



**T**he Emperor claimed there were no gods. Yet when the galaxy descended into madness and bloodshed, I heard their laughter echoing across the void. Their mirth was for a golden age consigned to dust. Gone was hope and unity, displaced by avarice and treachery.

No longer can I weep for the dead and dying, for my tears are long spent. No longer can I scream at the horrors laid bare before me, for my mind is numbed by torment and pain. I can only echo the laughter of our tormentors, for I see the future laid out before me. Even in victory we are doomed. Mankind will succumb to paranoia, be overcome by ambition and greed. One day, be it tomorrow or in a distant millennia, we will fall silent.

And only the laughter will remain."

Final testimony of Susarna Trill,  
Soul Meister of the Astropathic Choir of the Fourteen Halls,  
given shortly before her execution for grand sedition



**WARHAMMER**  
THE HORUS HERESY

-LEGIONS-  
**IMPERIALIS**



# RULEBOOK

EPIC BATTLES IN THE AGE OF DARKNESS

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# THE ECHOES OF HISTORY



**B**efore the tragedy that was the Horus Heresy can be understood, one must first learn what came before, of the tenebrous millennia of strife that brought humanity to the brink of extinction. Such a time occurred thousands of years before the Emperor walked amongst his subjects and imposed his vision upon the stars.

## THE DARK AGE OF TECHNOLOGY

During an age long passed, referred to within records as the Dark Age of Technology, Mankind ruled an empire that stretched across the galaxy, raised up by the miracles of technology. At their zenith the children of Terra reshaped countless planets in the vision of Old Earth, carving new homes for themselves. What legends still remain tell of a galaxy of plenty, filled with opportunity, culture, technological progress and wonder, where few were found wanting and all could make their dreams manifest.

It was through the application and control of the sciences that such an age was achieved yet, in time, the promised wisdom of technology proved a poisoned well of power for humanity. It is said that Mankind made itself as unto gods, able to harness the power of the stars and fashion servants from clay and iron, infusing them with counterfeit life to slave away as the foundation of humanity's empire. In time, Mankind strayed too far in its unchecked quest for knowledge, elevating itself not to the divine but rather casting itself down for its reckless excess and insatiable ambitions.

The once-glorious empire fell into bloody ruin, its beautiful servants corrupted and turned against all humanity. Horrors were perpetrated to control meagre resources all but depleted from the earlier age of prosperity, and greed and hubris saw fearsome, ancient weapons unleashed that risked the complete annihilation of Mankind. These were the bitter fruits of humanity's labour; a Dark Age of Technology that reigned for millennia.

## THE AGE OF STRIFE

What followed is known to history as the Age of Strife, a period that saw the collapse of Mankind's golden age into internecine warfare. The children of Terra were subjected to nightmares and predation, their planets isolated by the sudden onset of searing warp storms that ravaged the galaxy and made interstellar travel all but impossible, plunging human worlds, bereft of central authority and denied their previous web of supply and support, into anarchy and bloodshed. Scattered enclaves of civilisation were torn apart, local factions and emergent empires fought for control amidst the shattered realm, while others, cut off from aid, succumbed to the horrors of planet-wide famine, the predations of xeno-empires or, worst of all, the perils of the Warp.

As humanity fragmented, hundreds of xenos races and enemies hitherto unknown seized their chance for revenge against humanity for its past conquests or to plunder unprotected worlds and enslave their populations. On worlds with large concentrations of

emergent psykers, entities from beyond breached the barrier between the Immaterium and corporeal reality, swallowing entire worlds and systems in their incursions. The true extent of destruction and loss will never be known. Countless forgotten empires and planets were emptied of human life, and Mankind stood on the brink of total extinction as endless night gathered around them.

Even Ancient Terra was not spared, for shorn of its subject worlds it could not sustain its vast population. Protracted internecine wars depleted Old Earth's terrible arsenals of radiological weapons, killing untold billions, laying waste to its infrastructure and boiling off the last of its oceans. In the aftermath, the planet became a nightmarish battleground, little more than a blasted desert littered with ruins, its people fragmenting into countless warring factions fighting over the scarce water and untainted land that remained.

## THE COMING OF THE EMPEROR

The Age of Strife appeared to herald the beginning of humanity's slow and bitter descent into destruction. Many succumbed to despair, believing nothing could save Mankind and free it from its fate. Yet, from out of this seemingly endless cycle of violence and ruination a leader emerged, a warlord more powerful than any who had come before. This was the man who would become the Emperor, and his power lay in his unparalleled mastery of science and his might as a warrior. Possessed with a singular vision, the Emperor led his hosts across Old Earth, conquering great swathes of Mankind's ancestral home. By the might of his armies, he cast down insane cyber-augmented prophets and slew vivisector-warlords, laying waste to all who refused to join his nascent empire.

The Emperor's goal was not one of mere conquest but rather the restoration of humanity to its past ascendance and the remoulding of it to his vision. Even as he established his rulership of Terra, gathering around Him a collection of learned souls, he experimented with genetics to reshape Mankind into a more stable form, as it had been before generations of viral and alchemical warfare had wracked the planet and its gene pool. It was during these years that the first of the Emperor's genetically-augmented warriors were created, the Thunder Warriors, who served as the iron fists with which the Emperor secured dominion over Old Earth. In turn, the knowledge gained in the creation of his Thunder Warriors led to more sophisticated creations: the Legio Custodes, chosen bodyguards of the Emperor; the Primarchs, his own gene-sons; and a new breed of warriors that would later become known as the Legiones Astartes or Space Marine Legions.

The wars on Terra were not ended until, finally, all of its surviving techno-barbarian warlords and fractured city-states pledged fealty to the Emperor and, for the first time in millennia, Terra was unified. With it came a rebirth of civilisation and complex governance, the Emperor founding a planet-wide civil administration to reorder and rebuild his world, constructing houses of erudition. As the conquest of Old Earth drew to a close, the cosmic scales of the galaxy changed as a massive shockwave blasted through the Immaterium, clearing the warp storms that had plunged the galaxy into turmoil for millennia. It seemed to some like providence, fuelling the belief of those that considered the Emperor to be himself divine, no matter his denials of such divinity. Regardless, the way to the galaxy was open and the Emperor set his sights upon the stars, first upon the Sol System and then beyond, envisioning a humanity brought under his aegis, sheltered by knowledge and reason.

## THE EMPEROR'S SONS

No one man, even one such as the Emperor, can rule alone and thus the Emperor formed his War Council, comprised of his most able generals and high-ranking administrators. To lead his armies across the stars the Emperor created the Primarchs, his own gene-forged sons, more akin to demi-gods than to mortal men. For reasons unknown, the Primarchs were scattered across the galaxy in their infancy before the beginning of the Great Crusade, leaving behind their genetic legacy with which the Emperor forged the twenty Space Marine Legions, each one containing 'gene-seed' encoding drawn from a different Primarch.

As the power of Terra reached out across the galaxy, the Emperor was reunited with his scattered children, with each one given command over the Legion forged from their genes. To the Space Marines, a Primarch was more than a simple commander; he was their gene-father, the first and greatest of their line, and each Space Marine held a nigh-unshakeable bond with their Primarch. The gene-seed of a Primarch often manifested in subtle ways, not least by influencing the psychological character of each warrior from the Legion and aligning them with the Primarch even before their sire was found. The Primarchs were a monument to the Emperor's scientific knowledge, his greatest achievements and, in time, the undoing of both Him and his dreams.

## THE CONQUEST OF SOL

The Sol System was the first region of space to be conquered by the Emperor and his newly rearmed Space Marine Legions. Xenos enclaves were purged from the moons of Saturn and Jupiter, and their wretched enslaved human inhabitants repatriated to Terra. The once-human creations of the Neptunian Deeps were exterminated without mercy, and the baleful false-world of Sedna at Sol's edge-light was boiled away to vapour under the guns of newly forged war fleets. With new heartlands for humanity secure, the next step was to conquer the stars beyond.



# THE GREAT CRUSADE



Where Terra had once been a realm of unending war, it had, by the Emperor's hand, become a place of unceasing activity, production and planning. The Emperor then turned his gaze upon the stars, and thus began the Great Crusade, a mission to bring the light of prosperity and order to the unimaginably isolated worlds of humanity overcome by darkness and horrors. Such a task was a mammoth operation conducted on an inconceivable scale involving billions of troops, tens of thousands of void ships and it necessitated the singular will and mind of the Emperor to comprehend and execute such a task.

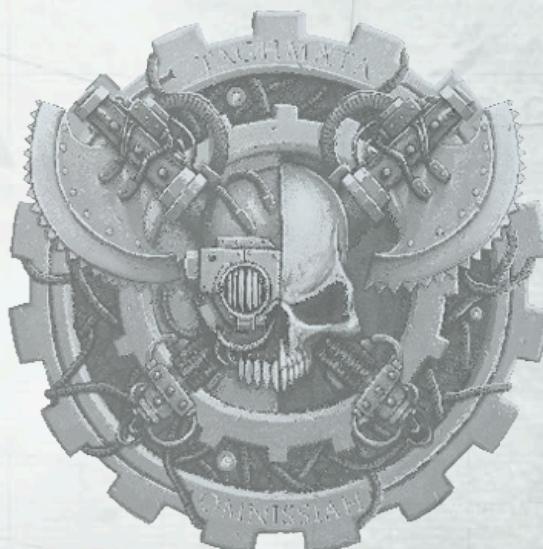
## THE RED PLANET

The Emperor's first obstacle lay on Mars, for the Red Planet fell under the auspices of the Mechanicum, a strange and mysterious caste of Tech-Priests centred around the worship of their 'Machine God', or the Omnissiah as the strictures of the Machine Cult often referred to them as. To the Priesthood of Mars, technology and science were matters of sacred mystery and arcane religion, not only of reason and experimentation but of vital ritual and ceremony. As news of the Emperor's achievements filtered back to the Red Planet, some Tech-Priests began to equate Him with their own Omnissiah, quoting ancient prophecies as proof of their belief.

Seeking to exploit such beliefs and avoid a costly military campaign, the Emperor sought to negotiate an alliance with the Mechanicum Parliament, ruling body of Mars. In return for supplying materiel for his armies and aiding the construction of mighty war fleets for his crusade across the stars, the Emperor promised to protect the Tech-Priests and respect the sovereignty of the Red Planet and

any Mechanicum enclaves elsewhere in the galaxy. After a brief but bloody period of internal strife, the Emperor secured an alliance with the Mechanicum that granted them a level of independence since unequalled in the Imperium.

Access to the manufactoria of Mars enabled the Emperor to vastly increase the power and scope of his Legions, providing them with improved wargear and supply, while the Tech-Priests of Mars lent their arts to the construction of battleships that could transport the Legions across the galaxy. With the children of Mars came its armies: rank upon rank of augmented Taghmata forces, the armoured wonders of the Knight Households and the mighty, city-crushing war machines known as Titans. As the strength of the Imperium grew and conquered the remaining resistance within the Sol System, the Great Crusade turned its ambitions upon the remainder of the galaxy.





