned, under the effects of the Blind or Concussive Special Rule, Falling Back or includes no models with the Character Sub-type or the Chosen Warriors Special Rule, then all models in the Charging unit gain a bonus of +1 Attacks for the duration of the Assault phase in which the Charge is declared."

Advanced Reaction: Combat Air Patrol (Page 125)
FAQ
When resolving a Combat Air Patrol Advanced Reaction, the flyer enters the battlefield and shoots entirely during the Movement Phase. As a result, because this is not resolved in the Shooting Phase, the flyer which made this reaction is not able to declare it is using the Skyfire Special Rule.

Techmarine Covenant (Page 125)
Errata
Add the following to the end of the rule:
"Any Techmarine which selects a Legion Scimitar Jetbike may choose to join any unit equipped with any other pattern of Jetbikes, as long as that unit also meets the other stipulations and requirements of this rule."

Void Shields (X) (Page 127)
FAQ
When resolving a Shooting Attack against a target with any Void Shields active, all shots fired as part of that Shooting Attack are deemed to strike the Void Shields, and not the target unit itself. For example, if the first two shots of a five-shot Shooting Attack successfully remove the target's Void Shields, the remaining three shots do not strike the original target, but are instead discarded.

It should be noted that, as the Void Shields provided by this Special Rule are a separate target, they may not claim the benefits of the Flare Shield wargear item, nor take Saves or Damage Mitigation Rolls of any kind provided by the unit with the Void Shields (X) Special Rule.

Fellblade Accelerator Cannon (Page 128)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Demolisher Cannon (Page 129)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Morbus Bombard (Page 129)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Dreadhammer Siege Cannon (Page 129)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Grenade Launcher (Secondary) (Page 130)
Balance Change
Replace the Krak profile with the one found in the Panoptica Weapons Profiles section.

Grav-Flux Bombard (Page 131)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Aiolos Missile Launcher (Page 133)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Spicula Rocket System (Page 133)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Volkite Carronade (Page 134)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Volkite Macro-Saker (Page 134)
Balance Change
Replace the Volkite Macro-Saker profile with the one found in the Panoptica Weapons Profiles section.

Heavy Chainsword (Page 136)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Gravis Power Fist (Page 137)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Paired Lightning Claws (Page 137)
Errata
Add the following to the Lightning Claws bonus attacks rule:
"The +2A bonus for being armed with two Lightning Claws can only be claimed if the bearer attacks with the Paired Lightning Claws. If the bearer attacks with any other Specialist Weapons, then they would gain only a single bonus attack as per the standard rules for having multiple Specialist Weapons."

Lascutter (Page 138)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Geo-Locator Beacon (Page 142)
Errata
Replace this Wargear's effects to read as follows:
"As long as a model equipped with a Geo-Locator Beacon is deployed on the battlefield, the Controlling Player may choose to re-roll all failed Reserves rolls they make."

Krak Grenades (Page 143)
FAQ
A model which declares it will use Krak Grenades to attack may still make Pile In moves, though these are made at Initiative 1.

Balance Change
Change the AP value of Krak Grenades to AP4.

Legion Scimitar Jetbike (Page 144)
Balance Change
Add the Battle-Hardened (1) and Skilled Rider Special Rules to the rules and abilities provided by this item of wargear.

Legion Spatha Combat Bike (Page 144)
Balance Change
Add the Battle-Hardened (1) and Skilled Rider Special Rules to the rules and abilities provided by this item of wargear.

Scout Armour (Page 145)
Balance Change
Add the Light Sub-type to the rules and abilities provided by this item of wargear.

Suspensor Web (Page 147)
FAQ
A weapon with a Suspensor Web may be fired as an Assault weapon at half range or less. If a weapon fired in this manner has any Special Rules that rely on range (such as Armourbane (Melta)) then the range required to trigger this Special Rule is calculated based on the weapon's original range, not the modified range from the Suspensor Web's effects.

Teleport Strike (Page 147)
Balance Change
The ability for Legiones Astartes (Imperial Fists) models to gain Deep Strike via the Teleport Strike Wargear option is also available to Legiones Astartes (Sons of Horus) and Legiones Astartes (Night Lords), as follows:
"All models with the Legiones Astartes (Imperial Fists), (Sons of Horus) or (Night Lords) Special Rule in a unit equipped with any form of Terminator Armour may be given the Deep Strike Special Rule for +25 points per unit.

Any model with the Legiones Astartes (Imperial Fists), (Sons of Horus) or (Night Lords) Special Rule and the Independent Character Special Rule may be given the Deep Strike Special Rule for +20 points per model."

FAQ, Errata, & Balance Changes for Liber Astartes

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Rite of War: Steel Fist (Page 153)
Balance Change
Add the following bullet point to the Effects:
"Legion Predator Squadrons taken as Compulsory Troops choices in a Detachment using this Rite of War gain the Line Sub-type."

Rite of War: The Eskaton Imperative (Page 153)
Balance Change
Change the final point in the Effects to read as follows:
"All models with the Dreadwing Unit Sub-type in a Detachment using this Rite of War gain +1 to all to-Wound Rolls made against a unit which has half or more of its models in any zone of Area Terrain or Terrain Piece that counts as Dangerous Terrain (including any models forced to count other types of terrain as Dangerous Terrain by another Special Rule.)"

Rite of War: Storm of War (Page 154)
Errata
Add the following sentence to the first point in the Effects section to read as follows:
"Note that Legion Centurions selected in this manner do not prevent Legion Apothecaries or Legion Techmarines from joining the unit during list construction, contrary to the normal rules around Legion Apothecaries or Legion Techmarines joining units with the Independent Character Special Rule."

Rite of War: Unbroken Vow (Page 154)
Balance Change
Add the following point to the Effects section of this Rite of War:
"Any Legion Terminator Cataphractii Squads, Legion Terminator Tartaros Squads and Legion Veteran Squads taken as Compulsory Troops choices in a Detachment using this Rite of War gain the Line Sub-type."

Rite of War: The Serpent's Bane (Page 155)
Balance Change
Change the second point in the Effects to read as follows:
"At the start of the battle, the Controlling Player must select three enemy units which contain a model selected as a part of a Primarch, HQ, Elites, or Lord of War slot.

All models in a unit from this Detachment that includes at least one model with the Firewing Unit Sub-type may add +1 to all To Hit rolls made against these Priority Targets or any unit that a Priority Target has joined. If the enemy army does not include at least three Primarch, HQ, Elites or Lords of War choices then any other units in the enemy army may be designated to fill the remaining required Priority Targets."

Inner Circle Knights Cenobium (Page 160)
Balance Change
Remove the Character Sub-type from the Unit Type.

Add the Chosen Warriors Special Rule to the unit.

Dreadwing Interemptor Squad (Page 162)
Balance Change
Change the base unit cost of the unit to 150 points.

Change the cost per additional model to 25 points per model.

The Regalia of the Shattered Sceptre (Page 169)
Balance Change
Add the following to the end of the Special Rule:
"In addition, The Regalia of the Shattered Sceptre confers the Bulky (2) Special Rule."

Ancient of War (Page 169)
FAQ
The benefits gained from the Ancient of War Special Rule can affect units in a transport which are within 6" of a model with this Special Rule.

Swift of Action (Page 176)
Balance Change
Add the following to the end of the Special Rule:
"In addition, all models with the Legiones Astartes (White Scars) Special Rule who are also equipped with a Legion Scimitar Jetbike, Legion Estoc Jetbike, Legion Spatha Combat Bike, Legion Spatha Attack Bike, or Shamshir Jetbike gain the Shrouded (6+) Special Rule."

Born to the Saddle (Page 178)
FAQ
Because Cavalry must treat Difficult Terrain as Dangerous, they simply gain the 4+ Invulnerable save granted by this Warlord trait against any Difficult or Dangerous Terrain damage incurred to them as they attempt to pass through it.

Rite of War: Chogorian Brotherhood (Page 179)
Balance Change
Change the final point in the Limitations section to read as follows:
"A Detachment using this Rite of War may not include any Heavy Support, Lord of War, or Fortification Choices, unless those choices are composed entirely of models with the Flyer Unit Sub-type."

Legion Shamshir Jetbike (Page 180)
Balance Change
Change the second paragraph of this wargear to read as follows:
"A model with the Infantry Unit Type that selects a Legion Shamshir Jetbike as an upgrade must change its Unit Type to Cavalry (Antigrav), keeping any other Unit Sub-types it previously had, changes its Movement Characteristic to 19", gains the Firing Protocols (2), Battle-Hardened (1), and Hammer of Wrath (1) Special Rules and improves its Armour Save to 2+ if it was worse.*

A model that is equipped with a Legion Shamshir Jetbike counts as having a Legion Scimitar Jetbike for rules and interactions that affect or require that wargear.

**The additional Movement granted by the Legiones Astartes (White Scars) Special Rule is included."*

Jaghatai Khan (Page 182)
Balance Change
Add the Outflank Special Rule to this unit's entry.

Add the following to this model's profile:
"If Jaghatai Khan selected his Sojutsu Pattern Voidbike, he is counted as having a Legion Scimitar Jetbike for rules and interactions that affect or require that wargear."

Golden Keshig (Page 184)
Balance Change
Remove the Heavy Sub-type from this unit's entry.

Ungainly (Page 184)
Balance Change
Replace the wording of this Special Rule to read as follows:
"A model may only attack with this weapon on a turn in which it makes a Charge (even if that Charge is Disordered), but does not gain a bonus attack for Charging or from any Special Rules that would normally grant additional Attacks."

Ebon Keshig (Page 185)
Balance Change
Add the following Dedicated Transport text to this unit as follows:
"An Ebon Keshig Cohort may take a Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 5 models or a unit of any size may take a Legion Land Raider Spartan as a Dedicated Transport. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Space Wolves Advanced Reaction (Page 197)
FAQ
This Advanced Reaction may only be triggered whenever a model specifically starts its movement within 12" of an applicable friendly unit with the Legiones Astartes (Space Wolves) Special Rule.

Frost Blades (Page 200)
Balance Change
Change the points cost for a model with the Independent Character and Legiones Astartes (Space Wolves) Special Rules to exchange a Power Weapon for a Frost Blade (Frost Sword, Frost Axe or Frost Claw) to free.

Change the points cost for a model with the Independent Character and Legiones Astartes (Space Wolves) Special Rules to exchange a Power Weapon for a Great Frost Blade to +5 points.

Frost Claw (Page 200)
Balance Change
Add the following to the weapon's profile:
**A model armed with two Frost Claws gains +2 Attacks, instead of the normal +1 for two melee weapons.*

Winds of Fenris Psychic Power: Stormwrought (Page 203)
Balance Change
Change the last sentence to read as follows:
"If the Check is passed then the effect is improved to Shrouded (3+), if the Check is failed the Psyker suffers Perils of the Warp."

Rite of War: The Stone Gauntlet (Page 226)
Balance Change
Replace the third Effect bullet point to read as follows:
"Any model in a Detachment using this Rite of War, and with the Legiones Astartes (Imperial Fists) Special Rule, with a Boarding Shield, which is in unit coherency with at least two other models that also fit these criteria, may re-roll all failed Invulnerable Saves of 1 made against Shooting Attacks or attacks made during the Fight sub-phase. This bonus may not be claimed if the unit the model is part of has made a Run move, Charge or a Sweeping Advance move in the current player turn, or is Falling Back."

Replace the first Limitation bullet point to read as follows:
"A Detachment using this Rite of War must select Phalanx Warder Squads or Legion Breacher Squads to fill all Compulsory Troops choices in the Detachment."

Vigil Storm Shield (Page 228)
Balance Change
Change the Wargear's effects to read as follows:
"Any model with both the Independent Character and Legiones Astartes (Imperial Fists) Special Rule that does not also have the Unique Unit Sub-type may take a Vigil Storm Shield for +15 points. Any model with the Legiones Astartes (Imperial Fists) Special Rule and Legion Cataphractii or Legion Tartaros Terminator Armour may exchange a Combi-Bolter for a Vigil Storm Shield for +10 points each.

A Vigil Storm Shield provides a 5+ Invulnerable Save or increases an Invulnerable Save the model already has by one step (for example, from 5+ to 4+, to a maximum of 3+). A model with a Vigil Storm Shield may not claim an additional attack for a second weapon in close combat or make attacks with any weapon that has the Two-handed Special Rule."

Iliastus Assault Cannon (Pages 229 & 253)
Balance Change
Change the first bullet point to read as follows:
"Any models with the Legiones Astartes (Blood Angels or Imperial Fists) Special Rule and the Infantry or Cavalry Unit Type may exchange a Heavy Flamer or Twin-Linked Heavy Flamer for an Iliastus Assault Cannon for +10 points each. If multiple models in a unit are eligible to upgrade their weapons in this way and any chooses to do so, all models in the unit must be so upgraded."

Sigismund (Page 236)
Balance Change
Remove the Eternal Warrior Special Rule from this unit's profile.

Add the Emperor's Chosen Special Rule to this unit's profile.

Blood Angels Advanced Reaction (Page 249)
Balance Change
Change the first sentence to read as follows:
"This Advanced Reaction may be made once per battle during the opposing player's Shooting phase when any enemy player declares a Shooting Attack targeting a unit composed entirely of models with the Infantry or Cavalry Unit Type and the Legiones Astartes (Blood Angels) Special Rule under the Reactive player's control."

Sanguinius (Page 254)
FAQ
The Sire of the Blood Angels Special Rule allows any friendly model with the Legiones Astartes (Blood Angels) Special Rule that also deployed via Deep Strike or has a Legion Warhawk Jump Pack to gain +1 WS on a turn in which they Charge.

This bonus lasts until the end of the Controlling Player's turn, at which point it is lost. If a unit that meets these stipulations charges again during the game, it can again gain +1WS until the end of Controlling Player's turn. The unit may do this multiple times during the course of the game.

In addition, this model counts as having a Legion Warhawk Jump Pack for rules and interactions that affect or require that wargear.

Dawnbreaker Cohort (Page 256)
Balance Change
Change the base unit cost of the unit to 185 points.

Change the cost per additional model to 30 points per model.

Talon of Perdition (Page 263)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Iron Hands Gorgon Terminator Armour (Page 279)
Balance Change
Replace the wargear wording to read as follows:
"Any Legion Cataphractii Praetor or Legion Cataphractii Centurion may exchange their Legion Cataphractii Terminator armour for Gorgon Terminator Armour for +20 points.

Gorgon Terminator armour confers a 2+ Armour Save, a 5+ Invulnerable Save, and the Augmetics (5+) Special Rule.

At the end of any Phase in which a model with Gorgon Terminator armour has passed at least one Armour Save or Invulnerable Save, roll a D6. On the result of a 4+, all enemy units with at least one model within 6" of the model with Gorgon Terminator armour must test as if they had been hit by a weapon with the Blind Special Rule. Any unit that is composed entirely of models with Gorgon Terminator armour are immune to this effect."

Forgebreaker (Page 281)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Gorgon Terminator Squad (Page 282)
Balance Change
Change the Weapon Skill Characteristic on the Gorgon Hammerbearer profile to 5.

Remove the Feel No Pain (5+) Special Rule from this unit's profile, and add the Augmetics (5+) Special Rule to this unit's profile instead.

Medusan Immortals (Page 283)
Balance Change
Add the Relentless Special Rule to the unit's profile.

Replace the Dedicated Transport text on this unit to read as follows:
"A Medusan Immortal Squad may take a Legion Rhino Transport, Legion Termite Assault Drill, or Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 10 models. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Rite of War: The Logos Lectora (Page 293)
FAQ
The Limitation requiring an army using this Rite of War does not grant an additional Compulsory HQ slot, to a total of four HQ slots - it simply converts one of the two non-Compulsory HQ slots into a Compulsory one, leaving an army using this Rite of War with two Compulsory HQ slots (one of which must contain either a Master of Signal Consul or a Legion Damocles Command Rhino) and one non-Compulsory HQ slot.

Argyrum Pattern Boarding Shield (Page 295)
Errata
Add the following to the end of the the wargear's profile:
"An Argyrum Pattern Boarding Shield counts as a Boarding Shield for all intents and purposes, including Rites of War, Special Rules, and wargear limitations which either require their use or prevent it (such as a Master of Signals being prevented from taking a Boarding Shield), though it does not confer any of the benefits normally gained from a Boarding Shield from any such sources.

In addition, a model armed with an Argyrum Pattern Boarding Shield cannot claim bonus attacks for having more than one melee weapon."

Invictus Suzerain Squad (Page 298)
Balance Change
Remove the Character and Line Sub-types from the Unit Type.

Add the Chosen Warriors Special Rule to the unit.

Replace the Dedicated Transport text on this unit to read as follows:
"An Invictus Suzerain Squad may take a Legion Rhino Transport, Legion Termite Assault Drill, or Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 10 models. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Praetorian Breacher Squad (Page 299)
Balance Change
Replace the Dedicated Transport text on this unit to read as follows:
"A Praetorian Breacher Squad may take a Legion Rhino Transport, Legion Termite Assault Drill, or Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 10 models. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Rite of War: The Covenant of Fire (Page 310)
Balance Change
Change the first Effect to read as follows:
"Pyroclast Squads may be chosen as Troops choices in a Detachment using this Rite of War and gain the Line Unit Sub-type.
Legion Tactical Support Squads that include any models with Dragon's Breath Flamers gain the Heart of the Legion Special Rule."

Dragon's Breath (Page 312)
Balance Change
Add the following text to this Special Rule:
"All weapons with this Special Rule gain the Breaching (6+) Special Rule."

Mantle of the Elder Drake (Page 313)
Balance Change
Change the points cost of this upgrade to +25 points.

Dawnbringer (Page 315)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Shadow and Fury (Page 326)
Balance Change
Replace the wording of the rule, and the bonuses it offers, to read as follows:
"Models with the Legiones Astartes (Raven Guard) Special Rule gain one of the following Special Rules based the Unit Type and Wargear of the model. Models that do not fulfil one of the listed criteria gain no additional benefit.

- *Models with the Legiones Astartes (Raven Guard) Special Rule that have the Infantry Unit Type, but are not equipped with Terminator Armour of any variety, a Legion Warhawk Jump Pack or a Corvid Pattern Jump Pack gain the Talons Special Rule.*

- *Models with the Legiones Astartes (Raven Guard) Special Rule that have the Dreadnought or Primarch Unit Types; any models with the Legiones Astartes (Raven Guard) special rule that are equipped with Terminator Armour of any variety, a Legion Warhawk Jump Pack or a Corvid Pattern Jump Pack gain the Falcons Special Rule.*

- *Models with the Legiones Astartes (Raven Guard) special rule that have the Cavalry Unit Type or the both the Vehicle Unit Type and the Fast or Flyer Unit Sub-Types gain the Hawks Special Rule.*

Talons: *If a unit composed entirely of models with the Talons Special Rule is targeted by a Shooting Attack, all models in the unit gain the Shrouded (6+) special rule if the attacking unit is more than 8" from any model in the target unit. In addition, all models with this Special Rule also gain the Infiltrate Special Rule.*

Falcons: *Any models with this Special Rule may re-roll all failed To Hit rolls of 1 in any Assault phase in which they make a successful Charge - even if that Charge is considered Disordered.*

Hawks: *Any models with this Special Rule gain the Shrouded (6+) Special Rule on any turn in which they Run, Move Flat Out or move as a Zooming Flyer, with this benefit lasting until the start of the Controlling Player's next turn - or if that model would already gain the Shrouded (6+) Special Rule, it gains the Shrouded (5+) Special Rule (if a model already has Shrouded (5+) or better than it gains no additional benefit)."*

Rite of War: Decapitation Strike (Page 329)
Balance Change
Change the second bullet point to read as follows:
"All models in any unit from a Detachment using this Rite of War assigned to a Deep Strike Assault or Flanking Assault gain the Shrouded (5+) Special Rule until the start of the Controlling Player's Next Turn when they enter play."