# The Imperium of Mankind

#### **++CLIENT REALMS, SATRAPIES AND LOST DOMAINS OF THE HORUS HERESY++**

++CIRCA 9756013.M31++

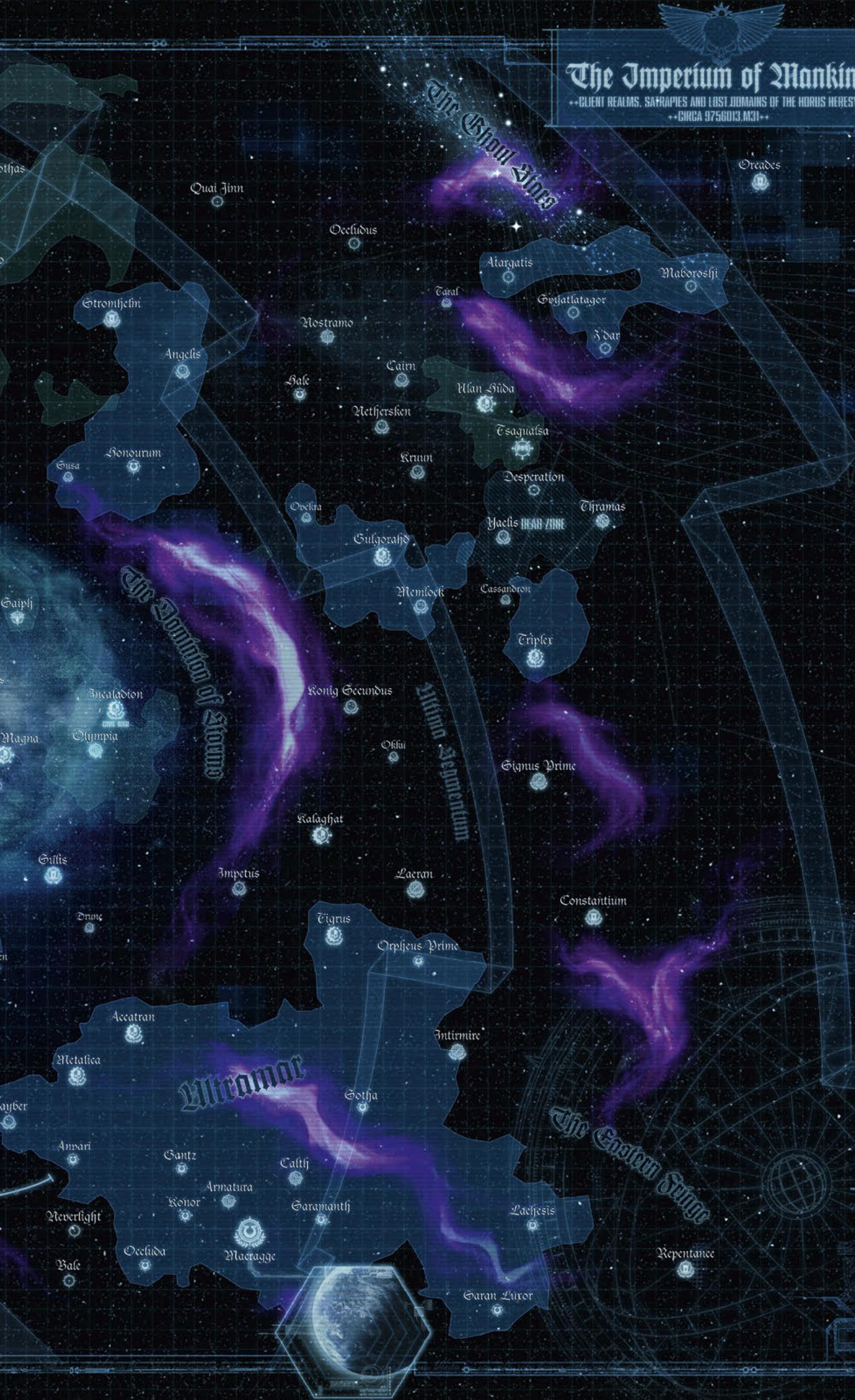


# **Carta Galactica Symbologia**

--VERUM-FRACTUS/NOTA:OPTUL.Primus--

- |  |                               |
|--|-------------------------------|
|  | Minor Imperial System         |
|  | Major Imperial System         |
|  | Fortress of the Great Crusade |
|  | Destroyed System              |
|  | Forbidden System              |
|  | Legion Home World             |
|  | Legion Protectorate           |
|  | Mechanicum forge World        |
|  | Dark Mechanicum forge World   |
|  | Defensive Perimeter           |
|  | Lines of Attack               |
|  | Loyalist Controlled Space     |
|  | Traitor Controlled Space      |
|  | Ruinstorm                     |
|  | Warp Storm                    |

**W**hat prime costs - Revenue margins. Being a complete and full listing of the expenses of insurance in the Great Age of the Bonus System, detailed and annotated by Dr. Lester C. Lawrence, under official supervision of Dr. and Mrs. Frank J. Stevens - Henry Petrus. All data is considered also *bono* grade, estimated by the meticulousness of their own life portfolio of the trustee.



## GALACTIC CONQUEST

To achieve this, the nascent Imperium divided its forces into Expeditionary fleets – semi-autonomous battle groups assigned to light the darkness of the void and make war in the Emperor's name. The fleets were composed of a bewildering array of void ships great and small, from battleships of immense size and ferocity to countless lesser escorts, drop ships and scout vessels. The path of each was dictated first by the Emperor and his War Council and second by the will of its commander, who was entrusted to seek out the enslaved, purge the xenos and bring to heel any surviving human enclaves through any means they deemed necessary.

The expanding Space Marine Legions were the spearhead of the Expeditionary fleets, the killing edge of the Imperium against which the might of a foe was broken. However, the strength of each Legion was finite and split across multiple fleets. Moreover, the scale of the task that lay before the Great Crusade was far greater than even the mighty Legiones Astartes could surmount single-handedly, and so with them marched the Imperial Army: hundreds then thousands of regiments of unaugmented troops, drawn first from Terra and then conquered worlds, who served in a support capacity and as a garrisoning force. Where the Legions were not available, the elite expeditionary arm of the Imperial Army – the Solar Auxilia – stood in their stead. With the Mechanicum came war machines of all shapes and sizes alongside the militant army of the Machine Cult and its Forge Worlds, foremost amongst them their legions of battle-automata of the Legio Cybernetica and the mighty Legios Titanica, ruiners of worlds and destroyers of civilisations.

At its heart, the Great Crusade was an endeavour intended to free humanity from the aliens and warp creatures that pushed it to the edge of extinction. World after world was reconquered and made part of the Imperium, in an act known as achieving 'Compliance', with the Imperial Truth – the rational, secular belief system of the Imperium – installed in place of superstitious beliefs and religions. Where possible such integration was achieved through diplomacy by the corps of orators and diplomats known as 'Iterators', with promises of a better future and wider connection with a galactic human society – when such efforts proved futile, force of arms was brought to bear. No mercy was offered to the tyrant and the enslaver, nor the xenos, and Mankind's enemies were routed in decades of blood-drenched conflicts.

As each Primarch was found, the Emperor set them to his cause, granting each a Legion to command and the means to bolster its ranks from worthy genetic stock, be they drawn from the world upon which the Primarch was raised or another suitable planet. As the Great Crusade and its Expeditionary fleets moved further from Terra, a handful of strategically vital worlds – such as staging posts and fortress systems – were established, rapidly becoming lynchpins of its effort, as direct central command and coordination became ever more difficult. Furthermore, the logistical task of supplying the Great Crusade was only made possible with the rediscovery of lost Forge Worlds, Mars laying claim to each newly rediscovered Mechanicum enclave to extend its reach and power.

At the end of nearly two centuries of war, the Great Crusade stood near completion and the power of the Imperium was at its zenith. The Primarchs were all united with their Legions, uncounted worlds had been restored to the fold and the alien had been smashed and driven to the galactic fringes or contained within dead voids to be slowly annihilated at the Emperor's pleasure. There appeared to be none remaining that could threaten the fruition of the Emperor's grand design.



## THE WARMASTER

After numerous glorious victories, the Emperor determined it time to personally withdraw from the Great Crusade and return to Terra to set in motion the next stage of his great plan. To commemorate the achievements of the Great Crusade and his sons, a triumph was held at Ullanor, the final resting place of the last great xenos empire to threaten the Segmentum Solar.

It was there, amidst a grand parade displaying the awe-inspiring might of the Imperium, that the Emperor bestowed the title of Warmaster upon the Primarch Horus Lupercal, ceding control of all of the Imperium's military forces to him in the Emperor's stead. The other Primarchs were instructed to follow Horus and obey him, an order that caused great unease for some. With this final instruction, the Emperor departed for Terra and the hidden dungeons beneath his great palace to begin a new work under a veil of total secrecy, trusting in his sons to prosecute the Great Crusade to its end.

The newly appointed Warmaster took to his role with great relish, promising to serve his brothers and all citizens of the Imperium unto death. Victory after victory was achieved under his name and new glories were written amongst the stars. Yet disquiet rested within the heart of the Warmaster, perhaps fuelled by doubt about the Emperor's solitude on Terra and insecurity over his own ability to achieve his father's dream.

As time passed, Horus used his power to influence the stockpiling of munitions, showing preferential treatment to commanders who favoured him while dispatching those he could not rely on, including those amongst his own brothers he held as rivals, to the far corners of the galaxy. Whether such matters were merely coincidence, acts of favour bestowed upon his most loyal of supporters, or the ploys of one who had always plotted ascendancy in the darkest corners of his mind may never be known. Regardless, Horus' appointment gave him the resources and oversight necessary to orchestrate the greatest act of betrayal Mankind has hitherto witnessed.



# THE HORUS HERESY



In the fifth year of the 31<sup>st</sup> Millennium, Horus Lupercal cast aside his oaths and plunged the Imperium of Mankind into a war from which it would never truly recover. The exact catalyst for Horus' betrayal of the Emperor is unknown; rumours carried by those who escaped the Warmaster's purges speak of a change in his demeanour following a near fatal wound sustained on the moon of Davin. Other, more learned, scholars suggest that the influence of the Word Bearers played its own part, for the once-devout XVII<sup>th</sup> Legion had since revealed itself as steeped in the dark powers the Warmaster turned to in his rebellion. Regardless, it is clear that Horus' actions were not born of sudden whim nor forced upon him by the intervention of outside forces. To lay siege to the galaxy and an empire two centuries in the making required supreme planning, a task that would challenge even the greatest of strategic minds. His grand rebellion saw the Legiones Astartes split in half and turned against one another, with dozens of Forge Worlds and innumerable warriors in the Imperial Militia flocking to his side. To achieve such a feat of treachery in secret and on such a scale no doubt required long years of planning.

No matter how long Horus had plotted his war, it began in earnest in the Isstvan System. Under the pretence of re-establishing control of rebellious elements within the once-Compliant region, the Warmaster gathered those of his brothers whose loyalties he had secured. There, Horus Lupercal raised the banner of rebellion, setting the warriors of the Legiones Astartes against one another in an effort to purge his own Legion, and those of his brothers who had pledged support to him, of any who still held a glimmer of support for the Emperor.

Those of his brothers who held true to their oaths would come to face him at Isstvan V, thanks to warnings carried by the Eisenstein's escape from the massacre at Isstvan III, only to find that Horus had laid well his plans of treason. Fully half of the Emperor's Primarchs and Space Marine Legions were already secretly sworn to Horus' side and they turned their guns upon their kin with grim abandon, leaving the pride of the Imperium broken upon the black sands of that once-insignificant world. Worse yet, Ferrus Manus, Primarch of the Iron Hands, was slain and his head made a trophy for the traitor Warmaster.

In a single act, Horus had shattered the Legions that had all but conquered the galaxy, cleaving apart the heart of the Imperium and turning its militant arms against one another. Yet the Warmaster would not rest until Terra was his and the Emperor lay broken at his feet – nothing short of the Throneworld of the Imperium was his goal. Horus had intended for his betrayal to remain secret until his forces were poised to fall upon Terra, yet revelations of his plans forced him to cut a bloody swathe through the galaxy. In his way stood Rogal Dorn, Primarch of the Imperial Fists, and the few remaining steadfast armies of the Imperium, the other loyal Primarchs scattered to the far corners of the galaxy by the machinations of the Warmaster before his true loyalties were revealed. Those loyal to the Emperor were wholly unprepared for the scale of treachery now revealed as the Warmaster and his forces marched upon Terra.

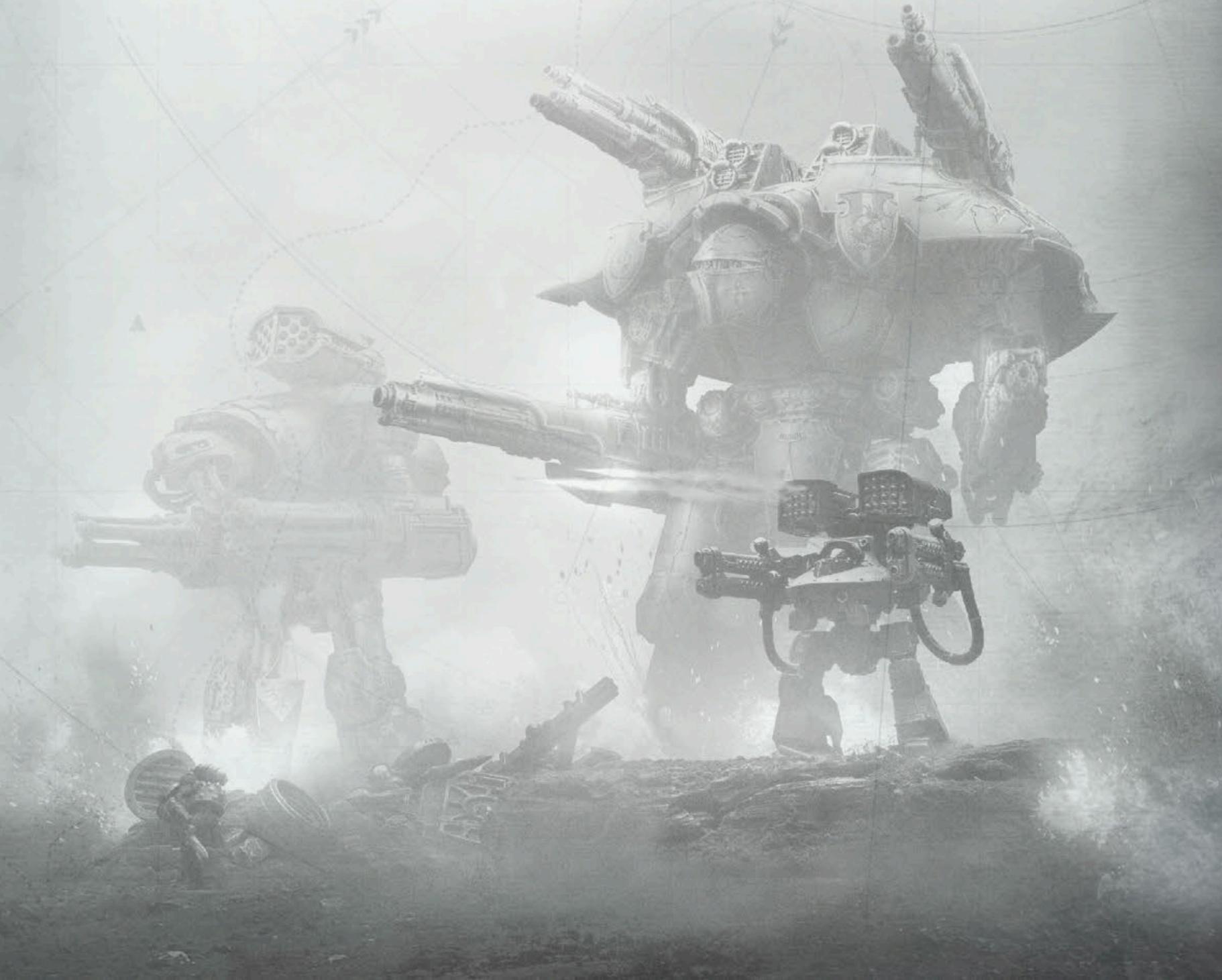
## THE AGE OF DARKNESS

A narrow channel of worlds straddled the main route from the far galactic north and Isstvan to Terra: the fortresses of Paramar, Beta-Garmon and Lorin Alpha among them. This axis was the focus of Rogal Dorn's efforts to keep Horus at bay as he sought to reinforce the Throneworld and re-establish communication with the scattered Loyalist forces across the galaxy. For long years the Loyalists would hold the line, slowing Horus and his armies at the cost of millions of lives for each day the war continued unabated, endless rivers of blood spilt in a series of bitter sieges and desperate battles. Yet even as they fought, rebellion spread and took root in worlds across the wider Imperium; no longer was it merely a coup aimed at claiming the throne, but a sprawling morass of old grudges, feuds and bloodshed.

To exacerbate matters, the Warmaster had made pacts with powers beyond the veil, powers that the Emperor had long sought to deny existed, burying the legends and fears of Old Night beneath the weight of the Imperial Truth. Such efforts could not last. Horus and his allies let loose the Warp upon the Imperium, strengthening the

creatures that lay waiting in that ethereal realm. By means of a great rite performed at Calth, utilising the ritual death of its star and countless bloody sacrifices made on the altar of war, the Traitors tore down the fragile barriers between reality and the Empyrean. In doing so, they unleashed a warp storm reminiscent of those that had isolated Mankind during the Age of Strife, scattering and fragmenting conduits of safe passage in the shadowed dimension, with only the Warmaster's allies possessing the means to navigate it.

Thus began a new age, one marked not by noble deeds and self-sacrifice, but by bloodshed and treachery, a traitorous son seeking to establish a new order by burning down the old. Across the galaxy untold numbers of planets were consumed by the fires of war, and the Imperium was engulfed by the greatest conflict since its inception. The dreams of the Great Crusade lay forgotten, replaced by greed and treachery, the fate of all humanity balancing upon a knife edge.



# TIMELINE OF THE HORUS HERESY

## NIGHT FALLS ON THE GOLDEN AGE OF HUMANITY AND THE IMPERIUM FACES ITS DARKEST HOUR

Contained here is a curated selection of the most notable events that occurred during the Age of Darkness. The Horus Heresy encompassed much of the known galaxy and was fraught with miscommunications, half-truths and treachery. As such, no record can contain all that occurred during this time; thousands of less notable events are doomed to be forgotten, for none who fought in such terrible wars survived to tell their tales.

### 004-014.M3I: WAR IN THE WEBWAY

While attempting to warn the Emperor of the impending treachery of the Warmaster, the Primarch Magnus unwittingly lays ruin to the Emperor's work within the Webway beneath the Imperial Palace. The resulting destruction enables denizens of the Warp to break into the ancient system and threaten Terra itself. Imperial forces, consisting of Legio Custodes and Sisters of Silence supported by contingents drawn from the Titan Legions, Mechanicum and Imperial Army forces stationed upon the planet, fight to retain a beachhead within the Webway, igniting an extended conflict against the seemingly endless tide of horrors that spill forth from the æthereal realm, all unbeknownst to the galaxy at large.

004.M3I

### 004.M3I: THE DESTRUCTION OF PROSPERO

A Censure Host led by Constantin Valdor, Chief Custodian of the Emperor's bodyguard, and the Primarch Leman Russ moves on Prospero, home world of the Primarch Magnus the Red. Thanks to the machinations of Horus Lupercal, the Censure Host strays from its original mission of capturing Magnus and returning him to Terra, engaging instead in a campaign of wholesale destruction. Though the Primarch of the Thousand Sons proves reluctant to fight back against Imperial forces, the planet is nevertheless engulfed in warfare as his Legion, along with the Imperial Army regiments of Prosperine Spireguard, the Zhao-Arkhad Mechanicum and maniples of Legio Xestobiax garrisoned on the planet, resist the Censure Host's aggression. In time, the planet is laid to ruin, its cities levelled by orbital bombardments and the Primarch Magnus the Red defeated in combat by Leman Russ. In the final moments of the conflict, Magnus unleashes his sorcery, spiriting away himself and the few survivors of his Legion on Prospero to an unknown location. Magnus and his escaped sons do not re-emerge until the final years of the Horus Heresy, though smaller bands of Thousand Sons, deemed Traitors by the colours they wore, were reported across the galaxy.

### **005.M3I : THE DEATH OF ISSTVAN III**

Horus reveals the terrible scale of his treacherous ambition at Isstvan when he and his brothers purge those amongst the Sons of Horus, Emperor's Children, World Eaters and Death Guard Legions that cannot be relied upon to turn against the Emperor. In an attempt to exterminate all dissenting elements in a single blow, the Warmaster unleashes the dreaded 'Life-eater' virus from orbit, intent upon scouring all life from the surface of Isstvan III.

His plans falter when many Loyalist Space Marines find shelter within Isstvan III's grand palaces and underground bunkers; when knowledge of survivors reaches the Traitors, the Primarch Angron of the World Eaters descends to the surface to finish the task face to face, dragging the Traitors into an extended conflict. The survivors of Isstvan III, led by Saul Tarvitz of the Emperor's Children, are organised to fight to the last in a bloody struggle against their own brothers and faithless Primarchs. Against the Traitor forces of four Astartes Legions, the Titans of the Legio Mortis and millions of Solar Auxilia drawn from Cthonia, home world of the Sons of Horus, Tarvitz's forces hold far longer than anticipated, buying time for Loyalist Death Guard Space Marines aboard the frigate *Eisenstein* to escape.

**005.M3I**

### **005-014.M3I MARTIAN CIVIL WAR**

Kelbor-Hal, the Fabricator General of Mars, aligns himself with Horus and declares Mars' secession from the Imperium, rejecting the Emperor as Omnissiah. Kelbor-Hal and his allies strike against the forge-fanes of rival magi across Mars, attempting to eradicate those still loyal to Terra within the Martian Mechanicum. As Titan Legions and Taghmata forces wage war upon the Red Planet, Rogal Dorn dispatches Imperial Fists elements to extract valuable personnel and resources from Mars to ensure the continued ability of the Imperium to fight back against the Traitors' rebellion.

Until the final days of the Horus Heresy, the Red Planet is riven by warfare with neither side able to claim absolute victory. God-engines of the Legio Titanicus duel across the red dunes of Mars while the Dark Mechanicum perfect their depraved craft, fielding ever more esoteric war machines as the conflict progresses. At the same time, Imperial Fists' reconnaissance forces fight to disrupt the Traitors' dark industry and prevent the stockpiling of materiel for the Warmaster and his followers.

## 006.M3I: THE DROPSITE MASSACRE

In response to the Warmaster's treachery at Isstvan III, Rogal Dorn, Praetorian of Terra, orders the grand Retribution Fleet, comprised of the greater strength of eight Legions supported by Mechanicum elements and a maniple of Legio Atarus god-engines, to assemble in order to bring Horus to justice. Three of these Legions – the Iron Hands, Salamanders and Raven Guard, along with their Primarchs – are the first to deploy from orbit, finding the Emperor's Children fortifying Isstvan V's Urgall region. Provoked by his brother Fulgrim, Ferrus Manus does not wait for reinforcements before launching a preemptive assault with his Iron Hands Legion. His brothers Vulkan and Corax, Primarchs of the Salamanders and Raven Guard respectively, along with their own forces, follow him into the crucible of the Urgall Depression.

After hours of gruelling combat, the second wave of the Retribution Fleet lands on Isstvan V, comprising four more Legions: the Iron Warriors, Night Lords, Word Bearers and Alpha Legion. Unbeknownst to the embattled Loyalists seeking reinforcement and reprieve, these erstwhile allies are also sworn to the Traitors' cause. Suddenly surrounded by the amassed forces of the Traitor Legions, hundreds of thousands of Loyalist Space Marines are cut down in an act of merciless fratricide which resounds through the ages. Ferrus Manus himself is slain by Fulgrim as the tide turns, Vulkan is presumed dead upon the black sands, and Corax and his surviving warriors are forced to flee and conceal themselves on the planet.

Many Loyalist Legionaries escape to their ships, while those that cannot escape go to ground on Isstvan V, reverting to guerrilla tactics in a bid to endure the subsequent months of relentless pursuit by the Traitors. In space, most of the Salamanders' and Raven Guard's fleet is destroyed or captured, though some hardy Iron Hands vessels are able to retrieve survivors and escape. These motley forces of disparate provenances become known as the Shattered Legions, and continue to harry the advancing Traitors for the duration of the Age of Darkness.

## 006.M3I

### 006-0II.M3I THE PARAMAR SUCCESSIONS

The Paramar Nexus is a vital space lane which links many of the safe warp passages used during the Great Crusade. At its heart lies Paramar V, a significant provender world of the Mechanicum, identified by the Warmaster as a critical pressure point on his route to Terra. The first battle for Paramar occurs in the immediate aftermath of the Isstvan massacres, when the Alpha Legion, supported by a demi-Legio of Legio Fureans Titans, attempts to capture the Forge World swiftly through guile, subterfuge, and the rapid decapitation of its Mechanicum leadership. However, through misfortunate chance, a Grand Company of the Iron Warriors Legion loyal to Terra arrives in-system for re-supply – throwing the Alpha Legion's plans into disarray and forcing them into a pitched battle against the Iron Warriors and Legio Gryphonicus maniples stationed upon the planet. Only after a bloody and costly battle do the Traitors claim dominion over Paramar.

This is only the first of a series of battles fought during and after the Horus Heresy for control of the strategically vital nexus. After the first battle for Paramar, the Alpha Legion all but abandons the world, allowing the Imperial Fists to make a series of rapid strikes to retake it. The Imperial Host is later rebuffed by fresh Traitor forces, and Paramar V changes hands several times over the following years as the White Scars Legion and numerous cohorts of the Solar Auxilia become involved in the ongoing hostilities.

During the second major battle of Paramar, in the final days of the Age of Darkness, the Sons of Horus and Word Bearers Legions garrison the Forge World in significant force. In a last-ditch attempt to break the Traitors' hold over the Nexus, the Blood Angels, White Scars and a large contingent of Titan Legions conduct a series of diversionary attacks hoping to draw forces away from Paramar V before returning to make a decisive strike. The Traitors see through this ploy, however, and prepare a huge counter-attack force. Though the Loyalists inflict heavy damage, rendering Paramar V a hollow prize, the vast majority of their forces are surrounded and destroyed without mercy. It is not until the Scouring that the Traitors are finally ousted from Paramar V.

### **007.M3I: THE BETRAYAL AT CALTH**

The Ultramarines Legion is called to muster on the planet of Calth, the 'Jewel of Ultramar', alongside the Word Bearers Legion, ordered to do so by Horus before his treachery was revealed. As the two forces gather in orbit, a captured void ship, the *Campanile*, suicidally accelerates to strike Calth's orbital docks at near-light speed in an act of treachery on a horrific scale. On the mustering grounds, the aghast Ultramarines are fired upon and butchered by the Word Bearers and their cultist allies, even as destroyed starships fall from the sky. Compounding matters, a corrupting 'scrap code' is insinuated into Calth's datasphere making it impossible for the Ultramarines to coordinate a resistance, and it is even briefly thought that their Primarch, Roboute Guilliman, is lost.

Recovering from the initial shock of betrayal, the Ultramarines mount a brave, if doomed resistance against the Traitors. While they fight to preserve Calth, the Word Bearers set in motion plans which lead to the death of the system's star, bathing the planet in deadly radiation and forcing the fighting underground. The sacrifice of Calth is an act of terrible ritual significance, calling forth the galaxy-wide turmoil in the Warp that becomes known as the Ruinstorm.