Corvus Corax (Page 332)
FAQ
This model counts as having a Legion Warhawk Jump Pack for rules and interactions that affect or require that wargear.

FAQ, Errata, & Balance Changes for Liber Hereticus

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Emperor's Children Advanced Reaction (Page 151)
FAQ
The charge allowed by this Advanced Reaction must be made against the enemy unit which triggered the Reaction.

Phoenix Terminator Squad (Page 158)
Balance Change
Remove the Character Sub-type from the Unit Type.

Add the Chosen Warriors Special Rule to the unit.

Palatine Blade Squad (Page 160)
Balance Change
Replace the Dedicated Transport text on this unit to read as follows:
"A Palatine Blade Squad may take a Legion Rhino Transport, Legion Drop Pod, Legion Termite Assault Drill, or Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport, this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Captain Lucius (Page 166-167)
FAQ
In an army containing both Captain Lucius and Fulgrim Transfigured, Captain Lucius does not need to exchange the Blade of the Laer for a Close Combat Weapon.

Legiones Astartes (Iron Warriors) (Page 175)
FAQ
In order to claim the +1 bonus to the Strength Characteristic of an attack, any unit targeted or hit must have one of the Unit Types specified.

Iron Warriors Advanced Reaction (Page 175)
FAQ
The unit which reacts must be the one which was targeted by an enemy's unit's Shooting Attack which triggered this reaction.

Graviton Crusher (Page 180)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Tyrant Siege Terminators (Page 186)
Balance Change
Change the effects of the Omni-Scope wargear to read as follows:
"A unit that includes at least one model with an Omni-Scope has the Night Vision Special Rule.

In addition, when a unit that includes one or more models equipped with an Omni-Scope makes the Interceptor Advanced Reaction , the reaction does not cost the Controlling Player a point from their Reaction Allotment . This does not allow the unit to make more than one Reaction per Phase, but does allow the Controlling Player to exceed the normal three Reactions limit in a given Phase."

Rite of War: Terror Assault (Page 197)
Balance Change
Remove the third point in the Limitations section.

Add the following to the end of the Effects section of this Rite of War:
"Terror Squads taken as Compulsory Troops in a Detachment using this Rite of War gain the Line Sub-type."

Nostraman Chain Weapons (Page 198)
Balance Change
Change the points cost for a model with the Character Sub-type and the Legiones Astartes (Night Lords) Special Rule to exchange a Power Weapon for a Chainblade or Chainglaive to free.

Terror Squad (Page 202)
Balance Change
Change the base unit cost of the unit to 135 points.

Change the cost per additional model to 22 points per model.

Change the Wounds Characteristic on the Executioner and Headsman profiles to be 2.

Night Raptor Squad (Page 203)
Balance Change
Change the base unit cost of the unit to 150 points.

Contekar Terminator Squad (Page 204)
Balance Change
Change the base unit cost of the unit to 250 points.

Change the cost per additional model to 45 points per model.

Violence Incarnate (Page 214)
Balance Change
Change the Special Rule to read as follows:
"On any turn in which a model with this Special Rule makes a successful Charge, it gains +1 Attack for the remainder of that turn in addition to any other bonuses, even if that Charge is considered a Disordered Charge."

World Eaters Advanced Reaction (Page 215)
Balance Change
Change the first sentence to read as follows:
"This Advanced Reaction may be made once per battle during the opposing player's Shooting phase when any enemy player declares a Shooting Attack targeting a unit composed entirely of models with the Infantry or Cavalry Unit Type and the Legiones Astartes (World Eaters) Special Rule under the Reactive player's control."

Rite of War: Berserker Assault (Page 217)
Balance Change
Change the first Limitation to read as follows:
"All units in a Detachment using this Rite of War must declare a Charge in any of the Controlling Player's Assault Phases where there is at least one model from any enemy unit within 12" and line of sight of a unit selected as part of a Detachment using this Rite of War, and must always target the closest enemy unit if possible. If a Charge made in this way initiates a multiple combat that includes more than one enemy unit, the Charging World Eaters unit suffers a -1 penalty to their Weapon Skill until the start of the Controlling Player's next turn."

Ravening Madmen (Page 218)
Balance Change
Change the first sentence of the Special Rule to read as follows:
"Any model making a To Wound roll in the Assault phase against a unit composed entirely of models with this Special Rule reduces its Strength by -1 when determining the score required To Wound (this does affect the attacking unit's Strength for the purposes of inflicting Instant Death)."

Excoriator Chainaxe (Page 219)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Falax Blades (Page 219)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Red Sands (Page 221)
Balance Change
Replace the first sentence to read as follows:
"In any given turn Angron may make as many Challenges as there are enemy models with the Chosen Warrior Special Rule, Character Sub-type, or Primarch Unit Type locked in combat with him, up to his current number of Attacks."

Legiones Astartes (Death Guard) (Page 232)
FAQ
Because the Legiones Astartes (Death Guard) Special Rule means all Death Guard units are counted as stationary for the purposes of shooting, models with Fury of the Legion Special Rule are able to gain its benefits while shooting, even if they have moved, because they are counted as stationary.

If a model with the Legiones Astartes (Death Guard) Special Rule is equipped with a Helical Targeting Array, it may not claim the benefits of the Wargear if it has moved for any reason during the Controlling Player's preceding Movement Phase.

The Prosperine Arcana (Page 255)
FAQ
Any Minor Arcana selections for your army must be made during army selection.

Units with multiple Minor Arcana (such as an Independent Character joining a unit with different Minor Arcana) may use each of them during the relevant phases.

Raptora (Page 255)
Balance Change
Change the wording of the Raptora Minor Arcana to read as follows:
"When a unit that includes a Psyker with this power ends a move within 12" of any enemy unit, the Controlling Player may make a Psychic check for the Psyker with this power. If the Psychic check is successful then all models in the unit with the Psyker Sub-Type and the Legiones Astartes (Thousand Sons) Special Rule gain a 6+ Invulnerable Save, or if the model already has an Invulnerable Save, that save is increased by one step (for example, from 6+ to 5+) up to a maximum of a 4+ Invulnerable Save, until the start of the Controlling Player's next turn. If the Psychic check is failed then the Psyker suffers Perils of the Warp."

Asphyx Shells (Page 258)
Balance Change
Change the text to read as follows:
"Any model with the Legiones Astartes (Thousand Sons) Special Rule may exchange their Bolt Pistol for an Asphyx Bolt Pistol and/or their Bolter for an Asphyx Bolter for 1 point per weapon."

Achea Pattern Force Weapons (Page 259)
FAQ
As Achea Pattern Force Weapons do not have the Force Special Rule (despite being of the Force type), they do not gain Instant Death when models with the Daemon Unit Type or Corrupted Sub-type, and similarly, the Adamantium Will (X) Special Rule cannot provide a benefit against attacks made with them.

Balance Change
Remove the following sentence:
"(a model with the Independent Character Special Rule may not select this option)"

Achean Force (Page 259)
Balance Change
Add the following to the end of the GW Errata to read as follows:
"A model with the Dreadnought Unit Type and a weapon with the Achean Force Special Rule may activate it despite normally being prevented from doing so because they do not have the Pskyer Sub-type."

Magnus the Red (Page 260)
Balance Change
Add the Psychic Mastery (3) Special Rule to the unit's profile.

Sire of the Thousand Sons (Page 260)
Balance Change
Change the wording of the Special Rule to read as follows:
"All models with the Infantry or Cavalry unit type in the same army as Magnus the Red with the Psyker Sub-type gain the Adamantium Will (6+) Special Rule (if a model already has a version of this special rule then the value of that Special Rule is increased by one step, for example from (5+) to (4+)) and any model with the Legiones Astartes (Thousand Sons) Special Rule (Including Magnus the Red) that suffers Perils of the Warp reduces the number of Wounds inflicted by 1 (to a minimum of 1 wound). In addition, an army with Magnus the Red as its Warlord gains an additional Reaction in the Opposing Player's Assault phase, unless Magnus the Red has been removed as a casualty."

Castellax-Achea Automata (Page 266)
Balance Change
Change the base unit cost of the unit to 110 points.

Change the cost per additional model to 110 points per model.

Psy-Automata Unit Sub-type (Page 267)
Balance Change
Replace the third bullet point with the following:
"Models with the Psy-Automata Unit Sub-type may charge in the same turn in which they shoot a Rapid-Fire Weapon."

Ahzek Ahriman (Page 270)
Balance Change
Add the Psychic Mastery (2) Special Rule to the unit's profile.

Sons of Horus Advanced Reaction (Page 281)
FAQ
The unit which reacts must be the one which was targeted by an enemy's unit's Shooting Attack which triggered this reaction.

Rite of War: Black Reaving (Page 283)
Balance Change
Add the following to the end of the Effects section of this Rite of War:
"The Deep Strike Special Rule conferred by this Rite of War is also conferred to any characters that join a unit given it by the Rite of War.

The Outflank Special Rule conferred by any source is also conferred to any characters that join a unit which possesses it in a Detachment using this Rite of War."

Horus Lupercal (Pages 286 - 287)
FAQ
The Master of Weapons Special Rule would normally prevent a model striking Horus Lupercal in close combat on a roll of 2 or 3. If a model has a Special Rule or other ability that would allow it to modify its close combat hit rolls, this would allow them to hit Horus Lupercal on a lower roll.

Justaerin Terminator Squad (Page 290)
Balance Change
Replace the Dedicated Transport text on this unit to read as follows:
"A Justaerin Terminator Squad may take a Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 5 models or a unit of any size may take a Legion Land Raider Spartan as a Dedicated Transport. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Reaver Attack Squad (Page 292)
Balance Change
Change the cost of Power Weapons to +5 points each.

Change the cost of Charnabal Weapons to +5 points each.

Add the Outflank Special Rule to this unit's profile.

Maloghurst the Twisted (Page 293)
Balance Change
Add the Broken Soul Special Rule to this unit's profile.

Garviel Loken (Page 295)
Errata
Replace the wording of the Born Survivor Special Rule to read as follows:
"The first time in any battle when a model with this Special Rule is reduced to 0 Wounds for any reason or otherwise removed from play as a casualty, the Controlling Player must immediately make a Leadership test for that model. If the Test is failed then the model is removed as a casualty as normal, but if the Test is passed then the model is not removed as a casualty, but instead remains in play and regains D3 Wounds."

Unswerving Devotion (Page 304)
Balance Change
Change the wording of the Warlord Trait to read as follows:
"Any friendly 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 players Shooting phase as long as the Warlord has not been removed as a casualty."

Rite of War: The Dark Brethren (Page 305)
FAQ
The bonuses gained from points of Favour from this Rite of War are applied to unit itself - meaning that if an Independent Character had joined a unit which was then given the Favour point, the Independent Character would benefit from the bonuses provided until they leave the unit - at which point they would no longer benefit from it.

Similarly, if the Independent Character was given the Favour point and then joined a unit, the unit would benefit from the bonuses until the Independent Character leaves the unit.

If an Independent Character was already joined to a unit when a Favour point was assigned, it should be made clear which of either the unit or the Independent Character were given the Favour point.

A unit can never benefit from from more than three instances of Favour of the Dark Gods.

Only models in the Detachment with this Rite of War may gain the benefits from points of Favour.

Dark Channelling (Page 306)
Balance Change
Replace the wording of Dark Channelling to read as follows:
"Any unit with the Traitor Allegiance, and the Infantry, Dreadnought, or Cavalry 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 (Page 306)
Balance Change
Replace the wording of Tainted Weapon to read as follows:
"Any model with the Character Sub-type, the Legiones Astartes (Word Bearers) Special Rule, and the Traitor Allegiance may exchange a Power Weapon for a Tainted Blade, Tainted Axe or Tainted Maul for +5 points each:"

Warpfire Weapons (Page 306)
Balance Change
Replace the wording of Warpfire Weapons to read as follows:
"Any model with the Legiones Astartes (Word Bearers) Special Rule and the Traitor Allegiance 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."

Corrupted (Page 307)
Errata
Replace the last sentence to read as follows:
"No unit 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."

Diabolist (Page 308)
Balance Change
Replace the option to select the Diabolist Consul upgrade to read as follows:
"A Legion Centurion, Legion Cataphractii Centurion, or Legion Tartaros Centurion with the Legiones Astartes (Word Bearers) Special Rule and the Traitor Allegiance may be upgraded to a Diabolist:"

The Power of the Word (Page 311)
Errata
Replace the first sentence to read as follows:
"Any unit with the Retinue Special Rule selected as a Retinue Squad with Lorgar as its Leader gains the Fearless and Feel No Pain (4+) Special Rules."

Argel Tal (Page 318)
Balance Change
Add the following to this model's profile:
"Argel Tal is counted as having a Legion Warhawk Jump Pack for rules and interactions that affect or require that wargear."

Rite of War: Coils of the Hydra (Page 333)
Balance Change
In contravention to the Games Workshop FAQ for Liber Hereticus, you may select up to three different units via the Rewards of Treachery Special Rule, but these must all have the same variant of the Legiones Astartes Special Rule (for example, Legiones Astartes (Iron Warriors)) on their unit profile.

Any units selected via the Rewards of Treachery Special Rule change their allegiance to match that of the Detachment they are taken in.

Alpharius (Page 336)
Balance Change
Add the Skirmish Sub-type to this unit's profile.

Add a Nuncio-Vox to this unit's wargear.

Everywhere and Nowhere (Page 337)
FAQ
If Alpharius has been selected as the Leader of a Retinue of any kind, the unit selected in this manner does not count towards the 3 unit limit for this rule.

Lernaean Terminator Squad (Page 338)
Balance Change
Change the cost of Power Fists to +10 points each.

Change the cost of Chainfists to +15 points each.

Exodus (Page 340)
Balance Change
Add the Skirmish Sub-type to this unit's profile.

FAQ, Errata, & Balance Changes for Legacies of the Age of Darkness: Legiones Astartes

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Consularis Upgrades (Various Pages)
Errata
Add the following sentence to the Consularis Upgrades on the following pages:
- Legion Primus Nullificator Consul, Page 9
- Legion Warmonger Consul, Page 10

"This upgrade is selected instead of any of the standard Consul upgrades found on pages 104-155 of the Liber Astartes or Hereticus Rulebooks."

Legion Primus Nullificator Consul (Page 9)
Balance Change
A model with this Legiones Consularis upgrade increases his Leadership Characteristic to 10.

Change the first line of the Wargear section to read as follows:
"A Legion Primus Nullificator gains an Aether-Shock Maul at no additional points cost."

Legion Nullificator Squad (Pages 11 - 12)
Balance Change
Replace the wording of the Hexagrammatic Wards Special Rule to read as follows:
"When a model with this Special Rule suffers a wound from a Psychic Weapon or a Psychic Power, or from any attack made by a model with the Daemon or Corrupted Sub-type, the model may re-roll any failed Invulnerable Saves it makes."

Change the Leadership Characteristic on the Legion Nullificator and Legion Nullificator Sergeant profiles to be 10.

Replace the Dedicated Transport text on this unit to read as follows:
"A Legion Nullificator Squad may take a Legion Land Raider Proteus Carrier or Legion Dreadclaw Drop Pod as a Dedicated Transport as long as it numbers no more than 5 models. A unit of any size may take a Legion Land Raider Spartan as a Dedicated Transport. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Legion Castra Ferrum Dreadnought Talon (Page 13)
Balance Change
Increase the base points cost of the unit to 150 Points.

Change the cost per additional model to 150 points per model.

Replace the wording of the fourth bullet point in the options section to read as follows:
"Any Legion Castra Ferrum Dreadnought may take any of the following:"

Replace the option to purchase a Multi-Melta for +20 points for an option to purchase a Gravis Melta Cannon for +20 points.

Legion Spatha Attack Bike Squadron (Page 15)
Balance Change
Add the Support Squad, Hit & Run, and Outflank Special Rules to this unit's entry.

Change the Wounds Characteristic on the Legion Spatha Attack Bike profile to be 3.

Legion Spatha Attack Bike (Page 15)
Balance Change
Change the effects of the Legion Spatha Attack Bike wargear to read as follows:
"A Legion Spatha Attack Bike has one Twin-Linked Bolter, and one Heavy Bolter. In addition, a model with a Legion Spatha Attack Bike that chooses to Run gains the Shrouded (5+) Special Rule until the start of the Controlling Player's next turn.

A model equipped with a Legion Spatha Attack Bike must change its Unit Type to Cavalry, keeping any Unit Sub-types it previously had, and may choose to gain the Skirmish Unit Sub-type. In addition, the model must change its Movement Characteristic to 14 and gains the Firing Protocols (2), Battle-Hardened (1), Skilled Rider, and Hammer of Wrath (1) Special Rules."

Legion Tarantula Sentry Gun Battery (Page 16)
Balance Change
Remove the Bulky (4) Special Rule from this unit's entry.

Add the Immobile Special Rule to this unit's entry.

Change the wording of the Sentry Protocols Special Rule to read as follows:
"A model with this Special Rule must target the closest enemy model as per the following limitations and restrictions:

- Any model armed with a weapon of Strength 7 or more must target the nearest enemy model with the Vehicle, Automata, or Dreadnought Sub-types.
- Any model armed with a weapon of Strength 6 or below must target the nearest enemy model without the Vehicle, Automata, or Dreadnought Sub-types.
- Any model armed with a weapon with the Skyfire Special Rule must target the nearest enemy model with the Flyer Sub-type.

If no such target is in range, then the Controlling Player may select a target as normal."

Change the profile of the Tarantula Sentry Gun to the below:

	M	WS	BS	S	T	W	I	A	Ld	Sv
Tarantula Sentry Gun	-	-	3	5	5	2	-	-	5	3+

Legion Indomitus Terminator Squad (Page 17)
Balance Change
Replace the Dedicated Transport text on this unit to read as follows:
"A Legion Indomitus Terminator Squad may take a Legion Land Raider Proteus Carrier or Legion Dreadclaw Drop Pod as a Dedicated Transport as long as it numbers no more than 5 models. A unit of any size may take a Legion Land Raider Spartan as a Dedicated Transport. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Legion Land Raider Phobos (Page 22)
Balance Change
In any instance where you may choose to select a Legion Land Raider Proteus Carrier, such as as a Dedicated Transport or via a Rite of War, you may instead choose to select a Legion Land Raider Phobos instead.

Legion Land Raider Achilles (Page 23)
Balance Change
Replace the Hull (Front) Mounted Achillus Quad Launcher with a Hull (Front) Mounted Quad Launcher (with Frag, Shatter, Splinter, and Incendiary shells).

Legion Basilisk Squadron (Page 25)
Balance Change
Replace the Earthshaker Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Legion Medusa Squadron (Page 26)
Balance Change
Replace the Medusa Mortar's profile with the one found in the Panoptica Weapons Profiles section.

Legion Whirlwind Squadron (Page 27)
Balance Change
Add the Bombard Sub-type to the Unit Type.

Replace the Whirlwind Missile Launcher Talonis HE Missile's profile with the one found in the Panoptica Weapons Profiles section.

Legion Caestus Assault Ram (Page 28)
Balance Change
Change the Movement Characteristic on the Legion Caestus Assault Ram's profile to be 18".

Decrease the Transport Capacity on the Legion Caestus Assault Ram's profile to be 10.

Add the Power of the Machine Spirit, Afterburner, Caestus Prow, and Inertia Suppression Clamps Special Rules to this unit's entry.