### **007.M3I**

### **007-008.M3I: THE SHADOW CRUSADE**

Motivated by cruelty, malice and a long-standing vendetta against the Ultramarines, the Primarchs Angron of the World Eaters and Lorgar of the Word Bearers lead their Legions in a crusade of extermination across the realm of Ultramar. Aided by numerous Solar Auxilia regiments, fanatical Imperial Army contingents devoted to the worship of warp entities and the Titans of Legio Audax, Legio Infernus and Legio Mordaxis, the combined Traitor fleet burns every world they encounter. Their crusade is aimed at crippling the Ultramarines Legion by devastating their vital recruiting worlds, Forge Worlds and sources of provender. Still reeling from the betrayal at Calth, the Ultramarines are too scattered to respond effectively to the onslaught until Roboute Guilliman confronts his brothers at Nuceria, halting the butchery. During the encounter, dark powers possess Angron and he succumbs to his own unbridled rage, transforming into a daemonic avatar of war and carnage.

### **008.M3I: THE SUNDERING OF MEZOA**

All but alone amid the wastelands of the northern borders of the Imperium, the Forge World of Mezoa stood against Horus' hosts. It had repulsed the agents of the Traitor Regulus, stymied the armies of Mortarion and now faced the massed ranks of the Iron Warriors and Alpha Legion. Thousands of power-armoured warriors and tanks were landed on the thin crust of Mezoa, battling the defenders amid the lava flares and dense ash storms that tormented that isolated world. Hundreds of lives would be spent to press the attack into the teeth of the Loyalist defences. Iron Warriors tanks duelled with hosts of automata and dreadnoughts amid the ruins of the outer forge-fanes, while Alpha Legion tank-hunters stalked Loyalist armour on the blistering plains of ash and lava. In the end, the very planet itself was turned against the Traitors, chunks of its molten crust hurled into orbit to force back their ships and break the siege.

**008.M3I**

### **008.M3I: THE DEATH OF CANOPUS**

Second only to Baal in its size and strength, the planet of Canopus is a vital asset to the Blood Angels Legion, hosting a garrison of two full companies, several thousand more auxiliaries and a production capacity equivalent to that of a lesser Forge World. The latter trait sees it come under assault by Traitor forces near the outbreak of the Horus Heresy. Fragmentary records tell of an invasion force led by the Sons of Horus, supported by billions of conscripted militia from conquered worlds that undertook depraved religious rituals before each battle. The last word received from the system by Loyalist forces was in 008.M3I, a distorted signal speaking of desperation and defiance, and a sea of enemies beyond count. Those Loyalist forces to reach the system in the wake of Terra's defence report only ruin and ash, with no sign of survivors; many assume that the sons of Sanguinius chose to destroy their facilities rather than allow them to fall into the hands of the Traitors.

**009.M3I**

### **009.M3I: THE DOOM OF MOLECH**

The Traitor host marching on Terra reaches the Knight World of Molech, the scene of a significant victory during the Great Crusade and heavily garrisoned since for reasons known originally only to the Emperor himself and later discovered by the Warmaster. The Traitors commit an enormous invasion force, including the bulk of the Sons of Horus and Death Guard Legions, as well as four Titan Legions, with which they make war against a garrison consisting of elements of the Blood Angels and Ultramarines Legions, three Titan Legions, several Knight Houses of varying strength and hundreds of thousands of Imperial Army soldiers.

After a protracted conflict much of Molech lies in ruins and, at a critical moment during the carnage, the ostensibly Loyalist House Devine reveals its true allegiance to the Warmaster, felling the Imperator Titan *Paragon of Terra* and turning the tide against the Loyalists. Soon after, the Warmaster departs Molech after seizing the Emperor's secrets, leaving the world in the hands of the Death Guard and supporting Traitor Solar Auxilia. With resistance shattered and sporadic, House Devine move to gain absolute control over the planet, with scattered warfare between the scions of Devine and other, smaller Households continuing for much of the war.

### **009-013.M3I: THE SIEGE OF INWIT**

The planet of Inwit, home world of the Primarch Rogal Dorn and his VII<sup>th</sup> Legion, is subjected to numerous raids intended to force the Primarch to commit his forces away from Horus' main advance on Terra. Loyalist reinforcements, in the form of Imperial Fists contingents supported by the 789<sup>th</sup> 'Ice Bears' Solar Auxilia Cohort and 79<sup>th</sup> Auxilia Armoured Cohort, are dispatched to retain control of the planet. Ever-increasing raids by the Traitors sees further Loyalist forces drawn into the conflict, including elements of Legio Ignatum and House Taranis, culminating in the arrival of a vast Traitor fleet that blockades and lays siege to the planet. Imperial records indicate the presence of companies drawn from the World Eaters, Iron Warriors and Thousand Sons Legions, alongside significant numbers of Cthonian Headhunter cohorts. Several months of warfare follow before the arrival of a joint force of Salamanders, Mechanicum and Imperial Army drive the Traitors to withdraw. The relief force remains in defence of Inwit until the Scouring, while Rogal Dorn diverts his Imperial Fists to Terra in preparation for the gathering assault of the Warmaster upon the Throneworld.

### **009.M3I ONWARDS: CARNAGE OF MOROX**

Isolated by warp storms, the sector of Morox descends into all-out warfare as Loyalist and Traitor-aligned Imperial Army forces clash across two dozen worlds. Deprived of communication with the larger galaxy, the people of the Morox Sector are unable to track the progress of the Horus Heresy, instead fighting their own brutal conflict for control of the sector capital, the planet of Morox Excellus. The resulting conflict rages for decades and later records note the extreme violence and massive levels of atrocities conducted during the conflict. Both sides undergo technological regression, with numerous factions forming and collapsing during the conflict. In time, the war for the Morox Sector devolves into one of religious significance, with the Loyalist-aligned 7985<sup>th</sup> Solar Auxilia Armoured Cohort laying the foundation for the development of a new religion. This new faith appears to worship a figurehead melding together the veneration of the few remaining working machines with a deity whose mythological history mimics the rise of the Emperor. Conversely, the Traitor forces rally behind depraved cults that, through means unknown, gain the knowledge to summon warp entities. By the end of the conflict, at least three billion battlefield deaths are recorded, with entire planets transformed into dead worlds littered with bodies, the survivors of both sides warring using the few scraps of technology that remain operational.

### **OIO-OI2.M3I: BATTLE OF TALLARN**

The defenders of Tallarn, a staging planet of the Imperial Army during the Great Crusade, are subjected to a deadly viral barrage unleashed by Perturabo, Primarch of the Iron Warriors Legion. Though most of the denizens of Tallarn are killed within minutes, many defenders survive thanks to a planet-wide network of subterranean shelters and deep storage facilities. When the survivors emerge, they find the surface of their once-verdant world transformed into a wasteland mired with a fog of deadly toxins and coated in the thick sludge of decomposition.

Under cover of this miasma, the Iron Warriors and their Alpha Legion allies mount a full-scale invasion. The Loyalist defenders of Tallarn fight hard to broadcast a distress call and promise vengeance against the Traitors. In answer, dozens of Loyalist fleets adrift in the Segmentum Tempestus including elements of the Dark Angels, Imperial Fists, Iron Hands and White Scars Legions, as well as Imperial Army and Solar Auxilia regiments, Titan Legions, Knight Houses and even Rogue Traders Militant are drawn into the rapidly-escalating maelstrom of the war in orbit, on the surface and within the underground bunkers of Tallarn.

The very air of Tallarn becomes poison, and so both forces utilise sealed battle tanks and other engines of war. The ensuing Battle of Tallarn is considered to be the largest armoured engagement in the known history of Mankind, and while it is declared a victory by the Loyalists, tens of millions of warriors and war machines on both sides are left scattered across the lifeless, deadly surface of the planet.

**OIO.M3I**

### **OIO-OI3.M3I: BETA-GARMON CAMPAIGN**

Located at the centre of the network of stable space lanes which include the vital systems of Paramar and Lorin Alpha, the Beta-Garmon system becomes the pivotal point upon which the course of Horus' entire campaign hinges. Captured early in the Age of Darkness by elements of the all-but destroyed Salamanders Legion at the Battle of Nyrcon, Beta-Garmon is a relentlessly contested region which the Traitors cannot afford to abandon if they wish to approach Terra en-masse and still retain the ability to supply their armies with the ill-gotten gains of the Warmaster's Dark Empire.

For reasons barely understood by the Loyalist defenders, the Ruinstorm that occludes the Warp begins to abate across vast swathes of the galaxy, allowing Rogal Dorn, through the potent astropathic relay at Beta-Garmon, to contact and recall formerly lost or stranded forces from across the war-torn reaches of the northern Imperium to the fortress world of Beta-Garmon. This Grand Imperial Muster at Beta-Garmon rapidly escalates into the largest gathering of Loyalist might since the early years of the war, a concentration of force so impressive that the Traitors have no choice but to respond in kind.

The resulting clash of arms is monumental in scale. Billions of the Imperium's soldiers perish in an event that becomes known as the 'Great Slaughter' as companies of Space Marines, hundreds of Solar Auxilia and Imperial Army regiments, dozens of Taghmata armies and Titan Legions are committed to the region. Much of the proud lineage of the Collegia Titanica is extinguished in one brief, brutal campaign known as the 'Titandeth', when thousands of god-engines are committed to the field of battle against one another. In addition, the largest fleet engagement of the Horus Heresy is fought across the region, this 'Sea of Fire' lighting the conflicts raging on the ground in constant, false daylight and creating a seething false nebula of burning void ships. By the end of the Beta-Garmon campaign, both sides are so thoroughly bled that their only remaining option for ultimate victory is to force a final, decisive confrontation: the Siege of Terra. Although Horus' elite Legions push on when the tide of war swings in their favour, the Great Slaughter continues in their wake.

### **010-014.M3I: THE CATACLYSM OF IRON**

The Belt of Iron, a region of space spanning the Segmentum Tempestus and Pacificus, is noted for its superabundant concentration of Forge Worlds. After the secession of Mars from the Imperium, these Forge Worlds enter a crisis of faith over the matter of the Emperor's legitimacy as their Omnisiah. Matters within the region come to a head in 010.M3I when all-out war erupts following numerous skirmishes between the Loyalist Forge World of Graia and the Traitor Forge World of Valia-Maximal, and the outbreak of conflict between Atar-Median and Kalibrax.

Dozens of Forge Worlds are riven by war or destroyed outright by Taghmata armies, and legions of Titans and Knights are thrown against one another in protracted warfare. Innumerable other Imperial systems are drawn into the conflict between the Mechanicum enclaves, either as proxy war zones, strategic locations or as unfortunate bystanders. At the height of the conflict, the Dark Angels Legion intervenes, firing world-ending warheads upon a number of Forge Worlds involved in the Cataclysm. Such callous acts do little to halt the tide of war, with conflict raging for years after the final battles of the Horus Heresy.

### **OII.M3I**

#### **OII-014.M3I: THE MALAGANT CONFLICT**

Following a series of successful campaigns by Traitor forces, elements of the Death Guard Legion garrisoned upon their home world of Barbarus spearhead an assault upon the hive world of Malagant. Despite initial confidence that the Solar Auxilia garrison force located upon Malagant would easily fold in the face of an assault by Legiones Astartes forces, the Death Guard soon became bogged down in a guerilla war led by cells of Raven Guard Space Marines. Though numbering less than 1,000, the XIX<sup>th</sup> Legion stalls the Traitor assault, marshalling local forces in a hit-and-run war the Death Guard were completely unprepared for. The conflict continues until 014.M3I, when Loyalist reinforcements, arriving following the relief of Inwit, force the Death Guard to retreat.

#### **OII.M3I: THE DESTRUCTION OF DAVIN**

Intent upon defending Terra against the approaching Traitor forces, the combined principal strength of the Ultramarines, Dark Angels and Blood Angels fleets depart Ultramar in an attempt to navigate the Ruinstorm and reach the Throneworld. After many setbacks, the Loyalists turn their attention to Davin, the moon upon which Horus' corruption began. In the face of fierce disagreement from his brothers, Sanguinius leads the Loyalist forces to make landfall where they find themselves set upon by an endless tide of warp entities and Davinite cultists, while in orbit, the Loyalist fleet is ambushed by an eclectic mix of possessed void ships consisting of those Imperial vessels lost to the Ruinstorm. The creatures of the Warp are only dispersed when Davin itself is destroyed by a concentrated bombardment of cyclonic torpedoes.

### 012.M3I:

#### CONCORDANCE OF THE HIGH LORDS

An agreement is brokered within the Imperial Court on Terra, facilitating the formal establishment of the Imperial Adeptus Mechanicus, separate and distinct from the Mechanicum of Mars, with Fabricator General Zagreus Kane appointed as a High Lord. Final judgement is enacted upon the captive followers of Kelbor-Hal, who are executed in their thousands. Immediately after, the union of Loyalist Titan Orders, under the umbrella of the Adeptus Titanicus, is formed by the Grand Masters of several major loyal Titan Legions, although the future of other loyal former Mechanicum divisions such as the Legio Cybernetica and Taghmata remains unclear.

### 012.M3I

### 012.M3I: DEFENCE OF RYZA

The Forge World of Ryza, centre of an expansive Forge Empire and home to the Legio Crucius, comes under siege by the Dark Mechanicum. A swift orbital conflict sees the Traitors capture Ryza Secundus, the main orbital station of the Forge World, and descend on the planet proper. Though principally a war between Titan Legions, with Loyalist elements of Legios Crucius, Honorum and Oberon duelling the Traitor Titans of Legios Magna, Vulturum and Mortis, numerous Knight Houses and a significant Taghmata presence are recorded. Following a series of bold counter-attacks by Loyalist forces, the Traitors are driven from Ryza. Though a significant portion of the Forge World's manufacturing capacity remains intact, Ryza is no longer viewed as a potential successor to Mars following the latter's declaration of independence from the Imperium, with many lesser Forge Worlds severing ties with Ryza and seeking other allies to shield them through the unfolding war.

### 013.M3I

### 013.M3I: THE EMPIRE OF DIVINE VALOUR

Following the conclusion of the Beta-Garmon campaign, the Warmaster and his allies spread across the Segmentum Solar as they lay siege to systems of strategic value. A joint Traitor fleet of Iron Warriors and Night Lords moves on the Argarops system, home to three recruitment worlds for the 'Iron Lances' Solar Auxilia regiments, famed for its highly skilled siege engineers. In a stroke of misfortune, unpredicted solar flares wreak havoc on the systems of the Traitor void ships, leaving the fleet easy prey for the guns of Argarops' defensive stations.

Lord Marshall Caztor Di'Ren, commander of Argarops' defences and ardent follower of the Lectitio Divinitatus, a religious movement that proclaims the Emperor's divinity, publicly heralds the Traitors' destruction as a miracle enacted by the Emperor's own hand. With the system already under martial law, Di'Ren attempts to turn Argarops into a centre of worship for the Emperor from which crusades against the heinous Traitors can be launched. This act sparks civil war within the system, with Iron Lances regiments either remaining true to the Imperial Truth or siding with the Lord Marshall. Further strife is spread by the few survivors of the Traitors' invasion force; numbering less than 200 Legionaries, the Iron Warriors seize control of a large industrial complex on the system's capital planet and establish an impenetrable fortress around it, while an unknown number of Night Lords kill teams assassinate newly-risen religious leaders and rebel commanders alike. The war for Argarops rages on until the Scouring, ensuring the Iron Lances play no further part in the Horus Heresy as loyal subjects of the Emperor murder one another in the millions.

### **013-014.M3I : THE FALL OF TENZEBAR**

The infamous regiments of ‘Cthonian Headhunters’, including newly raised cohorts of gene-tampered warriors and hordes of crazed devotees to warp powers, are unleashed upon the Segmentum Solar. The fortress world of Tenzebar, a border planet on a minor warp route between the Segmentum Solar and Ultima Segmentum, is the first to fall, its population culled by hundreds of thousands of Traitor soldiers. Following this victory, the Headhunter regiments fragment, falling upon nearby systems in an effort to spread terror and confusion. Over the course of several months, Terra receives numerous distress calls telling of bands of raiding Solar Auxilia that devastate the local infrastructure before returning to Tenzebar; local militia prove thoroughly unequipped to defend against such assaults.

The intensity of these raids decreases as the Warmaster gathers his forces for the final assault on Terra, leaving behind scattered bands of unstable warriors to sate their bloodlust on defenceless populations. In the early years of 014.M3I, the raids suddenly halt without warning, the Loyalists’ worlds given an unexpected reprieve. When a small relief force of White Scars investigates the planet of Tenzebar, they find the world’s fortifications devoid of life, the walls scarred by aetheric energies and guarded solely by piles of ash and desiccated corpses. Fragmented pict-captures from Tenzebar’s surveillance network show warriors bearing the heraldry of the 209<sup>th</sup> Expeditionary Fleet cleansing the planet; notably, the fleet in question, spearheaded by a joint force of Dark Angels and Thousand Sons, was reported lost three decades prior to the Horus Heresy. Such developments are quickly repressed and victory attributed to the White Scars, a fact no doubt linked to the fleet’s association with a Legion now declared Traitor and reported clashes between patrolling Loyalist fleets and the 209<sup>th</sup>.

### **014.M3I**

#### **014.M3I : SIEGE OF TERRA**

The amassed Traitor fleet, commanded by Warmaster Horus, breaks through the Sol System’s defences, which had been meticulously laid by the Primarch Rogal Dorn, smashing Battlefleet Solar with overwhelming numbers and takes Luna to at last reach the orbit of the Throneworld.

On the Thirteenth of Secundus 014.M3I, the bombardment of Terra begins...



# THE RULES



This section of the rulebook presents all of the core rules needed to play a game of Warhammer: The Horus Heresy – Legions Imperialis. It is recommended to give it a couple of read-throughs before playing your first games, and to keep the rulebook handy in case you need clarification.

Warhammer: The Horus Heresy – Legions Imperialis is a strategic tabletop wargame in which two or more players command grand armies during the tempestuous era of the Horus Heresy. Each player is a general, taking control of Detachments of finely detailed Citadel and Forge World miniatures ranging from infantry to the mighty god-engines of the Collegia Titanica.

Its battles and campaigns take place in the same setting as some of Games Workshop's other ranges, most notably Warhammer: The Horus Heresy and Adeptus Titanicus: The Horus Heresy. Each offers a different experience within the expansive setting of the Horus Heresy, with Legions Imperialis reflecting the brutal majesty of the largest battles fought during the conflict. Engagements such as the Great Slaughter of Beta-Garmon, the Dropsite Massacre of Isstvan V, and the Siege of Terra itself are ideal backdrops for games of Legions Imperialis, allowing players to field expansive armies and fight epic battles, all in the space of a few short hours.

This rulebook is only the beginning of your journey in Legions Imperialis. Future supplements will take a look at infamous events in the Age of Darkness, offer new ways to play your games, new Detachments and armies to deploy to the battlefield, and different theatres of war.

## Commanders of Old and Princps of New

If you're a veteran of Games Workshop's games, you may remember a few other games that bear some of the mechanics included in Legions Imperialis – for example, Epic: Space Marine. Indeed, the rules contained within are inspired by these earlier games. Every effort has been made to retain the feeling of the original games while updating them with new mechanics and renewing them for a new era. For some readers, this rulebook will feel like an age come again.

It also pays to note that Warhammer: The Horus Heresy – Legions Imperialis is just one of many games that take place within the Horus Heresy. The most obvious comparison is Warhammer: The Horus Heresy, with Legions Imperialis representing conflict on a grander scale. There is also Adeptus Titanicus: The Horus Heresy and Aeronautica Imperialis, both of which use some of the same models as Legions Imperialis. Each represents a different scale of war, offering unique challenges, experiences and ways to play.



### IMPERIAL FISTS, 1<sup>ST</sup> ARMOURED ASSAULT CADRE

Formed to support the renowned Imperial Fists 1<sup>st</sup> Assault Cadre, led by Lord Seneschal and Captain Fafnir Rann, the 1<sup>st</sup> Armoured Assault Cadre was built upon a large number of Sicaran and Predator squadrons, supported by heavier Kratos pattern tanks. Much like their commanders, they were renowned for their choleric and bellicose attitude which many viewed as unbefitting of the VII<sup>th</sup> Legion. By maintaining a steady and unfaltering advance whilst laying down a constant barrage of suppressing fire, the 1<sup>st</sup> Armoured allowed the Legion's heavy infantry transports to deliver elite assault troops directly into enemy lines before they had an opportunity to consolidate defences or launch flanking sorties. Such forthright and unsubtle tactics earned the 1<sup>st</sup> Armoured Assault Cadre a roster of glorious victories but came at the expense of massive numbers of armoured vehicles, which often suffered the bulk of enemy firepower.

# PLAYING LEGIONS IMPERIALIS

Shown here is an example of a game of Legions Imperialis in full swing, as Loyalist and Traitor forces clash over a ruined city, giving you an idea of how a game is set up.

## 1 The Battlefield

Any flat area can become a suitable battlefield with the addition of some terrain. Typically, a game of Legions Imperialis is fought on a 5'x4' battlefield, however smaller games can be fought on smaller tables.

## 2 Terrain

Games of Legions Imperialis are improved by the inclusion of terrain, such as the modular Manufactorum Imperialis, and Civitas Imperialis buildings and ruins sets. A variety of rules are included within the Terrain section of this book (see page 66) that allow players to use a wide variety of different terrain pieces on the battlefield.

## 3 Models

Models are the core of Legions Imperialis, representing the armies that fought during the Horus Heresy. Each player will need a set of miniatures to represent their armies on the battlefield. The addition of more models increases the size and scope of the battles, with the average Legions Imperialis game seeing 2,500-3,000 points per player – see page 126 for more details.



Legions Imperialis takes place during the Horus Heresy, where the Imperium of Mankind was plunged into civil war by the actions of Horus Lupercal, favoured son of the Emperor. Games of Legions Imperialis are epic confrontations, fought between vast armies ranging from the line troops of the Legiones Astartes to the towering god-engines of the Collegia Titanica. Each player will assemble their own armies of detailed Citadel miniatures and take to the battlefield for glory and for victory.

## 4 Dice

Legions Imperialis uses dice, primarily D6, to resolve most aspects of the game – see page 33 for more details.

## 5 Rulebook

The book in your hands. Within, you'll find all the rules you need to play a game of Legions Imperialis, including the core rules (see page 32), Missions (see page 104) and Army Lists and datasheets (see page 126).

## 6 Reference Sheets

A reference sheet which allows players to easily look up the most commonly used rules and tables for Legions Imperialis mid-game.

## 7 Blast and Flame Templates

These templates represent massive explosions, energy blasts and gouts of flame, and are used with weapons that have certain Traits – see page 77 for more details.

## 8 Range Ruler

At various points, players will be called upon to measure distances, such as when moving a model or measuring the range of a weapon. A Range Ruler is a handy tool for doing that, though players can use any measuring tool they wish, such as a tape measure.



## CORE PRINCIPLES



This section of the rulebook presents all of the core rules needed to play a game of Warhammer: The Horus Heresy – Legions Imperialis, from moving your armies to bringing fire and fury down upon your opponent's forces.

Whilst these rules cover most situations, certain events may arise on the tabletop that cause players some confusion. This is the '*what happens if?*' question, when a set of unforeseen circumstances occur. No rules set can cover all eventualities and if players come to an impasse, and the rulebook does not provide a clear solution, then the enjoyment of the game must come first. One way to resolve this is for players to roll a D6, with a 1-3 representing one decision and a 4-6 the other, and let the game continue.

In the end, the only rule that truly matters is that all players should have a fun and enjoyable time.

Before going further, it is worth establishing some core principles and conventions in regards to commonly used terms, dice and the game of Legions Imperialis in general. Note, the following pages introduce many terms that are explained later in greater detail – where relevant, they will include page references. If you are not yet familiar with Legions Imperialis, you may need to do a little flicking back and forth through this rulebook to get the full picture.

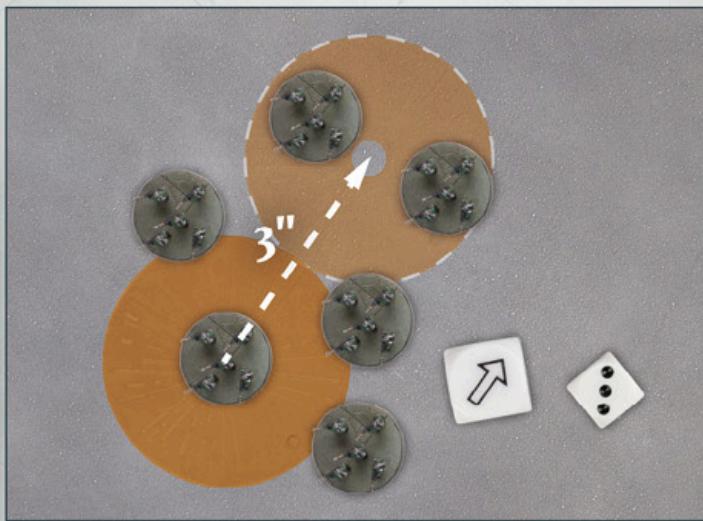
## DICE AND DICE ROLLS

**D6:** Legions Imperialis uses regular six-sided dice for nearly every roll in the game. For ease, they are referred to throughout the rules as a 'D6'. If the game requires a single dice to be rolled, the rules will say 'roll a D6', while 'roll two D6' means roll two single dice at the same time and count the results separately. Alternatively, the game might require more than one dice to be rolled and the results added together – in this instance, the rules will say 'roll 2D6', meaning roll two D6 and add the results together.