Legion Malcador Heavy Tank Squadron (Page 29)
Balance Change
Add the Fast Sub-type to the Unit Type.

Replace all references to 'Side (X) Mounted' weapons with 'Hull (X) Mounted' instead.

Replace the Battle Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Replace the option to purchase a Turret Mounted Gravis Lascannon for an option to purchase a Turret Mounted Gravis Heavy Lascannon - See Panoptica Weapons Profiles Section.

Change the upgrade cost for One Hull (Left) Mounted Lascannon and One Hull (Right) Mounted Lascannon to +15 points.

Change the upgrade cost for One Hull (Front) Mounted Demolisher Cannon to +35 points.

Replace the option to select a Hull (Front) Mounted Vanquisher Battle Cannon for +10 points in this unit's options with a Hull (Front) Mounted Vanquisher Battle Cannon with Co-Axial Autocannon for +20 points.

Add the following to the end of the Independent Fire Control Special Rule, to read as follows:
"Instead of the above, in a turn in which a model with this Special Rule either remained Stationary or moved at Combat Speed during the Controlling Player's Movement Phase, then for the duration of the Controlling Player's following Shooting Phase, it may make Shooting Attacks as if it had the Super Heavy Sub-Type."

Legion Minotaur Battery (Page 30)
Balance Change
Replace the Hull Centreline (Rear) Mounted Twin-Linked Earthshaker cannon with a Centreline (Rear) Mounted Earthshaker Battery - See the Panoptica Weapons Profiles section.

Legion Stormblade (Page 31)
Balance Change
Decrease the base points cost of the unit to 500 Points.

Replace the Plasma Blastgun's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Add a Hull (Front) Mounted Heavy Bolter to this unit's profile.

Legion Baneblade (Page 35)
Balance Change
Decrease the base points cost of the unit to 475 Points.

Replace the Baneblade Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Legion Banehammer (Page 36)
Balance Change
Decrease the base points cost of the unit to 500 Points.

Increase the Transport Capacity to 22 models.

Add the Tank Desant Special Rule to this unit's entry.

Replace the Tremor Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Legion Stormlord (Page 37)
Balance Change
Decrease the base points cost of the unit to 475 Points.

Increase the Transport Capacity to 32 models.

Add the Tank Desant and Assault Vehicle Special Rules to this unit's entry.

Replace the Vulcan Mega-Bolter's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Legion Shadowsword (Page 38)
Balance Change
Decrease the base points cost of the unit to 500 Points.

Increase the Front Armour Characteristic of this unit to 14.

Legion Stormsword (Page 39)
Balance Change
Decrease the base points cost of the unit to 500 Points.

Replace the Hellhammer Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Legion Macharius Heavy Tank Squadron (Page 40)
Balance Change
Move this unit from a Lord of War selection to a Heavy Support selection.

Replace the Super-Heavy Sub-type with the Reinforced Sub-type.

Add the Independent Fire Control and Armoured Superstructure Special Rules to this unit's profile.

Decrease the base points cost of the unit to 250 Points, and the cost to add an additional model to 250 Points.

Replace the Macharius Battlecannon, Macharius Vanquisher Battlecannon, and Macharius Rotary Bolt Cannon's profiles with the one found in the Panoptica Weapons Profiles section.

Legion Macharius Omega Heavy Tank (Page 41)
Balance Change
Move this unit from a Lord of War selection to a Heavy Support selection.

Replace the Super-Heavy Sub-type with the Reinforced and Bombard Sub-types.

Add the Independent Fire Control, Armoured Superstructure, and Exposed Compartment Special Rules to this unit's profile.

Decrease the base points cost of the unit to 400 Points.

Replace the Omega Pattern Plasma Blastgun's profile with the one found in the Panoptica Weapons Profiles section.

Legion Crassus Armoured Assault Transport (Page 42)
Balance Change
Change the Transport Capacity Characteristic of the Crassus Assault Transport to 48.

Add the Transport Bay Special Rule to this unit's profile.

Legion Praetor Armoured Assault Launcher (Page 43)
Balance Change
Decrease the base points cost of the unit to 475 Points.

Replace the Praetor Launcher on this unit's profile with a Centreline Mounted Praetor Launcher - see profile in the Panoptica Weapons Profiles section.

Farith Redloss (Page 45)
Balance Change
Add the Consul (Siege Breaker) Special Rule to Farith Redloss' profile.

Firewing Enigmatus Cabal (Pages 52 - 53)
Errata
Remove the following sentence from the Blade Charge Special Rule:
"This does not replace or improve any other versions of the Rending (X) special rule already possessed by the unit."

Excindio Battle Automata (Page 54)
Balance Change
Replace the Inbuilt Refractor Field Wargear on this model with an Inbuilt Atomantic Deflector. When the model loses its last wound, increase the explosion range by +4".

In addition, add the following to the bullet points of effects provided by the Shackled Artificia Unit Type:
"Any attacks made against a unit with the Shackled Artificia Unit Type are resolved as if the model had the Dreadnought Unit Type, for the purposes of resolving these attacks. Note that this affects any Wargear, Weapons, Special Rules, Psychic Powers, or any other abilities."

Honoured Telemechrus (Page 64)
Balance Change
Honoured Telemechrus grants the benefit of a Legion Vexilla to all friendly Legiones Astartes (Ultramarines) units which have at least one model within 12".

Add the Character Sub-type to this unit's profile.

Fulmentarus Terminator Squad (Page 65)
Balance Change
Replace the Hellfire Plasma Missile's profile with the one found in the Panoptica Weapons Profiles section.

Locutarus Storm Squad (Page 67)
Balance Change
Change the cost per additional model to 30 points per model.

Cassian Dracos Reborn (Page 69)
Balance Change
Add an Iron Halo and Nuncio Vox to Cassian Dracos Reborn's Wargear.

Add the Battlesmith (5+) and Ferromantic Invulnerability Special Rules to Cassian Dracos Reborn's Profile.

Add the Cybertheurgist and Character Sub-types to Cassian Dracos Reborn's profile.

Change Cassian Dracos Reborn's profile to the below:

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cassian Dracos Reborn	6	6	5	6	7	6	4	4	10	2+

Nomus Rhy'Tan (Page 70)
Balance Change
Change the Weapon Skill Characteristic on Nomus Rhy'Tan's profile to be 6.

Add the It Will Not Die (5+) and Consul (Chaplain) Special Rule to this Character's entry.

Add the following to Nomus Rhy'Tan's profile:
"In addition, all models in a unit joined by Nomus Rhy'tan gain the Stubborn and Hatred (Everything) Special Rules."

Change the first sentence of the Keeper of the Keys Warlord Trait to read as follows:
"Any model with the Dreadnought Unit Type and the Legiones Astartes (Salamanders) special rule in the same detachment as a Warlord with this Trait may add +2" to their Charge Distance."

Replace Darkstar Falling's profile with the one found in the Panoptica Weapons Profiles section.

Xiaphas Jurr (Page 71)
Balance Change
Add the It Will Not Die (5+) and Consul (Chaplain) Special Rule to this Character's entry.

Add the following to Xiaphas Jurr's profile:
"In addition, all models in a unit joined by Xiaphas Jurr gain the Stubborn and Hatred (Everything) Special Rules."

Moritat-Prime Kaedes Nex (Page 72)
Balance Change
Add Artificer Armour to this unit's profile.

Strike Captain Alvarex Maun (Page 74)
Balance Change
Add a Refractor Field to this unit's profile.

Rylanor The Unyielding (Page 76)
Balance Change
Add the It Will Not Die (5+) and Hatred (Traitors) Special Rules to Rylanor The Unyielding's Profile.

Add the Character Sub-type to this unit's profile.

Rylanor The Unyielding grants the benefit of a Legion Vexilla to all friendly Legiones Astartes (Emperor's Children) units which have at least one model within 12".

The Tormentor (Page 77)
Balance Change
Decrease the base points cost of the unit to 750 Points.

Replace the Hull (Front) Mounted Twin-Linked Heavy Bolter in this unit's entry with a Hull (Front) Mounted Twin-Linked Shrapnel Cannon.

Replace the Hull (Left) Mounted Twin-Linked Heavy Bolter and Hull (Right) Mounted Twin-Linked Heavy Bolter in this unit's entry with two Sponson Mounted Twin-Linked Shrapnel Cannons.

Replace the Hull (Left) Mounted Lascannon and Hull (Right) Mounted Lascannon in this unit's entry with two Sponson Mounted Lascannons.

Iron Havocs (Page 78)
Balance Change
Replace the Ferrum Occularis Wargear wording to read as follows:
"Shooting Attacks made using a weapon with the Heavy type by a model with a Ferrum Occularius gain the Sunder Special Rule, as long as the attack is not made as part of a Reaction or a Snap Shot."

Erasmus Golg (Page 79)
Errata
Add the Traitor Special Rule to this unit's entry.

Kyr Vhalen (Page 81)
Balance Change
Add the Consul (Siege Breaker) Special Rule to Kyr Vhalen profile.

Add the following to Kyr Vhalen's profile:
"For the purposes of Rites of War and mandatory unit selections only, Kyr Vhalen counts as a Warsmith."

Kheron Ophion of the Kyroptera (Page 83)
Balance Change
Replace the Power Armour on this unit's profile with Artificer Armour.

Marshal Durak Rask (Page 90)
Balance Change
Change the Wounds Characteristic on Marshal Durak Rask's profile to be 3.

Add the Consul (Siege Breaker) Special Rule to Marshal Durak Rask's profile.

Change the 'One Phosphex Bomb' on Marshal Durak Rask's profile to 'Three Phosphex Bombs'.

Ammitara Occult Intercession Cabal (Page 91)
Errata
Replace the wording of the Mind Killer ability to read as follows:
"At the start of their turn, before any models are moved, a Psychic check may be made once for each Ammitara Intercession Cabal by the controlling player, using the Leadership Characteristic of any model with the unit that does not have the Independent Character special rule. If the Check is passed, the Shooting Attacks of all models in the unit with the Psyker Unit Sub-type gain the Rending (4+) and Ignores Cover special rules in addition to any other effects their weapons might have, for the duration of the turn. This ability may not be used when attacking with weapons that have either the Template or the Blast (X) special rules. If the Check is failed then no benefit is gained and the unit suffers Perils of the Warp."

Reaver Aggressor Squad (Page 92)
Balance Change
Change the cost of Power Weapons to +5 points each.

Change the cost of Charnabal Weapons to +5 points each.

Autilon Skorr (Page 94)
Errata
Remove the Traitor Special Rule from this unit's entry.

Vengeance Weapon Battery (Page 97)
Balance Change
Add the Hardwired Defences Special Rule to this unit's profile.

Advanced Reaction: Void Shield Envelope (Page 98)
Balance Change
Replace the wording of the Void Shield Envelope Advanced Reaction to read as follows:
"This Advanced Reaction may be made during the Shooting phase whenever an enemy unit targets a friendly unit that has at least half of its models within 6" of a friendly Void Shield Generator with a Shooting Attack, excluding friendly units that include any models with the Monstrous, Gargantuan, Knight, Titan, Super-Heavy or Flyer Sub-Types. Before the Active player has resolved any Hit rolls, the Reactive player may choose to expend one of their Reactions for that Phase to have the unit targeted by the Shooting Attack gain an Invulnerable Save of 4+ until the end of the Shooting phase. Note that this Advanced Reaction does not improve nor replace any existing Invulnerable saves that a unit may have. The unit that has gained an Invulnerable Save as a result of this Reaction does not count as having made a Reaction, and may itself make a Reaction provided it would otherwise be able to do so, and the Reactive player has sufficient Reaction allotment remaining in that Phase."

Hammerfall Bunker (Page 103)
Balance Change
Add the Hardwired Defences and Power of the Machine Spirit Special Rules to this unit's profile.

Replace the Hammerfall Strike Special Rule's wording to read as follows:
"Rather than deploying this Fortification as per the usual rules for Fortifications, you may choose instead to assign it to a Drop Pod Assault or Deep Strike Assault as normal. If assigned in this manner to one of the specified deployment methods, the Hammerfall Bunker gains the Orbital Assault Vehicle, Inertial Guidance System, and Deep Strike Special Rules. This does allow you to place the Hammerfall Bunker outside of your Deployment Zone.

Note that this is an exception to the normal rules for Fortifications, and if assigned in this way, you may choose to select a Hammerfall Bunker in a Rite of War: Drop Pod Assault detachment."

FAQ, Errata, & Balance Changes for Exemplary Battles in the Age of Darkness

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Imperial Fists Huscarl Squad (Page 2)
Balance Change
Replace the Dedicated Transport text on this unit to read as follows:
"An Imperial Fists Huscarl Squad numbering no more than five models may take a Legion Land Raider Proteus Carrier or Legion Dreadclaw Drop Pod as a Dedicated Transport. An Imperial Fists Huscarl Squad of any size may select a Legion Spartan Land Raider as a Dedicated Transport. As a Dedicated Transport, this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

Dark Angels Inner Circle Knights Cenobium - Order of the Broken Claws (Page 7)
Balance Change
Remove the Character Sub-type from the Unit Type.

Add the Chosen Warriors Special Rule to the unit.

For the purposes of the Deathwing Hexagrammaton Unit Sub-type, an Advex-Mors Greatsword gains the +1 To Hit bonus provided by the Sub-type.

Death Guard Mortus Poisoner Squad (Page 8)
Balance Change
Add the Line Sub-type to this unit's profile.

Change the Wounds Characteristic on this unit's profiles to 2.

Add the Battle-Hardened (1) Special Rule to this unit's profile.

Change the cost to purchase a Heavy Alchem Flamer to +5 points.

Change the cost to purchase a Power Scythe to +10 points.

Emperor's Children Sun Killer Squad (Page 13)
Balance Change
Change the option to upgrade to a Multi-Melta to include a Suspensor Web.

FAQ, Errata, & Balance Changes for Liber Mechanicum

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

The Divisio Tactica Mechanicum (Page 10)
FAQ
For the purposes of the Allies Matrix, all Divisios Tactica count as Sub-Factions of the main Mechanicum Faction, and follow the rules laid out on page 98 of this document on how Sub-Factions interact.

Advanced Reaction: Scornful Fire (Page 17)
FAQ
Due to the wording of this Advanced Reaction, any Shooting Attacks made as part of this Advanced Reaction are resolved before the Shooting Attack that triggered this Advanced Reaction.

Myrmidon Secutor Host (Page 32)
Balance Change
Change the upgrade cost for Graviton Guns to +10 points.

Change the upgrade cost for Phased Plasma Fusils to +15 points.

Adsecularis Tech-Thrall Covenant (Page 34)
Balance Change
Change the value of the Armour Save on this unit's profile to be 5+.

Scyllax Guardian-Automata Maniple (Page 36)
Balance Change
Add the Feel No Pain (5+) Special Rule to this unit's profile.

Arlatax Battle-Automata Maniple (Page 40)
Balance Change
Replace the two Power Blade Arrays with in-built Light Autocannons on this unit's profile with two Arlatax Power Claws with in-built Light Autocannons - See the Panoptica Weapons Profiles section.

Ursarax Cohort (Page 41)
Balance Change
Change the second bullet point in the unit's options to read as follows:
"Any Ursarax may exchange their two lightning claws for:"

Thanatar Siege-Automata Maniple (Page 46)
Balance Change
Change the upgrade cost for purchasing the Paragon of Metal Special Rule to +50 points.

Change the value of the Hammer of Wrath Special Rule on this unit's profile to Hammer of Wrath (2).

Add the following to the wargear section on the unit's profile:
One Shock Charger (Thanatar-Calix only)

Karacnos Assault Tank (Page 48)
Balance Change
Change the Karacnos Mortar Battery to be Centreline Mounted.

Krios Squadron (Page 49)
Errata
Replace "Centreline mounted" with "Sponson mounted" for the option to purchase Volkite Calivers.

Mechanicum Acastus Knight Asterius (Page 55)
Balance Change
Add a Flare Shield to this unit's wargear.

Change the Karacnos Mortar Battery to be Centreline Mounted.

Replace the two Arm Mounted Twin-Linked Heavy Conversion Beam Cannons with two Arm Mounted Conversion Destructors - See the Panoptica Weapons Profiles section.

Ordinatus Ulator (Page 56)
Balance Change
Add Searchlights to this unit's wargear.

Ordinatus Aktaeus (Page 57)
Balance Change
Add an Ordinatus Dispersion Shield to this unit's wargear.

High Techno-arcana: Stataraga (Page 61)
Errata
Add the following to the end of this Special Rule:
"In addition, when selected as a Troops Choice in a Questoris Knights Detachment, Archmagos Draykavac gains the Patris Cybernetica Special Rule."

Archmagos Anacharis Scoria (Page 62)
Balance Change
Add the Stubborn Special Rule to this unit's profile.

Forbidden Protocols (Page 62)
Errata
Add the following to the end of the Warlord Trait:
"Note that this Warlord Trait can affect a unit which Archmagos Anacharis Scoria has joined, even though this would normally not be permitted as the unit would no longer be a unit containing only Automata."

Rites of the Beast (Page 63)
Errata
Replace this Special Rule to read as follows:
"Anacharis Scoria has the Artificia Machina, Artificia Cybernetica, Ephemera Incursus, and Anima Malefica Cybertheurgic Arcana, and has all Rites and weapons that are part of those Arcana.

In addition, Archmagos Anacharis Scoria provides all effects, benefits, and rules (and gains any wargear, Special Rules, or other effects applicable to himself) that an Archmagos with the Cybernetica Arcana would to the detachment he is in."

Warlord Battle Titan (Page 72)
Balance Change
Change the Void Shields (6) Special Rule on this unit's profile to Void Shields (8).

Acastus Knight Porphyrion (Page 83)
Balance Change
Replace the Two Hull (Front) Mounted Twin-Linked Magna Lascannons on this unit's profile with Two Hull (Front) Mounted Magna Lascannons.

Questoris Knight Styrix (Page 84)
Balance Change
Add a Flare Shield to this unit's profile.

Questoris Knight Magaera (Page 85)
Balance Change
Add a Flare Shield to this unit's profile.

0-1 Questoris Knight Atrapos (Page 86)
Balance Change
Add a Flare Shield to this unit's profile.

0-1 Questoris Acastus Knight Asterius (Page 87)
Balance Change
Add a Flare Shield to this unit's profile.

Change the Karacnos Mortar Battery to be Centreline Mounted.

Replace the two Arm Mounted Twin-Linked Heavy Conversion Beam Cannons with two Arm Mounted Conversion Destructors - See the Panoptica Weapons Profiles section.

Household Ranks (Page 88)
Balance Change
Add the following to the Household Ranks section:
"If an Imperial Knight selects any Household Rank other than Aspirant or Seneschal, it increases its Hull Points Characteristic by +1.

A Knight which selects the Seneschal Household Rank instead increases its Hull Points Characteristic by +2."

Implacable (Page 89)
Balance Change
Change the wording of the Implacable Special Rule to read as follows:
"An attack targeting a model with this Special Rule reduces the number of Hull Points of damage inflicted from any attack by -1, to a minimum of 1, and reduces all rolls on the vehicle damage table by 1."

Armiger Unit Type (Page 90)
Errata
Add the following to the Armiger Unit Type:
"A unit with the Armiger Unit Type cannot be destroyed as a result of a Sweeping Advance made by a unit with the Infantry Unit Type.

A unit with the Armiger Unit Type automatically passes any Pinning tests they would be required to make.

Any attacks made against a unit with the Armiger Unit Type are resolved as if the Armigers have the Dreadnought Unit Type, for the purposes of resolving these attacks. Note that this affects any Wargear, Weapons, Special Rules, Psychic Powers, or any other abilities."