**D3:** Sometimes, the rules call for a D3 to be rolled – in this instance, an actual three-sided dice is not necessary. Instead, roll a D6 and halve the result, rounding up to the nearest whole number (i.e., a 1 or 2 counts as a 1, a 3 or 4 counts as a 2, and a 5 or 6 counts as a 3).

**Scatter Dice:** A Scatter dice is a six-sided dice that is used to determine random directions. Four of the faces show arrows while the remaining two show 'Hit' symbols, each of which features a small arrow.

**Scattering:** The term 'Scatter' is used to refer to when an object has the potential to deviate from its current position. When a rule states to Scatter an object or model, roll the Scatter dice and the number of dice specified in the rule – usually this is D6 or 2D6. The object or model moves a number of inches equal to the result of the roll in the direction shown on the Scatter dice. If a Hit symbol is rolled, the object does not move. If instructed to Scatter even if the Hit symbol is rolled, the direction of Scatter can be determined by the small arrow.



LIR33.1: Scattering a template.

## MODIFYING ROLLS

Sometimes it will be necessary to add to or subtract from a D6 roll – for example, a rule might say to roll D6+1.

In this case, a D6 would be rolled and 1 would be added to the result. Similarly, a rule might instruct a player to halve or divide a roll. In this case, any fractions are rounded up, unless instructed otherwise. A dice can never be modified to 0 or lower, regardless of the modifier.

If multiple modifiers apply at the same time, resolve any divisions and multiplications first, then any addition or subtraction. For example, if one rule says to double the result of a D6 roll, and another rule (which also applies) says to add 1 to the result, the D6 would be rolled, the result would be doubled and 1 would be added to the total.

If a rule ever changes a result to a certain number, this overrides any modifiers unless otherwise stated. For example, if one rule said that the dice result counts as a 6, and then another (also applicable) rule said to halve the result of the roll, the result would be 6 and not 3.

## NATURAL ROLLS

The term ‘natural roll’ refers to the result of a dice roll before modifiers are applied. For example, if a rule calls for two D6 to be rolled and apply a +1 modifier, and a 1 and a 5 are rolled, the result would be a 2 and a 6, but the natural roll would still be a 1 and a 5.

Unless instructed otherwise, when making a check on a single D6 any natural roll of a 1 is always a failure, and a natural roll of a 6 is always a success, regardless of modifiers. It is only in rare circumstances that this does not apply. For example, when making Save rolls, the natural roll does not matter, only the end result, meaning a model with a Save characteristic of 1+ will always succeed its Save rolls, unless the characteristic is modified.

## RE-ROLLS

Some rules allow a player to re-roll a dice, while others might force players to re-roll a dice. In such instances, a re-roll is done by simply picking up the dice and rolling it again – the second result stands even if the first was preferable. A dice cannot be re-rolled more than once.

When re-rolling a roll that contains multiple dice (for example, a 2D6 roll or a three D6 roll), the player must re-roll all the dice unless it is specifically mentioned that only some of the dice can be re-rolled.

## ROLLING OFF

The term ‘roll off’ is used when players are required to roll off dice against one another to determine the outcome of an event – the most common occurrence of this is during the Initiative phase when players roll off to see who has Initiative. To roll off, each player rolls a D6 and the highest result wins. If the result is a tie, both players roll again until one player wins, unless instructed otherwise.

## TAKE-BACKS AND CHANGING ONE’S MIND

It is not uncommon for players to second guess themselves occasionally by saying that they are about to do something before immediately changing their mind. As a general rule, players should be tolerant of this in their opponents as they will likely do it themselves. However, once dice are rolled for any reason, players must abide by their decision; they can no longer go back and change anything that came before the dice were rolled.



## TARGET NUMBERS

Sometimes, when making a dice roll, the rules will require you to roll a specific number followed by a '+'. This indicates that the roll is a 'target number roll'. When making a target number roll, if the result of the dice roll is equal to or greater than the number, it is a success. Otherwise, the roll is a failure. The lower the number needed, the easier it is to succeed on a target number roll.

*For example, if you are required to roll a 4+ on a single D6, a 4, 5 or 6 would be a success, but a roll of 1, 2 or 3 would not be.*

Sometimes, modifiers will be applied to a target number; for example, the Armour Penetration (AP) characteristic of a weapon applies modifiers to a model's Armour Save (Sv) characteristic, while certain special rules affect the Morale characteristic of a Detachment. In such instances, a positive modifier improves the target number (i.e., lowers the number) value while a negative modifier worsens it (i.e., increases the number).

*For example, a Detachment has a Morale characteristic of 4+. If a rule gives a +1 modifier to its Morale while making a Morale check, the Detachment's Morale characteristic becomes a 3+ for that check. Conversely, if a -2 modifier was applied to the Detachment's Morale, the 4+ would become a 6+ instead.*

If a rule states a target value is 'improved' then this is always a positive modifier.

A target number can never be improved past 1+; if the end result after multiple modifiers is 0 or below, the target number remains 1+. Unless instructed otherwise, a natural roll of a 1 is still a failure even if the target number is 1+, and a natural roll of a 6 is still a success even if the target number is a 7+ or higher.



## TOKENS

In Legions Imperialis, Detachments act according to the ‘Order’ issued to them at the start of each round (see page 46). Orders are issued through the use of ‘Order tokens’. There are five kinds of Order tokens used in Legions Imperialis:



Advance



First Fire



Charge



March



Fall Back

Order tokens are placed during the Order phase of each round. Once a player has chosen a Detachment’s Order, they place an Order token face-down on the Detachment’s Order token slot on the army roster. Alternatively, Order tokens may be placed face-down next to the Detachment. Some Detachments have restrictions as to what Order they can be issued. Where this is the case, it will be noted in the Detachment’s special rules on its datasheet.

## ARMIES, DETACHMENTS, MODELS AND FIGURES

During a game of Legions Imperialis, players will take control of a variety of models, representing the different elements of their Army. All of the models under a player’s control are collectively referred to as their ‘Army’.

Models are the foundation of every Legions Imperialis Army. The term ‘model’ refers to a single miniature or base of figures. The vast majority of Legions Imperialis models are mounted on bases. Given the scale of the battles that Legions Imperialis represents, a base may include multiple ‘figures’ (i.e., each individual Legionary or Solar Auxilia soldier), such as five Space Marines on a single base. As such, the term model is used to refer to a single base, regardless of how many figures are on that base. When models do not have bases, such as most Vehicles, the term model refers to each individual figure (e.g., each Leman Russ Tank).

If the rules ever use the term ‘model’, this always means a single base or miniature.

On the battlefield, models move and fight in ‘Detachments’. A Detachment contains one or more models that move, fight and stick together on the battlefield. A single Warlord Battle Titan, four Malcador Tanks or six Legionary models would all be Detachments in their own right.



Command Squad



Contemptor  
Dreadnought



Legion Predator



Thunderbolt Fighter

## Base Size and Figure Count

In almost all circumstances, save for those that do not need bases, a Legions Imperialis miniature will be supplied with a base of the appropriate size within the box. The rules are designed with these base sizes in mind and it is presumed that players will use them.

If, for whatever reason, a model is fielded on a base size other than the one provided with it (for example, due to a conversion), then it still counts as being on its standard-sized base for the purposes of the rules. In such instances, the controlling player must have the model's standard base size ready for use during gameplay for a point of reference.

The rules account for different numbers of figures on a base, which can change in numbering depending on the figures themselves. In general, the number of figures on a base should match those shown on Games Workshop official products and should be distributed evenly across the base; the rules have been written with this in mind. If, for whatever reason,

a base includes fewer figures than normal then leeway should be given to an opponent when determining line of sight.

Due to the unique nature of Flyers, their base size is less stringent than other models, though it is advised that Flyers should be mounted on 40mm bases or on a standard Aeronautica Imperialis hex base. If a player wishes to use a different base size, they should check with their opponent before the game to make sure they are happy with it.



Warhound Titan

Warmaster Titan

### **Friendly and Enemy**

Rules terms often make reference to ‘friendly models/Detachments’ and ‘enemy models/Detachments’. Friendly models/Detachments are defined as any models/Detachments controlled by yourself or a player on the same team as you. Enemy models/Detachments are any models/Detachments controlled by your opponent(s) (i.e., the people you are playing against).

If a rule states it affects models/Detachments with no qualifier if they are friendly or enemy, then it affects both friendly and enemy models/Detachments.

### **MUSTERING AN ARMY**

A Legions Imperialis Army is made up of a number of Detachments grouped together into ‘Formations’, with each Detachment operating independently on the battlefield. If a rule refers to a Detachment, then all models in the relevant Detachment are affected. Similarly, if a rule refers to a Formation, all models in Detachments within that Formation are affected by it.

Players muster an Army by using an Army List of their choice, up to an agreed points limit. Each Army List has its own available Formations and Detachments from which a player can build their Army. A Detachment has a points cost associated with it and may have additional upgrades which they can take, often for an increased points cost.

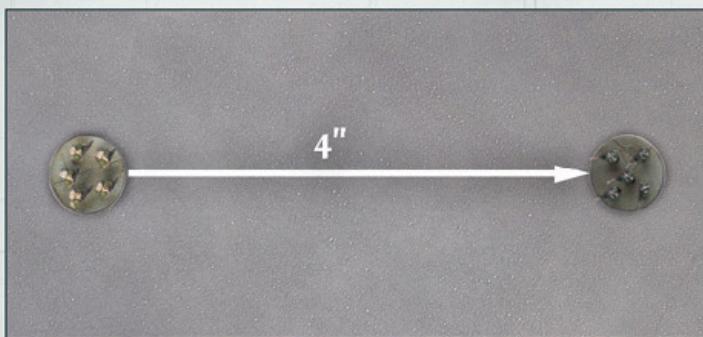
A player’s Army points value (i.e., the total points cost of all its Detachments) can be equal to or less than the agreed points limit, but can never exceed it.

For more information on mustering an Army, see page 126.



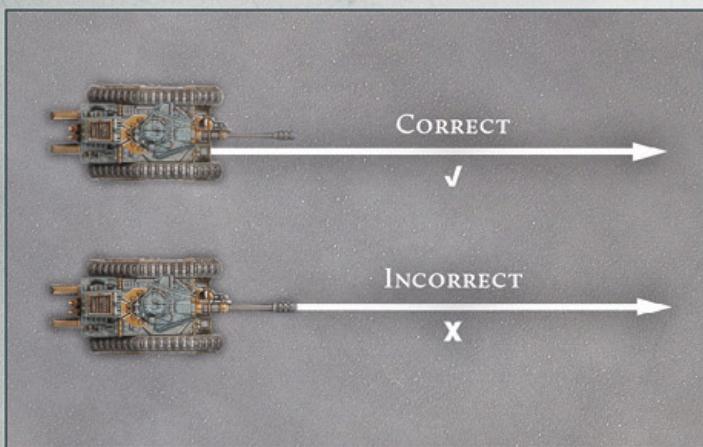
## MEASURING DISTANCES

In Legions Imperialis, distances are measured in inches ("") using a tape measure or range ruler. Players can measure distances whenever they wish during the course of a battle.



LIR39.1: Measuring the Distance from one model to another.

Distances between models, as well as between models and other battlefield features (such as terrain or objectives), are measured from the closest point of one base to the closest point of the other. If a model or object does not have a base, measure to or from the closest point of that model or object overall. Insignificant elements on a model, such as protruding weapon barrels, banners or armour spikes, are ignored when measuring distances.



LIR39.2: Measuring the distance from a Vehicle's hull.

### Within and Wholly Within

The terms 'within' and 'wholly within' are sometimes used for rules that require players to measure distances. If a rule affects models or objects 'within' a certain distance, then it applies so long as any part of a model's base or part of the object is within the specified distance. If the rule refers to a Detachment, then it applies so long as any part of a single model's base from that Detachment, or part of a single model from that Detachment, is within the specified distance.

If a rule affects a model or object 'wholly within' a certain distance, then all of that model's base, or all of the model if it does not have a base, must be within the specified distance for the rule to apply. Similarly, if a rule affects a Detachment 'wholly within' a certain distance, then every part of every model's base within that Detachment, or every part of every model within that Detachment if they do not have bases, must be within the specified distance for the rule to apply.

The same principles are used for rules that refer to Formations; a single model or Detachment from a Formation must be within range when a rule uses within, while all models in a Formation must be within range if the rule uses wholly within.

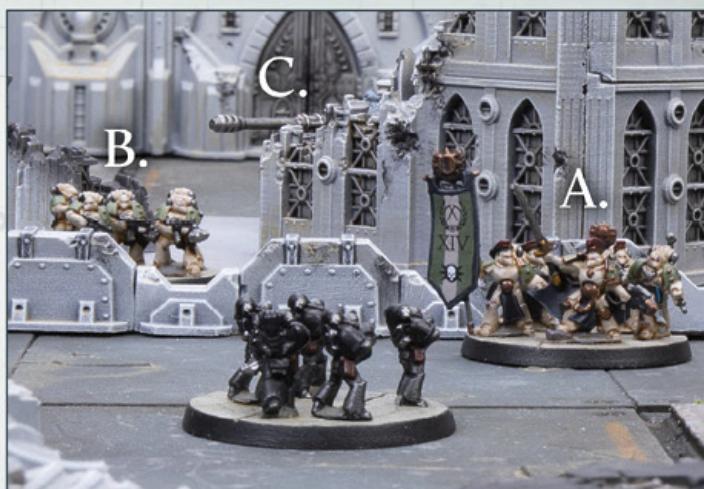
## LINE OF SIGHT

Whether a model can see another model is often determined by the presence of terrain and other models.

Terrain can take many forms but, broadly speaking, a piece of terrain is presumed to be a realistic scale representation of actual structures, ruins or other terrain features. Therefore, if a model can see part of another model, such as one of its figures or one of a Vehicle's tracks, ignoring any insignificant elements such as protruding weapons or bases, then it has line of sight to it unless a specific rule prevents this from happening – for example, an area of Obstructing terrain (see page 68) blocks line of sight through it, so even if you personally can see a model, the model you control cannot.

If it is unclear if a model can see another model, then players can check by getting a 'model's eye view'. To do this, position yourself so you are level with the model and see what they can see. If the other model is not completely obscured by terrain or another Detachment, then the first model has line of sight to it.

When determining line of sight, ignore models that are from the same Detachment – it is presumed they manoeuvre out of the way to allow a clear shot. Other models, however, can block line of sight; for example, if you can't see an enemy Infantry model behind an enemy, or friendly, Baneblade model, then you cannot target it.



*LIR40.1: The Iron Hands Legionaries can fire at some but not all of these potential targets. They can clearly see the Death Guard Command Detachment (A), while the Death Guard Legionaries (B) are partially hidden beyond an Obstacle but still visible; both are valid targets. Only the barrel of the Leman Russ (C) can be seen and so it is not a valid target and cannot be chosen.*

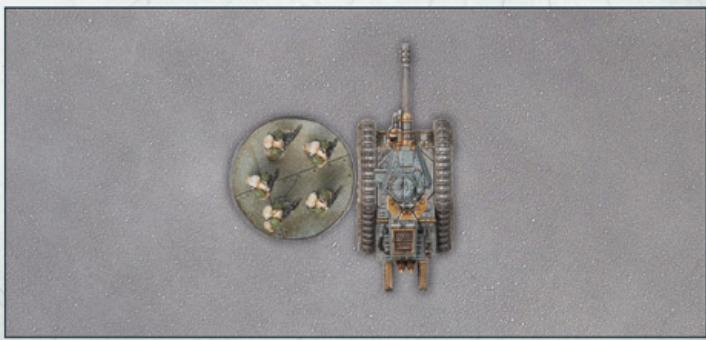
## BASE TO BASE CONTACT

In Legions Imperialis, most models have bases. When a model's base is touching another model's base, that is referred to as 'base to base contact', or simply as 'base contact'. In cases where a model has no base, base to base contact refers to a part of the model touching the base of another model or, where neither model has a base, part of a model touching part of another model.

As with measuring distances and determining line of sight, protruding elements – such as weapons that extend outside of the model's main body, or large banners – are ignored when checking if a model is in base contact with another model. However, these elements do not block a model from getting into base contact – only other models can do that. If a model can reach another model, and the only thing preventing the two models from touching is a protruding weapon or other insignificant element, the models are classed as being in base contact.



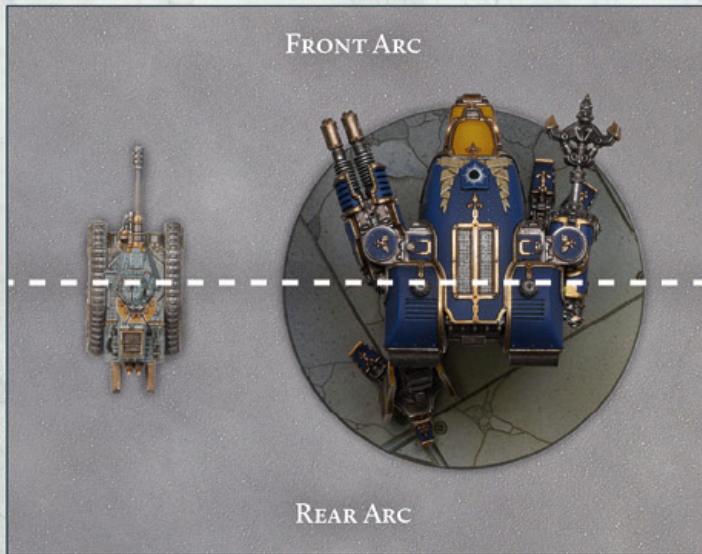
LIR41.1: Examples of base to base contact (top) and base to base contact where one miniature has no base (bottom).



## ARCS

Most weapons can be fired in any direction, and for the majority of Detachments it does not matter which direction the firing model is facing. However, for some types of models such as Vehicles, Knights and Titans, the direction they are facing is important both to determine which Detachments they can target when making an attack and to determine if an attack against them is striking a more vulnerable area.

To facilitate this, every model in Legions Imperialis has two 180° ‘Arcs’ – a ‘Front Arc’ and a ‘Rear Arc’ – that are determined by an imaginary line cutting through the centre of the model’s base, or the centre of the model if it does not have a base.



LIR42.1: Front arcs of a Leman Russ (left) and a Warhound Titan (right).

The Front Arc encompasses the front of the model and the Rear Arc encompasses the rear of the model. For most models, the front of the model is clear, however there may be some ambiguous cases. In such instances, agree with your opponent before the game starts as to what is the front of such models.

Certain weapons can only target models within the Front or Rear Arc of the attacking model – where this is the case it will be listed in the weapon’s Traits as Arc (Front) or Arc (Rear). If neither Trait is listed, the weapon can target any eligible model within either Arc. An enemy model outside of the specified Arc of the firing model cannot be chosen as a target, and counts as being out of line of sight for that weapon.

For some models, such as Vehicles, the direction an attack is coming from can have pronounced effects – if this is the case, it will be described in its rules. Where facing is relevant, the centre of a Detachment’s Front Arc determines the direction a model is facing.

## THE BATTLEFIELD

All games are played on a ‘battlefield’. The exact size and nature of the battlefield is up to the players, however the standard game of Legions Imperialis uses a 5'x4' battlefield. The battlefield represents the boundaries of the battle the players are fighting – models cannot move off the battlefield except in special circumstances.



### BLOOD ANGELS, 85<sup>TH</sup> ARMOURED ASSAULT COMPANY, CRIMSON MONARCHS

The 85<sup>th</sup> Armoured Assault Company of the Blood Angels Legion was dedicated to the rapid onslaught of massed war engines to overrun and annihilate foes in the open field. It was famed for its Land Raider line-breaker squadrons that carried the Legion's infantry into the heart of enemy formations while Predator squadrons and super-heavy vehicles, such as Fellblades and Falchions, were tasked with providing overwhelming support fire and the destruction of enemy armour. The frequent deployment of these armoured behemoths on the field of battle earned the 85<sup>th</sup> Company its moniker, the 'Crimson Monarchs'.

## DATASHEETS

On the battlefield, each model is represented by a characteristics profile, which details their capabilities in battle. A model's profile can be found in their respective 'datasheet'. The Army Lists section of this book (see page 126) presents a number of datasheets for Detachments which you can field on the battlefield; future supplements will add to this. A datasheet shows the characteristics of each model within the Detachment alongside any special rules that affect them and upgrade options available to the Detachment. The datasheet for a Legion Assault Detachment is shown below as an example:

LEGION ASSAULT DETACHMENT						<b>30 POINTS</b>
<b>INFANTRY (I)</b>			<b>DETACHMENT SIZE: 4</b>			
Name	Movement	Sv	CAF	Morale	W	
Assault Marines	7"	5+	+3	3+	I	
<b>Weapons</b>						
• Legion bolt pistols						
Weapon	Range	Dice	To Hit	AP	Traits	
Legion bolt pistols	6"	I	5+	0	Light	
<b>Upgrades</b>						
A Legion Assault Detachment can purchase one of the following upgrades:						
• Increase the Detachment size by 2 .....+12 points						
• Increase the Detachment size by 4 .....+24 points						
<b>Special Rules</b>						
Jump Packs						

### Detachment Name

The name of the Detachment. If a rule refers to a Detachment by name, the rule applies to all models within that Detachment, even if the Detachment includes different models, such as a Contemptor Dreadnought and a Leviathan Siege Dreadnought.

### Points Cost

The base points cost of a Detachment – all models within the Detachment size are included in the points cost of the Detachment. See Mustering an Army on page 126 for more details.

### Detachment Type

A 'Detachment type' is a keyword that is used to reflect how certain rules affect the Detachment, such as how the Detachment interacts with terrain (see page 66 for more on terrain). Detachment types are accompanied by a number in brackets – this is the Scale (see page 45) of each model within that Detachment.

### Detachment Size

The base number of individual models that make up the Detachment.

### Name

The name of each model in the Detachment; upgrades may add models with different names.

### Movement

The distance, in inches, that the model can move (see page 49 for more details).

### Armour Save (Sv)

How protected a model is from incoming enemy fire. The Armour Save characteristic is a target number and can be used when a model makes a Save roll. Armour Save is a type of Save characteristic; a Detachment can gain additional Save characteristics through special rules (see page 57 for more details).

### **Close Assault Factor (CAF)**

How skilled a model is in close combat – see Combat on page 60 for more details.

### **Morale**

A measure of a model's resolve. Morale is a target number and is used when making Morale checks – see page 63 for more details.

### **Wounds**

When a model fails a Save roll after taking a Hit, it suffers a Wound (see Firing on page 56) and it reduces its Wounds characteristic by 1. If it is ever reduced to 0, the model is destroyed and removed from the battlefield.

### **Weapons**

The weapons each model in the Detachment has are listed here. Some models have a choice of weapons, which is chosen by the controlling player when assembling an Army. Models within a Detachment can be armed differently from one another, allowing players to mix and match weapons within a Detachment, unless it is stated that '*All models in the Detachment must have the same weapons*'. Some Detachments will have the option of replacing weapons with other weapons, usually at an additional points cost – for more information, see Mustering an Army on page 126.

#### **Weapon Name**

The name of the weapon.

#### **Range**

The maximum range, in inches, that the weapon can fire. Sometimes this will be given as two values – where that is the case, the target must be at least a number of inches away from the firing model equal to the lowest range shown and no more than the highest range shown.

#### **Dice Value**

The number of D6 rolled when firing the weapon.

#### **To Hit**

How accurate and likely to damage the target the weapon is. The To Hit value is a target number and is used when making Hit rolls.

#### **Armour Penetration (AP)**

How effective the weapon is at punching through armour. This is almost always either 0 or a negative modifier. When a firing model scores a Hit with a weapon, the AP value of that weapon is applied to the target's Armour Save characteristic when making Save rolls against that Hit.

### **Traits**

Some weapons have Traits, which are special rules that apply to those weapons. The rules for each Trait will be listed either on page 77 or in the respective supplement.

### **Upgrades**

Some Detachments have optional upgrades which they can purchase. Each upgrade will have a points cost associated with it, which increases the total points cost of the Detachment by the specified amount. If an upgrade states '*all models in the Detachment can...*' then all models of the particular name specified, or all models if no particular model is specified, in the Detachment are affected by the upgrade. Otherwise, models are upgraded individually.

If an upgrade increases the Detachment size, then the added models are the same as the Detachment's base models unless specified. Added models have the weapons listed on the datasheet, with the controlling player choosing any weapon options as normal. Some Detachment size upgrades add different models. Where these models have different characteristics, special rules and/or weapon options the datasheet will include an additional profile to cover this. All upgraded models use the stated profile, which can lead to Detachments containing models with different characteristics. Though they have different characteristics, all models still function as part of the same Detachment.

### **Special Rules**

Some models are affected by additional rules that represent their extraordinary abilities. The exact effects of a special rule can be found in the Special Rules section of this book (see page 86) or in the relevant supplement.

### **Model Scale**

A Legions Imperialis Army includes models of all shapes and sizes. To represent this, each Detachment type has a 'Scale' associated with it, which applies to all models in the Detachment. In some instances, a model's Scale will determine how it can act upon the battlefield; for example, if two opposing Detachments with the same Scale are in base contact, neither can move until one of them withdraws or is destroyed. However, if a Detachment of Infantry is in base to base contact with a Titan, the latter can easily ignore the swarming masses beneath it.

A model's Scale can be found on its datasheet, in brackets next to its Detachment type.