Paragon Unit Sub-type (Page 91)
Balance Change
Add the following to the Paragon Unit Sub-type:
"In contravention to the GW FAQ, a unit with the Paragon Sub-type may make Reactions, ignoring restrictions from any Unit Type or Sub-type that would prevent it from doing so, as long as the Controlling Player has Reaction allotment available."

Cybernetica Exortus (Cybertheurgic Rite) (Page 94)
Balance Change
Replace the first bullet point to read as follows:
"When making a Charge roll for the unit in the same turn as this Rite is used, as long as the unit contains at least one model with the Automata Unit Type, you may roll an additional dice and discard the lowest rolled dice before determining the results of the Charge roll."

Replace the third bullet point to read as follows:
"The Controlling Player may choose to add either +1 to its BS or WS until the start of the Controlling Player's next Shooting Phase."

Ephemera Perfidiae (Cybertheurgic Rite) (Page 95)
Balance Change
Replace the wording of this Cybertheurgic Rite to read as follows:
"Instead of making a Shooting Attack, a Cybertheurgist with this Cybertheurgic Rite may select a single enemy unit with a model within 12" that is entirely composed of models with the Vehicle, Dreadnought, or Automata Unit Type (but not any models with the Super-Heavy, Lumbering, Titan, or Knight Sub-types). The Cybertheurgist's Controlling Player may immediately make a Shooting Attack as if they controlled the chosen unit – this Shooting Attack may target any unit that is considered an enemy unit by the Cybertheurgist's Controlling Player and is made as Snap Shots. The Cybertheurgist may choose to make a Cybertheurgy check before making this Shooting Attack, and if successful the Shooting Attack is made using the Cybertheurgist's BS and is not made as Snap Shots. If the Check is failed then the Cybertheurgist suffers Cybertheurgic Feedback and no Shooting Attack is made. An enemy unit used to make a Shooting Attack with this Rite may attack normally in its Controlling Player's turn and gains the Hatred (Cybertheurgists) Special Rule for the rest of the battle."

Lacyraemarta (Page 99)
Balance Change
Add the following to the end of the Opus Viscera Sub-Heading:
"This ability may not be used on any unit which is locked in combat."

Armiger and Moirax Talons (Page 102)
FAQ
Add the following to the end of the Special Rule:
"Once a unit with this Special Rule has separated, each model counts as its own unit for the purposes of Victory Points, Units Destroyed, and similar rules."

Binaric Stratagems (Page 102)
Balance Change
It should be noted that if a model is not equipped with a Kyropatris Field Generator, they may not claim the benefits of any Special Rule or effect provided by the Binaric Stratagems Special Rule - even if these Special Rules or effects would normally be conferred, such as the Preferred Enemy (X) Special Rule.

Destructor (Page 103)
Balance Change
Change the Destructor Special Rule to read as follows:
"When a model is allocated a Wound or Hull Point Loss inflicted by a weapon with this Special Rule, it does not suffer only one Wound or Hull Point of damage, but instead suffers D6 Wounds or Hull Points of damage instead, with all of the Wounds or Hull Points inflicted using the same AP and special rules as that of the initial Wound. Roll to save against each Wound or Hull Point of damage inflicted separately, but note that Wounds or Hull Points of damage caused in excess of a given model's remaining Wounds or Hull Points do not spill over to other models and are lost.

In addition, if the target of this attack is a model with the Knight, Titan, Gargantuan, Super-Heavy Vehicle, or Building or Fortification Unit Type, or the Monstrous Unit Sub-type, increase the number of Wounds suffered or Hull Points lost to 2D6."

Disruption (X) (Page 103)
Balance Change
Change the Disruption (X) Special Rule to read as follows:
"To Hit rolls of the value X indicated made by a weapon with this Special Rule cause an automatic Glancing Hit against models with the Vehicle Unit Type instead of rolling for Armour Penetration, and an automatic Wound against models with the Dreadnought, Automata, or Armiger Unit Types, instead of rolling To Wound.

On weapons which do not roll to Hit, such as Template or Blast Weapons, a D6 should be rolled for every applicable target - a roll of X or higher causes an automatic Glancing Hit against models with the Vehicle Unit Type instead of rolling for Armour Penetration, and an automatic Wound against models with the Dreadnought, Automata, or Armiger Unit Types.

Only Invulnerable Saves or Damage Mitigation rolls may be taken against Wounds or Hull Points of damage inflicted automatically by this Special Rule.

If a model armed with a weapon with this Special Rule receives a Ballistic Skill modifier (such as Night Fighting or being forced to make Snap Shots, etc), then they may only gain the benefit of the Disruption (X) Special Rule on a successful Hit (provided the Hit Roll is equal to or better than the value X)."

Feudal Hierarchy (Page 104)
Errata
Change the Feudal Hierarchy Special Rule to read as follows:
"A single Detachment may only ever include a single model with this Special Rule."

Paragon of Metal (Page 106)
Balance Change
Add the following to the end of the Paragon of Metal Special Rule:
"A model which has this Special Rule changes their Armour Save to 2+."

Pride of Place (Page 106)
Balance Change
Add the following to the end of the Pride of Place Special Rule:
"A model with this Special Rule may ignore the restrictions applied by it if the Unit with the Transport Sub-type they are attempting to Embark onto also has the Super-Heavy Sub-type.

In addition, a model with this Special Rule gains the Bulky (X) Special Rule, where X is equal to the model's starting Wounds Characteristic."

Reactor Overload (Page 106)
FAQ
The wounds caused by this Special Rule are only resolved once the shooting attack has been fully resolved.

Thanatar Maniple (Page 110)
FAQ
Add the following to the end of the Special Rule:
"Once a unit with this Special Rule has separated, each model counts as its own unit for the purposes of Victory Points, Units Destroyed, and similar rules."

Void Shields (X) (Page 111)
FAQ
When resolving a Shooting Attack against a target with any Void Shields active, all shots fired as part of that Shooting Attack are deemed to strike the Void Shields, and not the target unit itself. For example, if the first two shots of a five-shot Shooting Attack successfully remove the target's Void Shields, the remaining three shots do not strike the original target, but are instead discarded.
It should be noted that, as the Void Shields provided by this Special Rule are a separate target, they may not claim the benefits of the Flare Shield wargear item, nor take Saves or Damage Mitigation Rolls of any kind provided by the unit with the Void Shields (X) Special Rule.

Rapid-Fire Battle Cannon (Page 113)
Balance Change
Replace the Rapid-Fire Battle Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Mori Quake Cannon (Page 113)
Balance Change
Replace the Mori Quake Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Nemesis Quake Cannon (Page 113)
Balance Change
Replace the Nemesis Quake Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Avenger Gatling Cannon (Page 114)
Balance Change
Replace the Avenger Gatling Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Defensor Bolt Cannon (Page 114)
Balance Change
Replace the Defensor Bolt Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Vulcan Mega-Bolter (Page 114)
Balance Change
Replace the Vulcan Mega-Bolter's profile with the one found in the Panoptica Weapons Profiles section.

Laser Blaster (Page 117)
Balance Change
Replace the Laser Blaster's profile with the one found in the Panoptica Weapons Profiles section.

Belicosa Volcano Cannon (Page 117)
Balance Change
Replace the Belicosa Volcano Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Nemesis Volcano Cannon (Page 117)
Balance Change
Replace the Nemesis Volcano Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Terrebrax Rocket Battery (Page 118)
Balance Change
Replace the Terrebrax Rocket Battery's profile with the one found in the Panoptica Weapons Profiles section.

Plasma Mortar (Page 118)
Balance Change
Replace the Plasma Mortar's profile with the one found in the Panoptica Weapons Profiles section.

Volkite Chieorovile (Page 119)
Balance Change
Replace the Volkite Chieorovile's profile with the one found in the Panoptica Weapons Profiles section.

Scyllax Combat Array (Page 120)
Balance Change
Replace the Scyllax Combat Array's Dismember profile with the one found in the Panoptica Weapons Profiles section.

Reaper Chainblade (Page 120)
Balance Change
Replace the Reaper Chainblade's profile with the one found in the Panoptica Weapons Profiles section.

Reaper Chainsword (Page 120)
Balance Change
Replace the Reaper Chainsword's profile with the one found in the Panoptica Weapons Profiles section.

Reaper Chainfist (Page 120)
Balance Change
Replace the Reaper Chainfist's profile with the one found in the Panoptica Weapons Profiles section.

Las-Impulsor (Melee) (Page 121)
Balance Change
Replace the Las-Impulsor's Melee profile with the one found in the Panoptica Weapons Profiles section.

Atrapos Phasecutter (Melee) (Page 121)
Errata
Change the Armourbane Special Rule to Armourbane (Melee).

Balance Change
Replace the Atrapos Phasecutter's Melee profile with the one found in the Panoptica Weapons Profiles section.

Graviton Ram (Melee) (Page 121)
Balance Change
Replace the Graviton Ram's Melee profile with the one found in the Panoptica Weapons Profiles section.

Power Blade Array (Page 122)
Balance Change
Replace the Power Blade Array's profile with the one found in the Panoptica Weapons Profiles section.

Thunderstrike Gauntlet (Page 122)
Balance Change
Replace the Thunderstrike Gauntlet's profile with the one found in the Panoptica Weapons Profiles section.

Shock Charger (Page 123)
Balance Change
Replace the Shock Charger's profile with the one found in the Panoptica Weapons Profiles section.

Shock Lance (Melee) (Page 123)
Balance Change
Replace the Shock Lance's Melee profile with the one found in the Panoptica Weapons Profiles section.

Cyber Familiar (Page 125)
FAQ
Because a Cyber Familiar does not allow Leadership Characteristic tests to be re-rolled, you cannot use it to re-roll Cybertheurgy tests, as these are Leadership-based.

Ionic Deflector (Page 126)
Balance Change
Change the wargear's description to read as follows:
"A model with an Ionic Deflector gains a 5+ Invulnerable Save, and any model with an Ionic Deflector and a Wounds Characteristic that suffers 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.

In addition, when a model with an Ionic Deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6+3" suffer an automatic Hit at Str 8, AP -."

Ordinatus Dispersion Shield (Page 126)
Balance Change
Add the following to the end of the wargear's description:
"In subsequent Game Turns after the first, the Ordinatus Dispersion Shield counts as a Flare Shield."

Krak Grenades (Page 127)
FAQ
A model which declares it will use Krak Grenades to attack may still make Pile In moves, though these are made at Initiative 1.

Balance Change
Change the AP value of Krak Grenades to AP4.

Incunabulan Jet Pack (Page 130)
Balance Change
Add the following sentence to the end of the first paragraph to read as follows:
"This extra move can only be made in the Controlling Player's own Shooting Phase."

Add the following to the end of the wargear's description:
"A model with an activated Incunabulan Jet Pack may move over both friendly and enemy models or units without penalty - but must end its Movement at least 1" away from any model from another unit, and ignores the effects of any Difficult, Dangerous, or Impassable Terrain they move over as they make their move, though they must still take Dangerous Terrain Tests as normal should they start or end their move in terrain that would require them to do so. It should be noted that, for the purposes of Reactions, an Incunabulan Jet Pack is classed as having being activated for the purposes of moving over any models or terrain."

Stratos Thrusters (Page 130)
Balance Change
Add the following to the end of the wargear's description:
"On a Game Turn in which a model armed with Stratos Thrusters activates them, they may elect to gain the Skyfire Special Rule for all Ranged Weapons they are armed with. In addition, a model equipped with Stratos Thrusters also gains the Deep Strike Special Rule. A model with an activated set of Stratos Thrusters may move over both friendly and enemy models or units without penalty - but must end its Movement at least 1" away from any model from another unit, and ignores the effects of any Difficult, Dangerous, or Impassable Terrain they move over as they make their move, though they must still take Dangerous Terrain Tests as normal should they start or end their move in terrain that would require them to do so."

Utan Jump Booster (Page 130)
Balance Change
Add the following to the end of the wargear's description:
"A model with an activated Utan Jump Booster may move over both friendly and enemy models or units without penalty - but must end its Movement at least 1" away from any model from another unit, and ignores the effects of any Difficult, Dangerous, or Impassable Terrain they move over as they make their move, though they must still take Dangerous Terrain Tests as normal should they start or end their move in terrain that would require them to do so."

FAQ, Errata, & Balance Changes for Legacies of the Age of Darkness: Mechanicum

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Inar Satarael (Page 2)
Balance Change
Remove the Anti-Grav Sub-type from this unit's profile.

Add the Born of Steel Special Rule to this unit's profile.

Adsecularis Tech-Thrall Certus Covenant (Page 3)
Balance Change
Change the value of the Armour Save on this unit's profile to be 5+.

Mechanicum Tarantula Sentry Gun Battery (Page 5)
Balance Change
Remove the Bulky (4) Special Rule from this unit's entry.

Add the Fearless, Immobile, and Firing Protocols (2) Special Rules to this unit's entry.

Change the wording of the Sentry Protocols Special Rule to read as follows:
"A model with this Special Rule must target the closest enemy model as per the following limitations and restrictions:

- Any model armed with a weapon of Strength 7 or more must target the nearest enemy model with the Vehicle, Automata, or Dreadnought Sub-types.
- Any model armed with a weapon of Strength 6 or below must target the nearest enemy model without the Vehicle, Automata, or Dreadnought Sub-types.
- Any model armed with a weapon with the Skyfire Special Rule must target the nearest enemy model with the Flyer Sub-type.

If no such target is in range, then the Controlling Player may select a target as normal."

Change the profile of the Sentry Gun to the below:

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	-	3	5	5	2	-	-	5	3+

Decrease the base points cost of the unit to 40 Points.

Mechanicum Land Raider Phobos (Page 6)
Balance Change
Replace the Two Sponson-Mounted Lascannons in this unit's Wargear with Two Sponson Mounted Gravis Lascannons.

Replace the Hull (Front) Mounted Heavy Bolter in this unit's Wargear with a Hull (Front) Mounted Twin-Linked Heavy Bolter.

Replace the first bullet point in the options with the following:
"A Mechanicum Land Raider Phobos may exchange both of its Sponson Mounted Gravis Lascannons for one of the following:"

Replace the option to select Two Sponson-Mounted Plasma Cannons in this unit's options with Two Sponson-Mounted Gravis Plasma Cannons.

Replace the option to select Two Sponson-Mounted Multi-Melta in this unit's options with Two Sponson-Mounted Gravis Melta Cannons.

Macrocarid Explorator (Page 7)
Balance Change
Increase the Movement Characteristic of this unit to 12, and the Hull Points Characteristic to 6.

Ordo Reductor Artillery Tank Battery (Pages 8-9)
Balance Change
Increase the Front Armour Characteristic of this unit to 13.

Add the Reinforced and Bombard Sub-types to this unit's entry.

Replace the option to select a Turret Mounted Gravis Melta Cannon Array in this unit's options with a Turret Mounted Melta Cannon Array.

Replace the option to select a Centreline Mounted Medusa Siege Mortar in this unit's options with a Centreline Mounted Medusa Mortar.

Add a heading above the profile for the Demolisher Cannon to read as follows:
"All weapons listed here are counted as 'Artillery' weapons for those rules which affect such weapons."

Replace the Demolisher Cannon, Mars-Colossus Bombard, Whirlwind Missile Launcher Talonis HE Missile, Earthshaker Cannon, and Medusa Mortar's profiles with the one found in the Panoptica Weapons Profiles section.

Ordo Reductor Minotaur Battery (Page 10)
Balance Change
Replace the Hull Centreline (Rear) Mounted Twin-Linked Earthshaker cannon with a Centreline (Rear) Mounted Earthshaker Battery - See the Panoptica Weapons Profiles section.

Errata
Replace the option to select a Hull (Front) Mounted Hunter-Killer Missile in this unit's options with a Hull (Rear) Mounted Hunter-Killer Missile.

FAQ, Errata, & Balance Changes For Liber Imperium

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Weapon & Equipment Upgrades (Various Pages)
Balance Change
If a model equipped with a Lasrifle is eligible to purchase a bayonet and exchanges their Lasrifle for a Lasgun or Autogun, they may still purchase a bayonet as normal.

Golden Exemplar (Page 17)
Balance Change
Add the following to the end of the Warlord Trait:
"Furthermore, the first Reaction made in each Game Turn by this Warlord and any unit he has joined does not use up a point of the Controlling Player's Reaction Allotment."

0-1 Custodian Tribune (Page 20)
Balance Change
Replace the option to purchase a Paragon Blade for +25 points for an option to purchase a Paragon Blade for Free.

Replace the option to purchase Meridian Swords for Free for an option to purchase a Meridian Swords for +25 Points.

Replace the option to purchase a Paragon Glaive for +30 points for an option to purchase a Paragon Glaive for +10 points.

Tribune of the Golden Legion (Page 20)
Balance Change
Replace the wording of the Tribune of the Golden Legion Special Rule to read as follows:
"A model with this Special Rule may only be included in the Primary Detachment of an army with a total value of at least 2,000 points. Furthermore, unless Constantin Valdor is also part of the same army, a model with this Special Rule must be chosen as the army's Warlord."

Custodian Shield Captain (Page 21)
Balance Change
Replace the option to purchase a Paragon Blade for +25 points for an option to purchase a Paragon Blade for Free.

Replace the option to purchase Meridian Swords for Free for an option to purchase a Meridian Swords for +25 Points.

Replace the option to purchase a Paragon Glaive for +30 points for an option to purchase a Paragon Glaive for +10 points.

Hetaeron Guard Squad (Page 22)
Balance Change
Change the Points Cost of this unit to 195 points.

Change the Points Per Model Cost of this unit to +60 points.

Replace the Meridian Swords in this unit's Wargear with a Paragon Blade.

Replace the option to purchase a Paragon Blade for +25 points for an option to purchase Meridian Swords for +25 points.

Custodian Guard Squad (Page 25)
Balance Change
Change the Attacks Characteristic of this unit to 3.

Sentinel Guard Squad (Page 26)
Balance Change
Change the Attacks Characteristic of this unit to 3.

Agamatus Jetbike Squadron (Page 28)
Balance Change
Change the Attacks Characteristic of this unit to 2.

Custodian Venetari Squad (Page 30)
Balance Change
Change the Points Cost of this unit to 175 points.

Change the Points Per Model Cost of this unit to +55 points.

Orion Assault Dropship (Page 35)
Balance Change
Change the Transport Capacity Characteristic of this unit to 36.

Knight Abyssal (Page 44)
Balance Change
Replace the first and second options bullet points to read as follows:
"A Knight Abyssal may exchange either her Execution blade and/or Bolt pistol for one of the following options:"

Knight Centura (Page 45)
Balance Change
Replace the first and second options bullet points to read as follows:
"A Knight Centura may exchange either her Execution blade and/or Bolt pistol for one of the following options:"

Silent Fury (Page 47)
Errata
Add the Antigrav Unit Sub-type to this unit's profile.

Add the Firing Protocols (2) Special Rule to this unit's entry.

Questora Cadre (Page 48)
Balance Change
Change the profile on this unit's entry to have a Weapon Skill Characteristic of 4, and a Ballistic Skill Characteristic of 5.

Replace the Vratine Armour in this unit's Wargear with Artificer Armour.

Raptora Cadre (Page 50)
Balance Change
Replace the Vratine Armour in this unit's Wargear with Artificer Armour.

0-1 Knight Vestal Covenant (Page 51)
Balance Change
Remove the Independent Character Special Rule from this unit's profile.

Replace the Vigilant Covenant Special Rule to read as follows:
"A Vigilant Covenant is selected as any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins, all models in a Vigilant Covenant must be assigned to another unit from another unit from the same detachment if the army they were selected as part of. Knight Vestals may only be assigned to units entirely composed of models with the Infantry Unit Type and the Silent Sisterhood (X) Special Rule.

A Knight Vestal cannot be assigned to any unit that includes one or more models with the Independent Character Special Rule or Unique Unit Sub-type (but such models may join a unit that includes a Knight Vestal as normal during either deployment or any following turn).

No more than one Knight Vestal may be assigned to any given unit. Once assigned to a unit, the Knight Vestal is considered part of that unit and may not leave under any circumstances - if that unit is removed as a casualty then the Knight Vestal is removed as well. In battles using Victory Points, no Victory Points are ever scored for removing a Knight Vestal as a casualty. When assigned to a unit, a Knight Vestal gains all of the Special Rules (with the exception of those that specifically forbid it, such as the Bitter Duty Special Rule) and Unit Sub-types listed for the unit to which it is attached, but does not gain access to any additional wargear options available to the unit to which it is assigned."

Eradicator Cadre (Page 53)
Balance Change
Change the base unit cost of the unit to 80 points.

Change the cost per additional model to 15 points per model.

Change both profiles on this unit's entry to have a Ballistic Skill Characteristic of 5.

Change the Eradicator profile on this unit's entry to have a Leadership Characteristic of 8.

Change the Eradicator Mistress' profile on this unit's entry to have a Leadership Characteristic of 9.

Add Voidsheen Cloaks to this unit's Wargear.

Vigilator Cadre (Page 55)
Balance Change
Replace the Silent Sisterhood (Chamber of Oblivion) Special Rule on this unit's profile with the Silent Sisterhood (Chamber of Vigilance) Special Rule.

Kharon Pattern Acquisitor (Page 56)
Balance Change
Replace the option to exchange the Hellion Heavy Cannon Array for a Multi-Melta to a Gravis Melta Cannon instead.

Pursuer Cadre (Page 58)
Balance Change
Change the base unit cost of the unit to 35 points.

Change the upgrade cost for Execution Blades to +5 points.

Pursuit Beasts (Page 59)
Errata
Change the Rage (1) Special Rule to Rage (2).

Expurgator Cadre (Page 65)
Balance Change
Replace the option to purchase an Adrathic Destructor for +20 points for an option to purchase an Adrathic Devastator (with Suspensor Web) for +20 points.

Solar Auxilia Tercios (Page 68)
FAQ
Wherever a Tercio Organisation chart of any type provides an 'Either X or Y' selection you may take those units in any combination, and are not restricted in taking a single type of unit.

For example, the Auxilia Armoured Support Tercio is 1-3 either Solar Auxilia Thunderer Siege Tanks Squadrons, Solar Auxilia Destroyer Tank Hunter Squadrons, or Solar Auxilia Trojan Support Vehicles, you may take these in any combination, such as one of each kind of unit.

Cohort Doctrine: Reborn Cohorts (Page 71)
Balance Change
Replace the first Effect bullet point to read as follows:
"All models with the Infantry Unit Type in a Detachment using this Cohort Doctrine gain a bonus of +1 to their Leadership Characteristic, to a maximum of Leadership 10, and the Stubborn Special Rule."

Cohort Doctrine: Armoured Fist Pattern Cohorts (Page 71)
Balance Change
Replace the first Effects bullet point to read as follows:
"A Detachment using this Cohort Doctrine may select Auxilia Armoured Tercios as Troops choices. An Auxilia Armoured Tercio selected as a Troops choice may only consist of a single unit. Auxilia Armoured Tercios selected as Compulsory Troop Choices in a Primary Detachment using this Cohort Doctrine gain the Line Unit Sub-type. The first time in a game that any models with the Infantry Unit Type Disembark from their own Dedicated Transport, they gain the Relentless special rule until the end of that turn."

Replace the first Limitation bullet point to read as follows:
"All units composed entirely of models with the Infantry Unit Type must begin the battle Embarked on a model with the Transport Unit Sub-type or in Reserves, unless the unit has the Mechanised Unit Sub-type."

Add the following to the Limitations bullet points:
"A Detachment using this Cohort Doctrine may not include any models with a Movement Characteristic of 0 or '-'.

An army which includes at least one Detachment using this Cohort Doctrine may not select any Fortification choices."

Cohort Doctrine: Penal Pattern Cohorts (Page 72)
Balance Change
Replace the second Effects bullet point to read as follows:
"Any model with the Infantry Unit Type in a Detachment using this Cohort Doctrine may replace a Lasrifle or Volkite Charger with a Lascarbine, Lasgun, Stubcarbine, Autorifle, Laspistol and Close Combat Weapon, or Shotgun for no additional points cost. In addition, one Auxilia in any Solar Auxilia Rifle Section may replace a Lasrifle with a Heavy Stubber for +5 points per model."

Add the following to the Effects bullet points:
"Any model in a Detachment using this Cohort Doctrine may replace a Close Combat Weapon with a Chainsword for +1 point per model."

Cohort Doctrine: Feral Pattern Cohorts (Page 72)
Balance Change
Add the following to the Effects bullet points:
"All models with the Infantry Unit Type from a Detachment using this Cohort Doctrine gain a bonus of +1 to their Weapon Skill, to a maximum of 5, for the duration of any player turn in which they make a Successful Charge.

Any model in a Detachment using this Cohort Doctrine may replace a Bayonet with a Chain Bayonet for +1 point per model.

Any model with the Character Unit Sub-type in a Detachment using this Cohort Doctrine may exchange a Close Combat Weapon for a Chain Axe for +2 points per model."

Cohort Doctrine: Siege Pattern Cohorts (Page 73)
Balance Change
Add the following to the Effects bullet points:
"Any unit eligible to purchase a Dedicated Transport may instead elect to purchase a Defence Line without occupying a Fortification Force Organisation slot, but the cost in points must be counted towards the army total as usual.

When a model from a Detachment using this Cohort Doctrine makes a Shooting Attack with any weapon with the Barrage Special Rule, if the enemy unit they are targeting is in Line of Sight of a friendly model equipped with a Command Vox then it should be counted as firing directly at that enemy unit, even if it is outside of Line of Sight of the firing model."

Replace the first Effects bullet point to read as follows:
"A Detachment using this Cohort Doctrine may select Auxilia Artillery Tercios and Solar Auxilia Armoured Batteries as both Elites and Heavy Support choices. In addition, they may select Solar Auxilia Artillery Battery squads as both Heavy Support and Fortification choices."

Replace the first Limitations bullet point to read as follows:
"All units in a Detachment using this Cohort Doctrine with the option to select a Dedicated Transport must select that option, or have purchased a Defence Line, at the normal cost in points – If a Dedicated Transport was purchased for a unit, it does not have to start the battle Embarked on that Dedicated Transport."

Add the following to the Limitations bullet points:
"A Detachment using this Cohort Doctrine may only be selected for an army's Primary Detachment."

Solar Auxilia Legate Marshall (Page 74)
FAQ
When this model joins a unit with the Close-Order Sub-type, it automatically is counted as though it also had it for as long as it remains part of that unit.

Balance Change
Replace the first and second options bullet points to read as follows:
"A Solar Auxilia Legate Marshal may exchange either their Laspistol and/or Close combat weapon for one of the following options:"

Solar Auxilia Tactical Command Section (Page 76)
Balance Change
Add a Close Combat Weapon to the unit's profile.

Solar Auxilia Companion Section (Page 78)
Balance Change
Add the Chosen Warriors Special Rule to this unit's profile.

Add a Close Combat Weapon to the unit's profile.

Solar Auxilia Veletaris Command Section (Page 80)
Balance Change
Change the base unit cost of the unit to 50 points.

Replace the option to purchase Up to 5 Additional Veletarii for an option to purchase Up to 15 Additional Veletarii.

Solar Auxilia Line Command Section (Page 88)
Balance Change
Change the base unit cost of the unit to 40 points.

Change the cost per additional model to 6 points per model.

Change the Leadership Characteristic on the Auxilia Troop Master's profile to 8.

Replace the option to purchase Up to 5 Additional Auxilia Veterans for an option to purchase Up to 15 Additional Auxilia Veterans.

Dracosan Armoured Transport (Page 91)
Balance Change
Change the base unit cost of the unit to 135 points.

Change the cost to purchase a Demolisher Cannon to +20 points.

Change the * notation at the bottom of the unit's entry to read as follows:
*"*Selecting this upgrade reduces the Transport Capacity of the Dracosan Armoured Transport to 12."*

Aurox Transport (Page 92)
Balance Change
Change the Transport Capacity Characteristic of the Aurox to 12.

Arvus Transport (Page 93)
Balance Change
Add a Hull (Front) Mounted Heavy Stubber to this unit's Wargear.

Solar Auxilia Leman Russ Strike Squadron (Page 97)
Balance Change
Replace the option to purchase a Turret Mounted Gravis Autocannon for an option to purchase a Turret Mounted Exterminator Autocannon - See Panoptica Weapons Profiles Section.

Replace the option to purchase a Turret Mounted Gravis Lascannon for an option to purchase a Turret Mounted Gravis Heavy Lascannon - See Panoptica Weapons Profiles Section.

Solar Auxilia Leman Russ Assault Squadron (Page 98)
Balance Change
Change the base unit cost of the unit to 160 points.

Change the cost per additional model to 145 points per model.

Change the Rear Armour Characteristic of the Leman Russ Demolisher to 11.

Auxilia Artillery Tercio (Page 100)
Balance Change
Add the Artillery Spotters Special Rule to this unit's entry.

Solar Auxilia Tarantula Sentry Battery (Page 102)
Balance Change
Remove the Bulky (4) Special Rule from this unit's entry.

Add the Immobile Special Rule to this unit's entry.

Change the profile of the Sentry Gun to the below:

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sentry Gun	-	-	3	5	5	2	-	-	5	3+

Decrease the base points cost of the unit to 40 Points.

Solar Auxilia Rapier Battery (Page 103)
Balance Change
Change the Armour Save on the Auxilia Gunner Statline to 4+.

Replace all instances of Gravis Multi-Laser Battery on this unit's profile and options with Gravis Multi-Laser.

Solar Auxilia Malcador Heavy Tank Squadron (Page 104)
Balance Change
Add the Fast Sub-type to the Unit Type.

Replace all references to 'Side (X) Mounted' weapons with 'Hull (X) Mounted' instead.

Replace the option to purchase a Turret Mounted Gravis Lascannon for an option to purchase a Turret Mounted Gravis Heavy Lascannon - See Panoptica Weapons Profiles Section.

Change the upgrade cost for One Hull (Left) Mounted Lascannon and One Hull (Right) Mounted Lascannon to +15 points.

Change the upgrade cost for One Hull (Front) Mounted Demolisher Cannon to +35 points.

Replace the option to select a Hull (Front) Mounted Vanquisher Battle Cannon for +10 points in this unit's options with a Hull (Front) Mounted Vanquisher Battle Cannon with Co-Axial Autocannon for +20 points.

Solar Auxilia Valdor Tank Destroyer Squadron (Page 106)
Balance Change
Add the Fast Sub-type to this unit's profile.

Add the Independent Fire Control Special Rule to the unit's profile.

Solar Auxilia Malcador Infernus Squadron (Page 108)
Balance Change
Change the Force Organisation Slot of this unit to Heavy Support.

Add the Fast Sub-type to this unit's profile.

Add the Containment Breach and Independent Fire Control Special Rules to the unit's profile.

Solar Auxilia Stormhammer (Page 109)
Balance Change
Increase the Front Armour Characteristic of this unit to 14.

Clade Vindicare Assassin (Page 114)
Balance Change
Change the Wounds Characteristic on this unit's profile to 3.

Replace the Exitus Rifle's profile with the one found in the Panoptica Weapons Profiles section.

Clade Culexus Assassin (Page 115)
Balance Change
Change the Wounds Characteristic on this unit's profile to 3.

Replace the Animus Speculum's Animus Blast profile with the one found in the Panoptica Weapons Profiles section.

Clade Callidus Assassin (Page 116)
Balance Change
Change the Wounds Characteristic on this unit's profile to 3.

Add the following to the end of the Polymorphine wargear's effects:
"In addition, Polymorphine's effects immediately end if an enemy unit ends its Movement in the Controlling Player's Movement Phase within 6" of the model equipped with Polymorphine."

Clade Eversor Assassin (Page 118)
Balance Change
Add the No Witnesses Special Rule to this unit's profile.

Clade Adamus Assassin (Page 120)
Balance Change
Add the Preferred Enemy (Characters) Special Rule to this unit's profile.

Clade Venenum Assassin (Page 122)
Balance Change
Add the Fleet (2) Special Rule to this unit's profile.

Replace the Hookfang's profile with the one found in the Panoptica Weapons Profiles section.

Clade Vanus Infocyte Assassin (Page 124)
Balance Change
Add the Panoply of the Assassin wargear to this unit's profile.

Remove the Independent Character Special Rule from the unit's profile.

Change the wargear description on the Autotomic Servo-Limbs to read as follows:
"Once per battle, at the start of any turn, the Controlling Player of a model with Autotomic Servo-Limbs may choose to grant that model the Counter-Attack (2) Special Rule until the start of their next turn."

Add the following to the Auspectre wargear's description:
"Note that weapons selected to fire in this manner must still follow the rules and restrictions placed upon them by their mountings, Unit Types, or Unit Sub-types, such as allowed targets for reactions in the case of Knights and Titans only being allowed to react to other Knights and Titans, Super-heavy Vehicles, Lumbering Flyers or any model with 8 or more Wounds."

Assassin Sub-type (Page 128)
Balance Change
Add the following effect to the Assassin Sub-type:
"Models with the Assassin Sub-type gain the Precision Shots (2+), Precision Strikes (2+), and Predator's Gaze Special Rules."

Anathema Sub-type (Page 129)
Balance Change
Change the second sentence of the second bullet point to read as follows:
"Any Wounds allocated to a model with the Anathema Unit Sub-type caused by a Force Weapon gain no benefit from the Force, Achean Force, or Soul Tear Special Rules, but are otherwise resolved as normal."

Demolition Vehicle (Page 131)
Balance Change
Replace the first sentence of the Demolition Vehicle Special Rule to read as follows:
"A model with this Special Rule may declare and make charge moves, even if it would normally be prevented from doing so by any Unit Types or Sub-types. When a model with this Special Rule is in combat, at Initiative step 10 it inflicts one automatic hit using the profile below on any one enemy model it is in base contact with (chosen by the player that controls the model with this Special Rule)."

Independent Fire Control (Page 133)
Balance Change
Add the following to the end of the Special Rule, to read as follows:
"Instead of the above, in a turn in which a model with this Special Rule either remained Stationary or moved at Combat Speed during the Controlling Player's Movement Phase, then for the duration of the Controlling Player's following Shooting Phase, it may make Shooting Attacks as if it had the Super Heavy Sub-Type."

Solar Auxilia Command Tank (Page 136)
Balance Change
Replace the second paragraph of the Special Rule, to read as follows:
"A model with this Special Rule must be assigned to another unit made up entirely of models with the Vehicle Unit Type purchased as part of the same Tercio.

In addition, a model with this Special Rule may still make Shooting Attacks as normal in a turn in which they use their Cognis-Signum to provide +1 Ballistic Skill to all other models in their unit, even though this would normally be prevented by using this Wargear."

Sentry Protocols (Page 136)
Balance Change
Change the wording of the Sentry Protocols Special Rule to read as follows:
"A model with this Special Rule must target the closest enemy model as per the following limitations and restrictions:

- Any model armed with a weapon of Strength 7 or more must target the nearest enemy model with the Vehicle, Automata, or Dreadnought Sub-types.
- Any model armed with a weapon of Strength 6 or below must target the nearest enemy model without the Vehicle, Automata, or Dreadnought Sub-types.
- Any model armed with a weapon with the Skyfire Special Rule must target the nearest enemy model with the Flyer Sub-type.

If no such target is in range, then the Controlling Player may select a target as normal."

Void Shields (X) (Page 138)
FAQ
When resolving a Shooting Attack against a target with any Void Shields active, all shots fired as part of that Shooting Attack are deemed to strike the Void Shields, and not the target unit itself. For example, if the first two shots of a five-shot Shooting Attack successfully remove the target's Void Shields, the remaining three shots do not strike the original target, but are instead discarded.

It should be noted that, as the Void Shields provided by this Special Rule are a separate target, they may not claim the benefits of the Flare Shield wargear item, nor take Saves or Damage Mitigation Rolls of any kind provided by the unit with the Void Shields (X) Special Rule.

Battle Cannon (Page 140)
Balance Change
Replace the Battle Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Stormhammer Cannon (Page 140)
Balance Change
Replace the Stormhammer Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Demolisher Cannon (Page 141)
Balance Change
Replace the Demolisher Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Earthshaker Cannon (Page 141)
Balance Change
Replace the Earthshaker Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Medusa Mortar (Page 141)
Balance Change
Replace the Medusa Mortar's profile with the one found in the Panoptica Weapons Profiles section.

Vratine Grenade Launcher (Page 142)
Balance Change
Replace the Krak profile with the one found in the Panoptica Weapons Profiles section.

Grenade Launcher (Secondary) (Page 142)
Balance Change
Replace the Krak profile with the one found in the Panoptica Weapons Profiles section.

Infernus Firepike (Page 143)
Balance Change
Replace the Infernus Firepike's profile with the one found in the Panoptica Weapons Profiles section.

Inferno Cannon (Page 143)
Errata
Change the range of the Inferno Cannon to 'Hellstorm'.

Arachnus Storm Cannon (Page 143)
Balance Change
Replace the Arachnus Storm Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Volkite Macro-Saker (Page 145)
Balance Change
Replace the Volkite Macro-Saker profile with the one found in the Panoptica Weapons Profiles section.

Adrathic Destructor (Page 145)
Balance Change
Replace the Adrathic Destructor's profile with the one found in the Panoptica Weapons Profiles section.

Adrathic Devastator (Page 145)
Balance Change
Replace the Adrathic Devastator's profile with the one found in the Panoptica Weapons Profiles section.

Adrastus Bolt Caliver (Page 146)
Balance Change
Replace the Adrastus Bolt Caliver's profile with the one found in the Panoptica Weapons Profiles section.

Grenade Launcher (Page 146)
Balance Change
Replace the Krak profile with the one found in the Panoptica Weapons Profiles section.

Tarsus Buckler (Page 150)
Balance Change
See the Tarsus Buckler's melee profile in the Panoptica Weapons Profiles section.

Telemon Cestus (Page 150)
Balance Change
Replace the Telemon Cestus's profile with the one found in the Panoptica Weapons Profiles section.

Gravis Power Fist (Page 150)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Charonite Claws (Page 150)
Balance Change
Replace the weapon's profile with the one found in the Panoptica Weapons Profiles section.

Command Vox (Page 152)
Balance Change
Add the following effect to the wargear's description:
"While at least one model with a Command Vox is present on the battlefield and not Embarked in a Vehicle or Building, the Controlling Player may re-roll any Scatter rolls made (whether as part of a weapon attack or the deployment of a model or unit), as long as the model with the Command Vox has line of sight to the unit targeted by the attack or the point chosen as the target of the deployment."

Custodes Gyrfalcon Jetbike (Page 153)
Balance Change
Add the Skilled Rider Special Rule to the rules and abilities provided by this item of wargear.

Erinyes Jetbike (Page 154)
Balance Change
Add the following effect to the wargear's description:
"In addition, any model equipped with an Erinyes Jetbike sets its Movement Characteristic to 18", and gains the Skilled Rider and Battle-Hardened (1) Special Rules."

Krak Grenades (Page 155)
FAQ
A model which declares it will use Krak Grenades to attack may still make Pile In moves, though these are made at Initiative 1.

Balance Change
Change the AP value of Krak Grenades to AP4.

Panoply of the Assassin (Page 156)
Balance Change
Add the following to the wargear's effects:
"A model equipped with the Panoply of the Assassin also gains Frag Grenades, and the Hit & Run and Shrouded (5+) Special Rules."

Praesidium Shield (Page 156)
Balance Change
Replace the wording of the Praesidium Shield Wargear to read as follows:
"A model with a Praesidium Shield adds +1 to its Invulnerable Save (to a maximum of 3+) or an Invulnerable Save of 6+ if they do not already possess one. In addition, a model with a Praesidium Shield cannot claim bonus attacks for having more than one melee weapon, or make attacks during the Assault phase using a weapon with the Two-Handed Special Rule."

FAQ, Errata, & Balance Changes For Legacies of the Age of Darkness: Solar Auxilia

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Davinite Lodge Priest (Page 2)
Balance Change
Add the Psychic Discipline: Anaethemata to those known by this unit.

Lidless Stare (Psychic Weapon) (Page 3)
Balance Change
Replace the Lidless Stare (Psychic Weapon)'s profile with the one found in the Panoptica Weapons Profiles section.

Solar Auxilia Carnodon Strike Squadron (Page 4)
Balance Change
Replace the Turret Mounted Twin-Linked Multi-Laser in this unit's profile with a Turret Mounted Gravis Multi-Laser.

Replace the option to select a Turret Mounted Twin-Linked Autocannon in this unit's options with a Turret Mounted Gravis Autocannon.

Replace the option to select a Turret Mounted Twin-Linked Lascannon in this unit's options with a Turret Mounted Gravis Lascannon.

Change the upgrade cost for Two Sponson-Mounted Multi-lasers to Free.

Change the upgrade cost for Two Sponson-Mounted Heavy Bolters to Free.

Change the upgrade cost for Two Sponson-Mounted Autocannons to +5 points.

Change the upgrade cost for Two Sponson-Mounted Lascannons to +15 points.

Solar Auxilia Thunderer Siege Tank Squadron (Page 6)
Balance Change
Change the Points Cost of this unit to 150 points.

Change the Points Per Model Cost of this unit to +135 points.

Solar Auxilia Destroyer Tank Hunter Squadron (Page 7)
Balance Change
Change the Points Cost of this unit to 150 points.

Change the Points Per Model Cost of this unit to +135 points.

Replace the Proteus Laser Destroyer's profile with the one found in the Panoptica Weapons Profiles section.

Solar Auxilia Trojan Support Vehicle (Page 8)
Balance Change
Change the value of the Field Repair (X) Special Rule on this unit's profile to 4+.

Solar Auxilia Minotaur Battery (Page 9)
Balance Change
Replace the Hull Centreline (Rear) Mounted Twin-Linked Earthshaker cannon with a Centreline (Rear) Mounted Earthshaker Battery - See the Panoptica Weapons Profiles section.

Errata
Replace the option to select a Hull (Front) Mounted Hunter-Killer Missile in this unit's options with a Hull (Rear) Mounted Hunter-Killer Missile.

Solar Auxilia Macharius Heavy Tank Squadron (Page 10)
Balance Change
Move this unit from a Lord of War selection to a Heavy Support selection.

Replace the Super-Heavy Sub-type with the Reinforced Sub-type.

Add the Independent Fire Control and Armoured Superstructure Special Rules to this unit's profile.

Decrease the base points cost of the unit to 235 Points, and the cost to add an additional model to 235 Points.

Replace the Macharius Battlecannon, Macharius Vanquisher Battlecannon, and Macharius Rotary Bolt Cannon's profiles with the one found in the Panoptica Weapons Profiles section.

Solar Auxilia Stormblade (Page 11)
Balance Change
Decrease the base points cost of the unit to 475 Points.

Replace the Plasma Blastgun's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Add a Hull (Front) Mounted Heavy Bolter to this unit's profile.

Solar Auxilia Baneblade (Page 12)
Balance Change
Decrease the base points cost of the unit to 450 Points.

Replace the Baneblade Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Solar Auxilia Banehammer (Page 13)
Balance Change
Decrease the base points cost of the unit to 475 Points.

Increase the Transport Capacity to 22 models.

Add the Tank Desant Special Rule to this unit's entry.

Replace the Tremor Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Solar Auxilia Stormlord (Page 14)
Balance Change
Decrease the base points cost of the unit to 450 Points.

Increase the Transport Capacity to 32 models.

Add the Tank Desant and Assault Vehicle Special Rules to this unit's entry.

Add the following to the unit's profile:
"A Solar Auxilia Stormlord has one Access Point at the rear of the hull."

Replace the Vulcan Mega-Bolter's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Solar Auxilia Shadowsword (Page 15)
Balance Change
Decrease the base points cost of the unit to 475 Points.

Increase the Front Armour Characteristic of this unit to 14.

Solar Auxilia Stormsword (Page 16)
Balance Change
Decrease the base points cost of the unit to 475 Points.

Replace the Hellhammer Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Increase the Front Armour Characteristic of this unit to 14.

Solar Auxilia Praetor Armoured Assault Launcher (Page 17)
Balance Change
Decrease the base points cost of the unit to 450 Points.

Replace the Praetor Launcher on this unit's profile with a Centreline Mounted Praetor Launcher - see profile in the Panoptica Weapons Profiles section.

Solar Auxilia Crassus Armoured Assault Transport (Page 18)
Balance Change
Change the Transport Capacity Characteristic of the Crassus Assault Transport to 48.

Add the Transport Bay Special Rule to this unit's profile.

Solar Auxilia Artillery Battery (Page 19)
Balance Change
Add the Immobile and Bulky (5) Special Rules to this unit's entry - these are applied only to the Artillery Platforms.

Change the profile of the Artillery Platform to the below:

	M	WS	BS	S	T	W	I	A	Ld	Sv
Artillery Platform	-	-	4	7	7	4	-	-	5	3+

Change the Armour Save on the Auxilia Gunner Statline to 4+.

FAQ, Errata, & Balance Changes For Legacies of the Age of Darkness: The Imperialis Militia

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Weapon & Equipment Upgrades (Various Pages)
Balance Change
If a model equipped with a Lasgun is eligible to purchase a bayonet and exchanges their Lasgun for a Lasrifle, they may still purchase a bayonet as normal.

The Third-Line Unit Sub-type (Page 5)
Errata
Change the first line of the Sub-type to read as follows:
"The following rules apply to all models with the Third-Line Sub-type:"

Mechanised Unit Sub-type (Page 5, 29)
Balance Change
Change the fifth effect of the Mechanised Sub-type to read as follows:
"Any attacks made against a unit with the Mechanised Unit Sub-type are resolved as if the model had the Dreadnought Unit Type, for the purposes of resolving these attacks. Note that this affects any Wargear, Weapons, Special Rules, Psychic Powers, or any other abilities."

Merchant Princeling (Page 6)
Errata
Add the following to the end of the Warlord Trait's effects:
"If the Warlord has a Retinue unit of any kind, this unit is instead automatically designated as the Warlord's Lifeguard unit."

Imperial Militia Force Commander (Page 8)
Errata
Remove the "Provenance" Special Rule from this unit's profile.

Balance Change
Change the italicised text after the fifth Options bullet point to read as follows:
*"*A Mounted Force Commander uses the Mounted Force Commander profile instead of the Force Commander profile, gains the Militia Cavalry Mount Wargear (see page 37), gains the Relentless, Scout, and Hammer of Wrath (1) Special Rules and replaces the Infantry Unit Type with the Cavalry Unit Type, as well as gaining the Skirmish and Light Sub-types, but otherwise keeping all other Sub-types it previously had."*

Legacy of the Great Crusade (Page 9)
Balance Change
Change the effects of the Legacy of the Great Crusade Provenance to read as follows:
"All Imperialis Militia Grenadier Squad, Imperialis Militia Command Cadres, and units that contain a Discipline Master or Mounted Discipline Master in a Detachment with this Provenance increase their Ballistic Skill by +1 (to a maximum of 4). A Force Commander in a Detachment with this Provenance increases its Initiative to 5."

Clanfolk Levy (Page 9)
Balance Change
Change the effects of the Clanfolk Levy Provenance to read as follows:
"A Detachment with this Provenance may choose to fill Compulsory Troops choices only with Imperialis Militia Cavalry Squads. In addition, all models in Imperialis Militia Cavalry Squads gain a bonus of +1 to their Leadership Characteristic. In addition, a Detachment with this Provenance may include four additional Fast Attack choices – but these additional choices may only be used to select Imperialis Militia Cavalry Squads."

Cyber-Augmetics (Page 10)
Balance Change
Change the effects of the Cyber-Augmetics Provenance to read as follows:
"All eligible units and models gain the Feel No Pain (6+) Special Rule, and any eligible unit may be given the Slow and Purposeful Special Rule at no additional points cost. This Provenance may not be chosen in conjunction with the Gene-crafted Provenance and any Detachment with this Provenance is treated as Sworn Brothers by any Detachment with the Mechanicum Faction in the same army."

Kinfolk Helots (Page 11)
Balance Change
Change the effects of the Kinfolk Helots Provenance to read as follows:
"All eligible units and models change their Toughness Characteristic to be one higher than its starting value (a Toughness characteristic of 3 being changed to 4 on their statline, for example), but also change their Initiative and Movement Characteristics to be one lower than its starting value (in the same way as above). All eligible models in a Detachment with this Provenance and the Character Unit Sub-type gain the Battlesmith (6+) Special Rule, or if they also have the Independent Character Special Rule gain the Battlesmith (5+) Special Rule instead. This Provenance may not be chosen in conjunction with the Ogryn Conscripts Provenance."

Abhuman Muster (Page 11)
Balance Change
Change the effects of the Abhuman Muster Provenance to read as follows:
"All eligible units and models change their Strength and Movement Characteristic to be one higher than its starting value (a Strength characteristic of 3 being changed to 4 on their statline, for example), but also change their Ballistic Skill Characteristic to be one lower than its starting value (in the same way as above) and, if they do not already possess any variant of the Bulky (X) Special Rule, gain the Bulky (2) Special Rule. All eligible models in a Detachment with this Provenance gain the Hammer of Wrath (1) Special Rule. If a model also has the Character Unit Sub-type or the Monstrous Unit Sub-type, they gain the Hammer of Wrath (2) Special Rule instead, or +1 to an existing Hammer of Wrath (X) Special Rule if they already have the Hammer of Wrath (2) Special Rule. This Provenance may not be chosen in conjunction with the Ogryn Conscripts Provenance."

Imperialis Militia Discipline Master Cadre (Page 13)
Balance Change
Change the italicised text after the seventh Options bullet point to read as follows:
*"*A Mounted Discipline Master uses the Mounted Discipline Master profile instead of the Discipline Master profile, gains the Militia Cavalry Mount Wargear (see page 37), gains the Relentless, Scout, and Hammer of Wrath (1) Special Rules and replaces the Infantry Unit Type with the Cavalry Unit Type, as well as gaining the Skirmish and Light Sub-types, but otherwise keeping all other Sub-types it previously had. A Discipline Master upgraded to a Mounted Discipline Master must be assigned to either an Imperialis Militia Cavalry Squad, Imperialis Militia Wolf Rapid Response Section, or Imperialis Militia Mounted Command Cadre – this ignores the usual restrictions on assigning models via the Among the Flock Special Rule to units based on Unit Type."*

Among the Ranks (Page 13)
Balance Change
Change the third sentence of this Special Rule to read as follows:
"Discipline Masters may only be assigned to units composed entirely of models with the Infantry Unit Type, and either the Militia or Artillery Unit Sub-types, unless upgraded to a Mounted Discipline Master, in which case that model must be assigned to a Unit with the Cavalry Unit Type and the Militia Unit Sub-type."

Imperialis Militia Command Cadre (Page 16)
Balance Change
Change the Points Per Model Cost of this unit to +5 points.

Change the ninth bullet point in the options list to read as follows:
"For every five models in the unit, one Militia Bodyguard in the squad may exchange their Lasgun for one of the following:"

Change the cost of exchanging a Lasgun for a Plasma Gun to +10 points.

Expendable (Page 18)
FAQ
A model with the Independent Character Special Rule which joins a unit containing any models with the Expendable Special Rule still gives Victory Points for Slay the Warlord, First Strike, or any other Primary or Secondary Mission Objectives as normal when slain.

Imperialis Militia Grenadier Squad (Page 19)
Balance Change
Change the eighth bullet point in the options list to read as follows:
"For every ten models in the unit, up to two Grenadiers in the squad may exchange their Lasgun for one of the following:"

Imperialis Militia Fire Support Squad (Page 20)
Balance Change
Change the Points Cost of this unit to 35 points.

Change the Points Per Model Cost of this unit to +10 points.

Add the Skirmish Sub-type to this unit's profile.

Add the Crew-Served Weapon Special Rule to this unit's profile.

Change the option to purchase a Missile Launcher with Frag & Krak Missiles to read as follows:
"Missile Launcher (with Frag, Krak, and Flak Missiles)"

Emplaced (Page 20, 24)
Balance Change
Add the following to the end of the Special Rule's effects:
"If taken as part of a Mortalis Assault Force Organisation Chart, a unit that includes any models with this Special Rule may only make the Suppress Reaction."

Imperialis Militia Reconnaissance Squad (Page 21)
Balance Change
Change the third bullet point in the options list to read as follows:
"Any model in the unit may exchange their Shotguns, Lascarbines, or Stubcarbines for one of the following:"

Add the Skirmish Sub-type to this unit's profile.

Imperialis Militia Ogryn Brute Squad (Page 23)
Balance Change
Change the option to purchase a Boarding Shield to read as follows:
"Boarding Shield (and the Heavy Sub-type)"

Imperialis Militia Field Gun Battery (Page 24)
Balance Change
Change the option to exchange a Thunderblast Cannon for a Heavy Lascannon to +10 points.

Change the option to exchange a Thunderblast Cannon for a Kalliope Mortar to +10 points.

Add the Skirmish Sub-type to this unit's profile.

Imperialis Militia Arvus Transport (Page 25)
Balance Change
Add a Hull (Front) Mounted Heavy Stubber and Searchlights to this unit's Wargear.

Imperialis Militia Cavalry Squad (Page 27)
Balance Change
Change both profiles on this unit's entry to have a Wounds Characteristic of 2.

Change the fifth bullet point in the options list to read as follows:
"For every five models in the unit, one Militia Outrider in the unit may take one of the following:"

Add the Skirmish Sub-type to this unit's profile.

Errata
Change the Unit Type of the Militia Outrider Sergeant to:
Cavalry (Light, Militia, Skirmish, Character)

Imperialis Militia Beastmasters (Page 28)
Balance Change
Change the Points Cost of this unit to 30 points.

Add the Fleet (1) Special Rule (Militia Handlers only) to this unit's profile.

Add the Light Sub-type (Militia Handlers only) to this unit's profile.

War Beasts (Page 28)
Errata
Change the Rage (1) Special Rule to Rage (2).

Imperialis Militia Sentinel Squadron (Page 29)
Balance Change
Change the Points Cost of this unit to 50 points.

Change the Points Per Model Cost of this unit to +50 points.

Change the option to purchase a Missile Launcher with Frag & Krak Missiles to read as follows:
"Missile Launcher (with Frag, Krak, and Flak Missiles)"

Imperialis Militia Thunderbolt Fighter (Page 30)
Balance Change
Add the Divisio Aeronautica Air Superiority Special Rule to this unit's profile.

Imperialis Militia Malcador Heavy Tank Squadron (Page 32)
Balance Change
Add the Fast Sub-type to the Unit Type.

Replace the option to purchase a Turret Mounted Gravis Lascannon for an option to purchase a Turret Mounted Gravis Heavy Lascannon - See Panoptica Weapons Profiles Section.

Add the Independent Fire Control Special Rule to this unit's profile.

Change the upgrade cost for One Hull (Left) Mounted Lascannon and One Hull (Right) Mounted Lascannon to +15 points.

Change the upgrade cost for One Hull (Front) Mounted Demolisher Cannon to +35 points.

Replace the option to select a Hull (Front) Mounted Vanquisher Battle Cannon for +10 points in this unit's options with a Hull (Front) Mounted Vanquisher Battle Cannon with Co-Axial Autocannon for +20 points.

Imperialis Militia Leman Russ (Page 33)
Balance Change
Replace the option to purchase a Turret Mounted Gravis Autocannon for an option to purchase a Turret Mounted Exterminator Autocannon - See Panoptica Weapons Profiles Section.

Replace the option to purchase a Turret Mounted Gravis Lascannon for an option to purchase a Turret Mounted Gravis Heavy Lascannon - See Panoptica Weapons Profiles Section.

Change the option to exchange a Hull (Front) Mounted Heavy Bolter for a Hull (Front) Mounted Lascannon to +10 points.

Imperialis Militia Heavy Ordnance Battery (Page 34)
Balance Change
Change the Unit Type of the Artillery Platform on this unit's profile to Infantry (Static Artillery*, Heavy).

Add the Immobile and Bulky (5) Special Rules to this unit's entry - these are applied only to the Gun Platforms.

Change the profile of the Gun Platform to the below:

	M	WS	BS	S	T	W	I	A	Ld	Sv
Gun Platform	-	-	3	7	7	4	-	-	5	3+

**See Page 19, Legacies of the Age of Darkness: Solar Auxilia.*

Imperialis Militia Gorgon Heavy Transporter (Page 35)
Balance Change
Add the Assault Vehicle Special Rule to this unit's profile.

Imperialis Militia Baneblade Super-Heavy Battle Tank (Page 36)
Balance Change
Change the base points cost of the unit to 450 Points.

Change the Hull Points Characteristic of this unit to 12.

Militia Standard (Page 37)
Balance Change
Add the following to the end of the Wargear's effects:
"A unit that includes at least one model with a Militia Standard gains the Line Sub-type for as long as that model is part of the unit."

Battle Cannon (Page 38)
Balance Change
Replace the Battle Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Baneblade Cannon (Page 38)
Balance Change
Replace the Baneblade Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Demolisher Cannon (Page 38)
Balance Change
Replace the Demolisher Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Earthshaker Cannon (Page 38)
Balance Change
Replace the Earthshaker Cannon's profile with the one found in the Panoptica Weapons Profiles section.

Medusa Mortar (Page 38)
Balance Change
Replace the Medusa Mortar's profile with the one found in the Panoptica Weapons Profiles section.

Volkite Macro-Saker (Page 40)
Balance Change
Replace the Volkite Macro-Saker's profile with the one found in the Panoptica Weapons Profiles section.

Grenade Launcher (Page 40)
Balance Change
Replace the Krak profile with the one found in the Panoptica Weapons Profiles section.

Ripper Gun (Page 41)
Balance Change
See the Ripper Gun's melee profile in the Panoptica Weapons Profiles section.

Melta Lance (Page 41)
Balance Change
See the Melta Lance's melee profile in the Panoptica Weapons Profiles section.

Ungainly (Page 41)
Balance Change
Replace the wording of this Special Rule to read as follows:
"A model may only attack with this weapon on a turn in which it makes a Charge (even if that Charge is Disordered), but does not gain a bonus attack for Charging or from any Special Rules that would normally grant additional Attacks."

FAQ, Errata, & Balance Changes For Exemplary Battles of the Age of Darkness: The Depths of Tredecimmia

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Corrupted Engines Supplementary List (Page 8)
Balance Change
Add the following to this page:
"An army that uses the Cohort Doctrine: Iron Pattern Cohort may take a single unit with the Corrupted Engine Unit Sub-type. An army can only include a maximum of one unit with the Corrupted Engine Unit Sub-type chosen in this manner."

Despoiler Cannon (Page 15)
Balance Change
Replace the Despoiler Cannon's profile with the one found in the Panoptica Weapons Profiles section.

FAQ, Errata, & Balance Changes For Exemplary Battles of the Age of Darkness: Volume One

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Night Lords Atramentar Squad (Page 12)
Balance Change
Change both profiles on this unit's entry to have a Weapon Skill Characteristic of 5.

Change the Atramentar's Leadership Characteristic to be 8.

Change the Atramentar Trucidor's Leadership Characteristic to be 9.

Add the Stubborn Special Rule to this unit's Profile.

Iron Warriors Dominator Cohort (Page 26)
Balance Change
Change the base unit cost of the unit to 250 points.

Change the cost per additional model to 45 points per model.

Replace the Dedicated Transport text on this unit to read as follows:
"A Dominator Cohort may take a Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 5 models or a unit of any size may take a Legion Land Raider Spartan as a Dedicated Transport. If taken this way, a transport does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army."

World Eaters Red Hand Destroyer Assault Squad (Page 44)
Balance Change
Change the cost of the below options to read as follows:

- Meteor Hammer	+10 points per model
- Excoriator Chainaxe	+10 points per model
- Twin Falax Blades	+5 points per model
- Barb-Hook Lash	+5 points per model

Ultramarines Nemesis Destroyer Squad (Page 66)
Balance Change
Replace the Mortifier Bolter's profile with the one found in the Panoptica Weapons Profiles section.

Salamanders Sanctifier Squad (Page 92)
Balance Change
Change the eighth options bullet point to read as follows:
"Any model in the unit may exchange their Bolter for the following option:
- Obsidite Rotor Cannon +10 points"

The Daemon Primarch Unit Type (Page 102)
Errata
Add the following bullet points to the list of effects provided by this Unit Type:
"A model with this Unit Type may join units with the Infantry Unit Type as if it had the Primarch Unit Type, or units with the Daemon Unit Type as if it had the Daemon Unit Type.

Balance Change
Replace the 4th bullet point to read as follows:
"Daemon Primarchs have the Precision Strikes (2+) and Precision Shots (2+) Special Rules, and may choose to use these rules when attacking even when ordinarily they would be prevented from doing so, including when making Snap Shots."

Add the following bullet points to the list of effects provided by this Unit Type:
Any unit entirely composed of models with the Daemon Primarch Unit Type may choose to ignore the Heroic Stand Special Rule, ignoring any penalties normally applied for declining a Challenge, unless the Challenge was issued by a model with the Knight, Gargantuan, Titan, Primarch, or Daemon Primarch Unit Types."

Fulgrim Transfigured (Page 104)
Balance Change
Change the Weapon Skill Characteristic on this unit's profile to 9.

Add the following to this model's profile:
Fulgrim Transfigured is counted as having a Legion Warhawk Jump Pack for rules and interactions that affect or require that wargear."

Legiones Hereticus (X) (Page 106)
FAQ
In the same manner as a Detachment composed of models with the appropriate version of the Legiones Astartes (X) Special Rule is classed as having that Faction for the purposes of the Allies Matrix, Allied or Optional Detachments, and so on, a Detachment composed of models with the appropriate version of the Legiones Hereticus (X) Special Rule should be treated as though it had the Legiones Astartes (X) Special Rule for all such interactions.

The Stage is Set (Page 109)
Balance Change
For the purposes of Movement, Shooting Attacks, and Charges, a model deployed via this Special Rule should be treated as though they were deployed via a Deep Strike Assault.

FAQ, Errata, & Balance Changes For Legacies of the Age of Darkness: Daemons of the Ruinstorm

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Gargantuan (Page 2)
Balance Change
Add the following bullet point to the Unit Type:
"Any unit entirely composed of models with the Gargantuan Unit Type may choose to ignore the Heroic Stand Special Rule, ignoring any penalties normally applied for declining a Challenge, unless the Challenge was issued by a model with the Knight, Gargantuan, Titan, Primarch, or Daemon Primarch Unit Types."

Ætheric Dominion (Formless Distortion) (Page 4)
Balance Change
Change the D3 result of 2 to read as follows:
"2 - Lashing Pseudopods: Reach (1), Rending (6+)"

Ruinstorm Daemon Sovereign (Page 6)
Balance Change
Change the cost of exchanging Sovereign Armaments for a Sovereign Greatblade to +40 points.

Change the cost of selecting Immaterial Wings to +50 points.

Ruinstorm Daemon Hierarch (Page 7)
Balance Change
Add the Independent Character Special Rule to this unit's profile.

Ruinstorm Daemon Harbinger (Page 8)
Balance Change
Change both profiles on this unit's entry to have an Armour Save of 3+.

Ruinstorm Daemon Beasts (Page 10)
Balance Change
Change the profile on this unit's entry to have an Attacks Characteristic of 4.

Add the Furious Charge (1) and Scout Special Rules to this unit's profile.

Ruinstorm Lesser Daemons (Page 11)
Balance Change
Change the Points Cost of this unit to 100 points.

Ruinstorm Daemon Cavalry (Page 13)
Balance Change
Change the profile on this unit's entry to have a Leadership Characteristic of 7.

Add the Hit & Run, Hammer of Wrath (1), and Bulky (2) Special Rules to this unit's profile.

Ruinstorm Daemon Harriers (Page 14)
Balance Change
Change the profile on this unit's entry to have an Attacks Characteristic of 2.

Add the Deep Strike Special Rule to this unit's profile.

Greater Ruinstorm Daemon Beast (Page 15)
Balance Change
Change the profile on this unit's entry to have an Leadership Characteristic of 8.

Change the profile on this unit's entry to have a Strength and Toughness Characteristic of 6.

Add the Bulky (5) Special Rule to this unit's profile.

Ruinstorm Daemon Behemoth (Page 16)
Balance Change
Change the profile on this unit's entry to have a Weapon Skill Characteristic of 5.

Change the profile on this unit's entry to have an Leadership Characteristic of 8.

Ruinstorm Arch-Daemon (Page 17)
Balance Change
Change the cost of selecting Immaterial Wings to +50 points.

Add the Warp Resplendent Special Rule to this unit's profile.

Cor'Bax Utterblight Unbound (Page 20)
Balance Change
Add the Bulky (6) Special Rule to this unit's profile.

Behemoth Blade (Page 24)
Balance Change
Replace the Behemoth Blade's profile with the one found in the Panoptica Weapons Profiles section.

Additional Wargear Options for Existing Daemons of the Ruinstorm Units

In addition to the normal options presented in the rules for various units, the additional wargear presented below may be selected for units at the costs shown. These are intended to be used alongside various publications, including all of Games Workshop's official publications and releases.

Note that these upgrades will be moved into a future release from the Panoptica Team.

Ruinstorm Daemon Hierarch

Options:

- A Hierarch may exchange their Infernal Armaments for the following option:
  - Sovereign Armaments ..... +30 points

Ruinstorm Daemon Behemoth

Options:

- A Ruinstorm Behemoth may select the following option:
  - The Unmaking ..... +25 points

FAQ, Errata, & Balance Changes For Exemplary Battles of the Age of Darkness: The Burning of Ohmn-Mat

With the release of the second version of the Horus Heresy, there are likely to be rules and scenarios that do not function as clearly or as cleanly as expected, and some of these may present difficulties during games or otherwise prevent mechanics from working as they should in the spirit of the game. The following compilation of clarifications and corrections are designed to simplify the process of understanding this new edition and the questions which may arise as a result of them, as well as to correct issues with balance identified via testing.

Bound Cor'Bax Utterblight (Page 21)
Balance Change
Add the Bulky (6) Special Rule to this unit's profile.

Gargantuan (Page 23)
Balance Change
Add the following bullet point to the Unit Type:
"Any unit entirely composed of models with the Gargantuan Unit Type may choose to ignore the Heroic Stand Special Rule, ignoring any penalties normally applied for declining a Challenge, unless the Challenge was issued by a model with the Knight, Gargantuan, Titan, Primarch, or Daemon Primarch Unit Types."

Armoury of The Age of Darkness:
Additional Special Rules

Additional Special Rules

The FAQ, Errata, and Balance Changes made in this document add a number of additional Special Rules to certain units - these can be found below. These function in addition to the Special Rules found in the existing official Games Workshop publications, and operate under the broader Rules and Conventions laid out in the **Horus Heresy: Age of Darkness** Core Rulebook.

Afterburner
Colossal secondary combustors attached to the main engines of a flyer allowed this vehicle a surprising burst of speed.

Once per game at the start of the Movement Phase, a model with this Special Rule may elect to fire its Afterburner. If it does so, the model may make an additional move after its normal move, up to its normal movement Characteristic. Note that for this additional move, the Movement value cannot be modified in any way.

Armoured Superstructure
Approaching in bulk that of a Super-Heavy vehicle, some armoured behemoths could withstand blows that would utterly destroy a lesser target.

Whenever a roll is made on the Vehicle Damage Table against a model with this Special Rule, subtract -1 from the result rolled.

Artillery Spotters
These spotters worked in tandem with their charges, calling targets for those under their command to assail.

A unit with this Special Rule may grant the benefits of a Cognis Signum it has purchased to a single unit with at least one model within 6" of a model from this unit, instead of using the benefit itself.

Note that the unit must be from the same Tercio as it to grant it the benefits of the Cognis Signum in this way.

Augmetics (X)
Some warriors in the Age of Darkness had extensive amounts of augmetics within, enough even to survive the most grievous of wounds.

When a model with this Special Rule suffers an unsaved Wound, it can make a special Augmetics roll to avoid being wounded (this is not a Saving Throw and so can be used against attacks that state that 'no Saves of any kind are allowed').

Roll a D6 each time an unsaved Wound is suffered. On a result that is equal to or greater than the value in brackets, the unsaved Wound is discounted – treat it as having been Saved. On any other result, the Wound is taken as normal. For example, a unit with the Augmetics (6+) Special Rule would need to score a 6 in order to discount a Wound inflicted upon it.

If on any unit this rule is presented simply as Augmetics, without a value in brackets, then count it as Augmetics (6+).

This is a Damage Mitigation roll – any model may make only a single Damage Mitigation roll of any type for any given Wound (see page 174).

Auto-Servo Tracking
Independent firing control subsystems allowed this weapon to track and fire without requiring their operator to direct them.

A weapon with this Special Rule can fire at a different target to the other weapons the model is armed with.

Born of Steel
This combatant had become more metal than flesh, and could walk among automata as one of their own.

A model with this Special Rule may be given the Patris Cybernetica Special Rule at no additional cost in points - this must be decided at the start of the battle before any models are deployed and may not be changed during the battle.

Brittle
The sharpened edge on this weapon was impressively good at slicing through almost any substance - unless the blade bit at a bad angle.

If a model armed with a weapon with this Special Rule hits with all attacks made with this weapon in a single phase, the blade's edge is blunted – at the end of the phase, the weapon's AP value drops to AP 4 and it loses any variant of the Rending (X) Special Rule it possesses for the rest of the battle.

Broken Soul
For those who had already given themselves to the darkness, it was only a small step to invite the evil within themselves...

A model with this Special Rule may be given the Corrupted Sub-type at no additional cost in points - this must be decided at the start of the battle before any models are deployed and may not be changed during the battle.

Caestus Prow
The armoured fore of this craft was a masterwork of layered armour, shield generators, and reinforced bulkheads.

A model with this Special Rule may declare a Ramming attack in the same manner as a Tank, regardless of its actual unit type. This attack must be declared at the start of the Movement Phase, after you have decided whether or not the will fire its Afterburner (if it has the Afterburner Special Rule). When conducting a Ramming attack, the hit is automatically resolved at Strength 10, AP 3, and adds +1 to any rolls on the Vehicle Damage table it inflicts. If the model fired its Afterburner this turn, add +2 instead.

In addition, the model has an Invulnerable Save of 5+ against any attacks against its Front Armour, including any damage it suffers as a result of it Ramming or being Rammed itself.

A model with this Special Rule is immune to the effects of the Armourbane (Melta) Special Rule – meaning that no extra D6 for armour penetration can be rolled against the model as a result of this Special Rule.

Consul (X)
Despite their lofty station that had otherwise outstripped the rank of Consul, Astartes Centurions would often retain all the privileges of their former rank.

A model with this Special Rule is counted as having the named Legiones Consularis Upgrade as indicated in brackets in the Special Rule for all intents and purposes, including Rites of War, Special Rules, and wargear limitations which either require there to be one to be present in a detachment, or prevent it. Note that this does not confer any of the benefits normally gained from that upgrade to the model themselves from any such sources.

Crew-Served Weapon
The weight and bulk of some heavy weapons required multiple troops to partially deconstruct and carry them when repositioning or boarding most transports.

A model with this Special Rule may Embark on models with the Transport Unit Sub-Type and Infantry Transport Special Rule, contrary to the restriction on models with the Bulky (X) Special Rule rule, but still must take into account their size due to the Bulky (X) Special Rule.

Countermeasures
Whether achieved via immense speed, thermic flares, or other more esoteric means, this craft could confound incoming fire.

A model with this Special Rule has a 5+ Invulnerable Save against any Shooting Attacks which have the Skyfire Special Rule made against it. A model with this Special Rule which does not make a Zoom move in the Controlling Player's Movement Phase cannot claim the benefit of this Special Rule during the rest of the Controlling Player's turn, as well as the Opposing Player's turn.

Close-Quarters Boarding Protocol
The mortal factions of the Imperialis Militia were often found fighting in the claustrophobic confines of a Zone Mortalis.

A unit with this Special Rule may be chosen as part of a detachment using the Zone Mortalis Engagement Force Organisation Chart despite having more than 15 models. However, this unit cannot be expanded above its starting size.

Dimensional Edge (X)
The blade of this weapon was not truly at home in our reality - and the exotic matter that constitutes its form would, when caught in the right phase, pass straight through any matter it touched.

Weapons with this Special Rule can only ever cause a Wound on the number indicated in brackets.

No Saves or Damage Mitigation rolls of any kind may be taken against Wounds caused by this weapon.

Emperor's Chosen
A long and storied path awaited one marked by the Emperor himself - and this Champion had a fate not yet met...

A model with this Special Rule that suffers 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.

Exposed Compartment
Whilst the open crew bays of some vehicles made them easier to operate for many tasks, they also made easy prey for weapons designed to take advantage of such weaknesses.

Any rolls on the Vehicle Damage Table that target a model with this Special Rule add +1 to the result.

Felling Blow
Trading raw speed for killing power, this weapon struck with a fury unmatched by lesser weapons.

When a model equipped with a weapon with this Special Rule makes a Melee attack, it may choose to halve the number of attacks it makes. If it does so, those attacks gain the Murderous Strike (5+) Special Rule.

Gyrocoil Charge
Internal moving weights inside this weapon allowed it to make incredibly heavy blows - at the cost of speed.

Attacks made with a weapon with this Special Rule incur a -2 Initiative Penalty.

Hardwired Defences
These automated weapons would follow their directives to protect their position until they were destroyed.

A Fortification with this Special Rule may not be claimed by a player which did not originally select them as part of their army.

Immobile
Fixed in place, or otherwise unable to move in any fashion, these units had to stand their ground or perish.

A model with this Special Rule may not move for any reason, including making Run moves, declaring or otherwise making Charge moves, falling back, or make Reactions which would allow it to move. If it would be forced to do so, the model is immediately destroyed.

Legiones Astartes Command Tank
Some among the Legiones Astartes displayed proficiency in a cupola that none inside or out of the legions could ever hope to approach.

A model with this Special Rule is selected as a separate unit, but during the deployment or the game they may join a unit composed entirely of models with the Vehicle Unit Type as though they had the Character Sub-type and Independent Character Special Rule, although they do not gain any additional benefits from these Special Rules or Sub-types.

A model with this Special Rule may not join a unit containing any model with a Hull Points Characteristic of 6 or higher.

No Witnesses
As an ancient Terran adage went, 'there can be no witnesses if there are no survivors'...

A model with this Special Rule may never issue or accept Challenges, and ignores any effects or Special Rules that would force it to do so. If the Opposing Player issues a Challenge, a model with this Special Rule may never be chosen as the model who declined it.

Makeshift Weapon
Whilst not all tools of the 31st millennium were intended to see combat, in a pinch they too could serve as deadly weapons of war.

A model equipped with a weapon with this Special Rule may only make a single attack at Initiative Step 1 with it, and may not gain a bonus attack for Charging or from any Special Rules that would normally grant additional Attacks.

Indiscriminate Fire!
Some weapon systems fired such an obscene quantity of ammunition in such a short span of time that the only viable option against such a hail of fire was to retreat.

A model with this Special Rule ignores all effects and penalties applied by the Night Fighting rules.

Inertia Suppression Clamps
Inertial suppression clamps locked transported troops into place, protecting them from impact.

A model with this Special Rule can carry models in any type of Legion Terminator armour and that have the Bulky (2) Special Rule as though they did not have that Special Rule.

Note that this includes Legion Specific Terminator units.

Paired Weapons
Some weapons required they were used together to achieve full effectiveness.

A model armed with a weapon with this Special Rule gains an extra Attack.

Predator's Gaze
Those rare few who have survived being hunted by an assassin clade operative long enough to speak of it reported something truly unnatural and unsettling in the gaze of those singular killers.

When issuing a challenge, a model with this Special Rule selects the enemy character that accepts the challenge from any models which are eligible to respond.

Psychic Mastery (X)
A raw bulwark of ethereal power, this psyker pushed past the limits that would spell doom for others - despite the great risks...

A model with this Special Rule may cast an amount of Psychic Powers per phase, up to the number indicated in brackets, in spite of the normal limitations on doing so. Note that a Psychic Power counted as a Shooting Attack counts as a single power for the purposes of this Special Rule.

Reinforced Shell
Built to survive even the most horrendous damage, this vehicle endured where lesser chassis did not.

When a model with this Special Rule loses its last Hull Point, but before resolving the Super-Heavy Explosion, roll a D6. On a Result of a 4+, the model does not explode as normal, but instead its shell is treated from this point onward as a ruined building rather than a vehicle wreck, with its two doorways counted as being open access points to the interior.

Riposte (X)
Fluid in the air in a way the eye struggles to track, this weapon seems to be in many places at once - and always right where it is needed to block a blade...

Models making an attack against a model wielding a weapon with this Special Rule must subtract X from their Weapon Skill.

Soul-Death
Whilst this weapon burnt and tore at all living things, it inflicted the most terrible harm upon those with an innate connection to the immaterium.

When attacking a model with the Daemon, Psyker, or Corrupted Unit Type or Sub-types, a weapon with this Special Rule gains the Fleshbane, Instant Death, and Breaching (3+) Special Rules.

Skilled Rider
A lifetime in the saddle allowed the most skilled to fire their arsenal at full effectiveness - even on the move.

A model with this Special Rule may opt to run in the Movement Phase and still fire a single ranged weapon in the Shooting Phase. These shots are made at BS2. The To-Hit rolls for these shots cannot be improved by any source.

Note that if a unit makes use of this Special Rule, they may not claim the benefits of the Firing Protocols (X) Special Rule in the same Game Turn.

Tank Desant
When troops embarked upon this vehicle, they did so across its armoured hull, and so formed an additional layer of protection for their carrier - as they could defend it from harm directly.

While a model is embarked in the Transport Capacity of a model with this Special Rule, it may fire its ranged weapons as though it is not embarked in a vehicle. All ranges should be measured from the hull of the Transport.

Warp Resplendent
Some denizens of the immaterium reached a truly immense size, and so the powers they wielded made others pale in comparison.

A model with this Special Rule treats any weapons it is equipped with with a range of "Template" as having a range of "Hellstorm" instead, and any weapons with the "Blast (3")" Special Rule as having the "Large Blast (5")" Special Rule instead.

In addition, any weapons a model with this Special Rule is equipped with which do not meet either of these conditions instead count their range characteristic as being twice that specified in the weapon's profile.

Armoury of The Age of Darkness:
Panoptica Weapon Profiles

Panoptica Weapon Profiles

The FAQ, Errata, and Balance Changes made in this document modify a number of weapons' profiles in various ways - these can be found below. These replace the profiles found in the existing official Games Workshop publications, and operate under the broader Rules and Conventions laid out in the **Horus Heresy: Age of Darkness** Core Rulebook. If a profile named below exists in multiple publications, the version of it found here should be used wherever that weapon is found. If a weapon has multiple profiles, and some of those available to a weapon are not shown below, then profiles not shown should be treated as unmodified and thus still valid in their original state. All of the weapons found here can only be obtained via their normal routes for purchasing or upgrading units.

Ranged Weapons

Adrathic Weapons

Based on a similar principle to Disintegration weapons, the classification of weapons commonly known as 'Adrathics' were an ancient and terrifying innovation from Old Night, which when fired caused their target's atoms to spontaneously and immediately seperate.

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

Weapon	Range	Str	AP	Type
Adrathic Destructor	12"	5	3	Assault 1, Instant Death, Armourbane (Ranged), Gets Hot, Breaching (5+)
Adrathic Devastor	18"	6	3	Heavy 2, Instant Death, Armourbane (Ranged), Gets Hot, Breaching (5+)

Auto Weapons

Whether they fire great armour-piercing rounds, huge explosive shells, or a hail of simple bullets, auto weapons are generally grouped by their use of chemical explosives to gain their initial propulsion.

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

Weapon	Range	Str	AP	Type
Avenger Gatling Cannon	36"	6	4	Heavy 12, Rending (5+)
Baneblade Cannon	72"	8	3	Ordnance 1, Massive Blast (7"), Pinning, Rending (6+)
Battle Cannon	48"	8	4	Heavy 1, Large Blast (5"), Breaching (6+), Pinning
Exterminator Autocannon	48"	7	4	Heavy 6, Rending (5+), Twin-Linked
Fellblade Accelerator Cannon				
- AE Shell	100"	10	2	Ordnance 2, Armourbane (Ranged), Exoshock (4+), Blast (3"), Brutal (3)
- HE Shell	100"	8	3	Ordnance 1, Massive Blast (7"), Pinning, Rending (6+)
Hellhammer Cannon	36"	12	3	Ordnance 1, Large Blast (5"), Sunder, Rending (5+), Brutal (3)
Macharius Battle Cannon	48"	8	4	Heavy 1, Large Blast (5"), Twin-Linked, Pinning, Shell Shock (1), Breaching (6+)
Macharius Vanquisher Cannon	72"	9	2	Heavy 2, Sunder, Brutal (2), Twin-Linked, Exoshock (4+)
Rapid-Fire Battle Cannon	48"	8	3	Ordnance 2, Large Blast (5"), Breaching (6+), Pinning
Stormhammer Cannon	72"	8	3	Ordnance 1, Massive Blast (7"), Shred, Rending (6+)
Tremor Cannon	48"	8	4	Ordnance 1, Massive Blast (7"), Pinning, Shell Shock (2)

Artillery Weapons

Firing enormous, unguided shells, these weapons have been largely the same since the inception of mechanised warfare - although the size of their munitions has grown ever more...

Weapon	Range	Str	AP	Type
Demolisher Cannon	24"	12	3	Ordnance 1, Blast (3"), Sunder, Rending (6+), Brutal (3), Wrecker
Despoiler Cannon	24"	10	3	Ordnance 1, Blast (3"), Sunder, Rending (5+), Brutal (3), Wrecker
Dreadhammer Siege Cannon	24"	12	3	Ordnance 1, Large Blast (5"), Sunder, Rending (4+), Brutal (4), Wrecker
Earthshaker Battery	12" - 240"	9	4	Ordnance 2, Barrage, Large Blast (5"), Shred, Pinning, Breaching (6+)
Earthshaker Cannon	12" - 240"	9	4	Ordnance 1, Barrage, Large Blast (5"), Shred, Pinning, Breaching (6+)
Mars-Colossus Bombard	12" - 72"	7	3	Ordnance 1, Barrage, Large Blast (5"), Pinning, Shell Shock (1), Ignores Cover, Wrecker
Medusa Mortar	36"	9	4	Ordnance 1, Barrage, Large Blast (5"), Pinning, Rending (6+), Brutal (2)
Morbus Bombard	36"	10	4	Ordnance 1, Barrage, Large Blast (5"), Pinning, Rending (5+)
Mori Quake Cannon	24" - 360"	10/8/6	3	Destroyer 1, Apocalyptic Mega-Blast, Barrage, Breaching (4+), Seismic Shock, Concussive (1)
Nemesis Quake Cannon	24" - 480"	10/8/6	3	Destroyer 1, Apocalyptic Mega-Blast, Barrage, Breaching (4+), Seismic Shock, Concussive (1)
Praetor Launcher				
- Firestorm Munitions	72"	7	4	Ordnance 2, Barrage, Massive Blast (7"), Pinning, Shell Shock (2), Rending (5+), Ignores Cover
- Foehammer Munitions	72"	8	3	Heavy 12, Guided Fire, Breaching (5+), Ignores Cover

Bolt Weapons

Bolt weapons rely on two stages - their first, a conventional explosive to propel the bolt from the weapon itself, before the second stage's rocket motor ignites, driving the bolt deep into a target before it detonates.

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

Weapon	Range	Str	AP	Type
Adrastus Bolt Caliver				
- Bolt Volley	36"	5	4	Assault 4, Shred, Pinning
Defensor Bolt Cannon	24"	6	4	Heavy 6, Ardex-Defensor, Pinning
Macharius Rotary Bolt Cannon	36"	6	3	Heavy 10, Pinning, Shell Shock (1), Reactor Overload
Mortifier Bolter	18"	4	5	Assault 2, Harrower, Breaching (6+)
Vulcan Mega Bolter	60"	6	3	Heavy 15, Pinning, Shell Shock (1), Reactor Overload

Combi Weapons

Combi-Weapons are an ancient innovation, pairing a reliable bolt weapon with a secondary armament that is useful for a variety of tasks.

Weapon	Range	Str	AP	Type
Grenade Launcher (Secondary)				
- Krak	24"	6	4	Assault 1

Conversion Beam Weapons

Conversion Beamers launch a stream of exotic particles and waves of energy at a target, the beam growing in potency until it strikes a target and unleashes its gathered power.

All weapons listed here are counted as 'Conversion Beam' weapons for those rules that affect such weapons. An attack made with a Conversion Beam Weapon has a number of different profiles, the use of which depends upon how far the chosen target is from the attacking model up to the weapon's maximum range. When attacking with one of these weapons measure the distance to the target, place the weapon's Blast template and scatter as normal for a blast weapon. Once the final location of the template has been determined, measure to the centre of the Blast marker and consult the weapon's chart to determine the effect.

Weapon	Range	Str	AP	Type
Conversion Destructor				
	0"- 18"	8	3	Ordnance 1, Large Blast (5"), Blind
	18"- 42"	10	2	Ordnance 1, Large Blast (5"), Blind, Sunder
	42"- 80"	12	1	Ordnance 1, Large Blast (5"), Blind, Sunder, Wrecker

Flame Weapons

Propelling great gouts of chemical flame, Flame weapons were often of primitive design - though nevertheless they still struck fear into the hearts of those who witnessed the horror of their effects on flesh.

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

Weapon	Range	Str	AP	Type
Infernus Firepike	Template	6	4	Heavy 1, Torrent (9")

Graviton Weapons

Graviton weapons are both feared and respected among all who walk the battlefields of the 31st millenium - for they harness the strength of arms and armour their victim bears against them.

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

Weapon	Range	Str	AP	Type
Grav-Flux Bombard	18"	†	4	Heavy 1, Large Blast (5"), †Graviton Collapse, Torsion Crusher, Ignores Cover, Concussive (1), Haywire

Grenade Weapons

Grenade launchers are simple, singular weapons, but the fact their design has remained unchanged in thousands of years is testament to their effectiveness.

Weapon	Range	Str	AP	Type
Vratine Grenade Launcher				
- Krak	24"	6	4	Assault 1
Grenade Launcher				
- Krak	24"	6	4	Assault 1

Las Weapons
Utilising the raw, searing power of light itself, las weapons blind and burn their targets.

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

Weapon	Range	Str	AP	Type
Arachnus Storm Cannon	24"	8	1	Heavy 3, Lance, Exoshock (6+)
Belicosa Volcano Cannon	120"	14	1	Destroyer 1, Apocalyptic Blast (10"), Ignores Cover
Gravis Heavy Lascannon	48"	10	2	Heavy 2, Sunder
Laser Blaster	96"	12	2	Destroyer 2, Large Blast (5"), Twin-Linked, Ignores Cover
Nemesis Volcano Cannon	36" - 180	14	1	Destroyer 1, Apocalyptic Blast (10"), Ignores Cover
Proteus Laser Destroyer	36"	9	1	Ordnance 3, Twin-Linked, Exoshock (6+), Sunder, Gets Hot

Melta Weapons
The white-hot roars of melta weaponry are feared across the galaxy by man and xenos alike - for none can hope to resist the boiling fury emitted by one of their kind for long.

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

Weapon	Range	Str	AP	Type
Magna-Melta Array	18"	8	1	Heavy 6, Armourbane (Melta), Twin-Linked

Missile Weapons
Whether guided by laser, satellite, or targeting computer, missiles are a reliable - if antiquated - weapon of war.

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

Weapon	Range	Str	AP	Type
Aiolos Missile Launcher	60"	6	3	Heavy 3, Pinning, Guided Fire, Auto-Servo Tracking
Spicula Rocket System	72"	7	4	Ordnance 1, Massive Blast (7"), Rending (5+), Limited Ammunition, Pinning, Shell Shock (1)
Terrebrax Rocket Battery	48"	7	5	Heavy 12, Guided Fire
Whirlwind Missile Launcher				
- Talonis HE Missile	48"	6	4	Ordnance 1, Barrage, Large Blast (5"), Ignores Cover, Pinning, Shell Shock (1)

Plasma Weapons
The super-heated plasma ejected by various weapons burns hotter than a star for a fraction of a second - but that is often enough...

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

Weapon	Range	Str	AP	Type
Hellfire Plasma Missiles	36"	7	4	Heavy 2, Breaching (4+)
Omega Pattern Plasma Blastgun	48"	9	3	Ordnance 1, Massive Blast (7"), Rending (4+), Gets Hot
Plasma Blastgun	72"	9	3	Ordnance 1, Massive Blast (7"), Rending (4+), Reactor Overload
Plasma Mortar	36"	8	4	Ordnance 1, Large Blast (5"), Breaching (4+), Ignores Cover, Reactor Overload, Barrage

Volkite Weapons
Those struck by volkite beams are bathed in pulsing red light - and, mere seconds later, raging flames that consume them from the inside out.

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

Weapon	Range	Str	AP	Type
Volkite Carronade	45"	8	3	Ordnance 1, Heavy Beam, Deflagrate, Rending (5+), Pinning, Wrecker
Volkite Chieorovile				
- Heat-Blast	45"	7	3	Heavy 10, Deflagrate, Breaching (5+), Pinning
- Concentrated Beam	30"	8	3	Ordnance 1, Heavy Beam, Deflagrate, Breaching (5+), Pinning, Wrecker
Volkite Macro-Saker	45"	6	5	Heavy 8, Deflagrate, Pinning

Exotic and Miscellaneous Weapons
The weapons of the Horus Heresy are widely varied and strange beyond measure in aspect.

Weapon	Range	Str	AP	Type
Animus Blast	Template	4	4	Assault 1, Rending (6+), Psy-Shock, Soul-Death
Exitus Rifle	100"	7	2	Heavy 1, Murderous Strike (5+), Rending (6+), Sniper, Brutal (2)
Lidless Stare (Psychic Weapon)	Template	2	-	Assault 1, Pinning, Force, Instant Death

Melee Weapons

Chain Weapons

The toothy grin of chain weapons and the bloody butchery they inflicted were well known and recognised across the galaxy.

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

Weapon	Range	Str	AP	Type
Heavy Chainsword	-	+2	-	Melee, Shred, Two-Handed, Rending (6+)
Reaper Chainblade	-	9	2	Melee, Shred, Sunder, Brutal (2)
Reaper Chainfist	-	12	1	Melee, Shred, Armourbane (Melee), Brutal (3), Exoshock (3+)
Reaper Chainsword	-	10	2	Melee, Shred, Sunder, Brutal (3)

Power Weapons

Employing power fields atop lethally sharp cutting edges, Power weapons are a firm favourite in the hands of many in the Legiones Astartes and beyond.

All weapons listed here are counted as 'Power' weapons for those rules that affect such weapons.
A model armed with two of the same weapons marked with a * gains +2 attacks, instead of the normal +1 for having two combat weapons.

Weapon	Range	Str	AP	Type
Arlatax Power Claw*	-	+2	2	Melee, Shred
Darkstar Falling	-	+2	2	Melee, Two-Handed, Master-Crafted
Gravis Power Fist	-	9	2	Melee, Brutal (2)
Power Blade Array*	-	User	3	Melee, Breaching (5+)
Scyllax Combat Array				
- Dismember	-	+3	2	Melee, Makeshift Weapon, Murderous Strike (4+)
Shock Charger	-	User	3	Melee, Brutal (2)
Shock Lance (Melee)	-	12	2	Melee, Reach (1), Sunder, Shock Pulse, Concussive (2), Brutal (3), Exoshock (2+)
Talon of Perdition*	-	User	2	Melee, Shred, Brutal (2)
Thunderstrike Gauntlet	-	12	1	Melee, Brutal (4)

Cutting Tools of the Mechanicum

Making use of las-beams, or more esoteric means of slicing through a target, the Mechanicum's tools and weapons are oft indistinguishable...

Weapon	Range	Str	AP	Type
Las-Impulsor (Melee)	-	10	1	Melee, Armourbane (Melee), Instant Death
Atrapos Phasecutter (Melee)	-	10	1	Melee, Armourbane (Melee), Instant Death

Daemonic Weapon

Forged outside of this material realm, some weapons glowed from within with accursed light.

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

Weapon	Range	Str	AP	Type
Behemoth Blade	-	User	2	Melee, Brutal (3), Sunder, Immaterial Blades (AP1), Lance, Exoshock (5+)

Graviton Weapons

Utilising the same gravity-warping effects as their ranged cousins, melee grav-weapons crush their opponents under impossible forces.

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

Weapon	Range	Str	AP	Type
Graviton Crusher	-	x2	2	Melee, Unwieldy, Haywire
Graviton Ram (Melee)	-	10	1	Melee, Armourbane (Melee), Concussive (2), Brutal (2)

Exotic and Miscellaneous Weapons

The weapons of the Horus Heresy are widely varied and strange beyond measure in aspect.

*A model that upgrades a Chainsword to a Falax Blade replaces the Chainsword with two Falax Blades.

Weapon	Range	Str	AP	Type
Charonite Claws	-	+3	3	Melee, Two-Handed, Rending (6+), Murderous Strike (6+)
Dawnbringer	-	10	1	Melee, Master-Crafted, Two-Handed, Armourbane (Melee), Instant Death, Brutal (2)
Excoriator Chainaxe	-	+2	3	Melee, Two-handed, Shred, Murderous Strike (5+), Unwieldy, Breaching (5+)
Falax Blades*	-	+1	5	Melee, Specialist Weapon, Breaching (5+), Duellist's Edge (1)
Forgebreaker	-	12	1	Melee, Master-Crafted, Exoshock (3+), Brutal (3), Two-Handed
Hookfang	-	User	3	Melee, Poisoned (3+), The Venem, Breaching (5+)
Lascutter (Melee)	-	10	1	Melee, Makeshift Weapon
Melta Lance	-	8	1	Melee, Ungainly, Lance, Sudden Strike (2), Two-Handed, One Use
Ripper Gun	-	+1	5	Melee, Reaping Blow (1), Two-Handed
Tarsus Buckler	-	+1	3	Melee
Telemon Cestus	-	10	1	Melee, Specialist Weapon, Sunder, Brutal (3)

Armoury of The Age of Darkness:
Extrinsica Weapons

Extrinsica Melee Weapons

The weapons below are designed to represent the varied and deadly weapons that could be found in the armouries of the Legiones Astartes, Mechanicum, Imperial Commanders, and beyond across the battlefields of the Great Crusade and Horus Heresy. Unspeakably rare, even when compared to Paragon Blades, these armaments were seen only in the direst of circumstances. Known collectively as "**Extrinsica**" *(Those from Without),* these dread weapons claimed countless lives for many masters on both sides of the Heresy.

All of the following weapons count as 'Power' weapons, and operate under the broader Rules and Conventions laid out for melee weapons in the **Horus Heresy: Age of Darkness** Core Rulebook. They may only be purchased at the cost shown for a model in your army which has the choice to purchase a Paragon Blade, replacing a Power Weapon, Chainsword, Close Combat Weapon, Execution Blade, or Guardian Spear. You may never have more than a single Extrinsica Melee Weapon across your entire army. If a model is armed with one of these weapons, it may not also be armed with a Paragon Blade.

For the purposes of any rules which check for how a weapon is modelled, all Extrinsica Melee Weapons are counted as being swords.

Incipere-Class Weapons

Suspected to have been mostly pioneered by the Mechanicum in the early days of the Dark Age of Technology, these weapons were likely designed in answer to xenos technology that presented similar threats.

All weapons listed here may be purchased by an eligible model for +20 points.

Weapon	Range	Str	AP	Type
Arcanite Shock Maul	-	+2	3	Melee, Two-Handed, Concussive (2), Haywire, Specialist Weapon
Biocore Shatterblade	-	User	2	Melee, Brittle, Reach (1), Specialist Weapon
Paired Mirrorblades	-	+1	3	Melee, Riposte (1), Paired Weapons, Two-Handed, Breaching (5+)

Calcare-Class Weapons

The fruits of tampering by the blighted tribes of pre-unification Terra, these weapons are rumoured to bear curses from such fraught and terrible times - and may allege in quiet voices that the rumours may well be right...

All weapons listed here may be purchased by an eligible model for +25 points.

Weapon	Range	Str	AP	Type
Aetheric Whisper-Blade	-	User	2	Melee, Dimensional Edge (5+), Specialist Weapon
Gyrocyclic Reaper Blade	-	User	2	Melee, Reaping Blow (1), Felling Blow, Specialist Weapon

Extremis-Class Weapons

The devising of desperate madmen, the weapons classified as 'Extremis' were known to be potent beyond expectations; though the complexity and idiosyncrasy of their construction made them impossible to replicate.

All weapons listed here may be purchased by an eligible model for +30 points.

Weapon	Range	Str	AP	Type
Accelerator Hammer	-	7	2	Melee, Two-Handed, Reach (1), Sunder
Hydragyric Executioner	-	+2	2	Melee, Two-Handed, Gyrocoil Charge, Brutal (2)
Nanofractal Falchion	-	User	2	Melee, Murderous Strike (5+), Two-Handed

“I remember the Imperium as it was meant to be, as it could have been, and unlike the Emperor, I have no gilded wonder to keep me, and soon I shall pass.”

We Remember.