# PLAYING THE GAME



A game of Legions Imperialis is split into several rounds, usually four to six. A round is split into several phases, with each phase progressing through a number of stages. Each phase is completed before moving onto the next. Once all of the phases are completed, the round ends and a new round begins. Each round consists of five phases, which are always completed in the following sequence:

## Round Summary

- 1 Orders phase
- 2 Initiative phase
- 3 Movement phase
- 4 Combat phase
- 5 End phase

## Timing

Some effects take place at the start of a round or at the start of a phase. These effects are resolved before anything else happens in that round or phase respectively. Similarly, effects that take place at the end of a round or phase are resolved after everything else has happened in that round or phase. If there is more than one of these effects taking place at the same time, the player with Initiative chooses the order in which they take place; if effects take place before Initiative has been determined within a round then the winner of a roll-off decides.

## I. ORDERS PHASE

### The Orders phase is broken down into two stages:

- 1 Assign Orders
- 2 Reveal Orders

### ASSIGN ORDERS

The Assign Orders stage is when both players plan out their round, determining what actions can be undertaken by the Army they control. This is accomplished by issuing an Order to each Detachment in the Army. Both players must issue one Order to each Detachment in their Army by placing tokens at the same time and in any order, face-down and hidden from their opponent, as follows.

An Order is issued by selecting a Detachment, then selecting an Order available to that Detachment and placing a token representing that Order face-down on either the Detachment's Order token slot on the Army roster or next to the Detachment on the battlefield. This process is repeated for every Detachment in the Army, unless another rule dictates that a given Detachment may not be issued an Order, or the

Detachment already has an Order carried over from a previous round (such as the Fall Back Order). This includes Detachments that are not on the battlefield but have not been destroyed, such as those Embarked within a Transport (see page 96) or held in Reserve (see page 102). If a Detachment is no longer taking part in the battle, (for example, due to being destroyed or having left the table due to a Mission's special rule), then it cannot be issued an Order.

Once all players have issued an Order to each eligible Detachment, and all tokens have been placed face-down on either the battlefield or the controlling player's Army roster, the Assign Orders stage ends.

### REVEAL ORDERS

Once the Assign Orders stage has been completed, and all Detachments eligible to be issued an Order have a face-down Order token placed, the Reveal Orders stage is resolved. In this stage all Orders in play, whether on the battlefield or on an Army roster, are flipped face-up and revealed to all players. This may be done in any order, but the stage is not ended until all Order tokens have been flipped face-up and revealed.

Once all Order tokens have been revealed, the Orders phase ends.

### Tracking Activations with Orders

Players should use Order tokens to track which of their Detachments have been activated over the course of a particular phase, and which Detachments can no longer be activated that round (e.g., after a Detachment issued with First Fire Orders has fired during the First Fire stage).

If a Detachment completes its activation and cannot activate again this round – such as a Detachment issued with the First Fire Order firing in the First Fire stage – the token must be removed from the battlefield to show this. That Detachment is no longer considered to be issued with the given Order.

If a Detachment completes its activation during a given phase and can still activate later in the game – such as a Detachment issued with an Advance Order moving in the Movement phase, and thus still able to be activated in the Advance Fire stage later in the round – the controlling player can flip the token face-down to show the Detachment has activated. The Detachment is still considered to be issued with the given Order. At the end of the phase, flip all tokens face-up again.

## ORDERS

The following Orders can be issued to Detachments during play. Note that the Fall Back Order may only be issued when a special rule instructs a player to do so and may not be voluntarily assigned during the Orders phase.



### First Fire Orders

A Detachment issued with the First Fire Order may fire during the First Fire stage of the Combat phase but cannot move during the Movement phase.



### Advance Orders

Each model within a Detachment issued with the Advance Order may move up to a number of inches equal to its Movement characteristic during the Movement phase and may fire in the Advancing Fire stage of the Combat phase. The Advance Order is the only Order which can be issued to a Detachment that is not in Detachment Coherency (see page 50), and one of two Orders which can be issued to a Detachment that is Broken (see Morale, page 63). A model cannot move within 1" of an enemy model, unless instructed otherwise (see Engagement Zones on page 51).



### March Orders

Each model within a Detachment issued with the March Order may move up to a number of inches equal to twice its Movement characteristic. If the Detachment is made up entirely of Infantry models that are not Embarked upon a Transport when the Detachment is activated, it may move up to three times its Movement Characteristic during the Movement phase. Models in a Detachment issued a March Order may not fire during the First Fire or Advancing Fire stages of the Combat phase.



### Charge Orders

Models within a Detachment issued with a Charge Order may move up to a number of inches equal to its Movement characteristic, or the Detachment may Charge. If a Detachment Charges, models within the Detachment may move up to a number of inches equal to twice its Movement characteristic so long as at least one model within the Detachment ends in base-to-base contact with an enemy model.

A Detachment issued with the Charge Order may not fire during the First Fire or Advancing Fire stages of the Combat phase. A Detachment that is Engaged, or Engaged & Pinned at the start of the Orders phase, cannot be issued with a Charge Order.

Models in a Detachment issued with a Charge Order add 1 to any Fight roll they make while issued with that Order, so long as they have moved at least 1" during the preceding Movement phase. Charge is one of two Orders that can be issued to a Detachment that is Broken.



### Fall Back Orders

Certain situations, such as failing a Morale test, may require a Detachment to be issued with a Fall Back Order or to have its existing Order replaced with a Fall Back Order. When a Fall Back Order is issued to a Detachment, the controlling player must remove any other Order it is issued with. However, unless stated otherwise, a Detachment cannot voluntarily be issued with a Fall Back Order by a player.

A Detachment with a Fall Back Order cannot be activated in any phase other than the End phase. As such, a Detachment with a Fall Back Order cannot move in the Movement phase and cannot fire in any phase. In the End phase, a Detachment with a Fall Back Order must be activated and 'flees', as described on page 65.

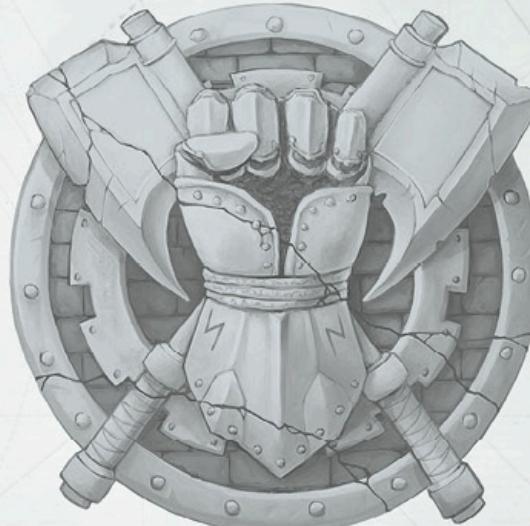
In the Order phase, a Detachment with a Fall Back Order cannot be issued a new order, nor remove the Fall Back Order unless a rule specifically says to.

A Detachment with a Morale value of '-' cannot be issued with a Fall Back Order for any reason, and instead retains its original Order.

For more information on how Detachments that are issued with the Fall Back Order act, see page 64.

## 2. INITIATIVE PHASE

Once all Orders have been issued, players roll off to determine which player has Initiative this round. The player who wins the roll-off chooses who has Initiative for the round. If, during the first round, the result is a tie, players re-roll until one player wins. In subsequent rounds, if the result is a tie, the player who did not have Initiative during the previous round has Initiative.



### 3. MOVEMENT PHASE

The Movement phase is where players move their Detachments around the battlefield. During this phase, players take it in turns activating Detachments and moving them. Once all Detachments have been activated, the phase ends.

#### ACTIVATING DETACHMENTS

During the Movement phase, players take it in turns, starting with the player with Initiative, to choose and activate one of their Detachments that has been issued an Advance Order, Charge Order or March Order. Detachments with a First Fire Order cannot be activated during this phase unless it is to Overwatch (see page 52). If one player has activated all Detachments they control with an Advance Order, Charge Order or March Order and the other player still has Detachments eligible to be activated in this stage, the other player activates each of their remaining eligible Detachments in an order of their choosing.

When a Detachment is activated, the controlling player may move the Detachment in a manner specified by its Order. For example, models in a Detachment issued with an Advance Order may move up to a number of inches equal to the model's Movement characteristic.

Once a Detachment has finished its activation, play passes to the opposing player, who then activates one of their eligible Detachments.

All Detachments with an Advance Order, March Order or Charge Order must be activated during this phase, though they can be activated and do nothing – this includes any eligible Detachment that is not on the battlefield but is still in play, such as Detachments with the Flyer special rule or Detachments in Reserve (see page 102).

#### Activating Detachments in Reserve

Detachments that are in Reserve cannot be activated until all friendly Detachments that are on the battlefield have been activated; this applies in all phases, not just the Movement phase. The exception to this rule is if the Detachment is arriving on the battlefield from Reserve this round (e.g., Flyers moving onto the battlefield, Detachments Deep Striking, etc.), in which case the Detachment can be activated before other friendly Detachments and can arrive as normal; it must arrive on the battlefield during its activation.

#### MOVEMENT

During the Movement phase, certain Orders allow a Detachment to move in different ways. Sometimes a Detachment may even be moved involuntarily as a result of an enemy attack or an in-game effect. This section details how Detachments are moved around the battlefield.

When a Detachment is activated in the Movement phase, models within that Detachment can:

- Move up to a number of inches equal to their Movement characteristic if issued with an Advance Order.
- May Charge or move a number of inches equal to their Movement characteristic if issued with a Charge Order.
- Move twice their Movement characteristic if issued with the March Order or, if the Detachment is made up entirely of Infantry models that are not Embarked on a Transport when the Detachment is activated, up to three times its Movement characteristic.

Most Detachment types can move in any direction and finish their move facing in a direction of the controlling player's choice. However, some Detachment types have some restrictions on their movement – the most common example is Titans, which have a number of unique rules covered on page 75.

A Movement characteristic of '-' means models in the Detachment cannot move, and the characteristic cannot be modified in any way.

#### No Orders in the Movement Phase

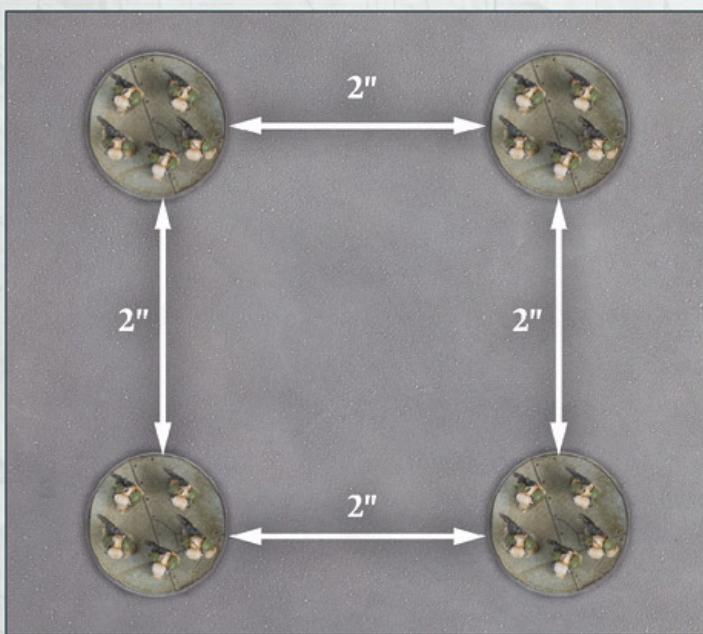
At times, a player may forget to issue an Order to a Detachment. In such instances, the Detachment is still activated. When a Detachment without an Order is activated in the Movement phase, it is immediately issued with an Advance Order and acts accordingly.

## COHERENCY

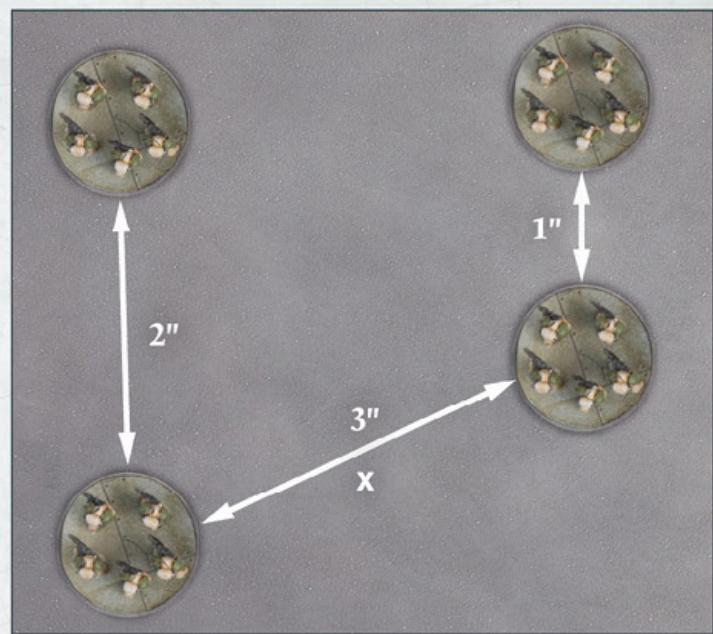
### Detachment Coherency

If a Detachment has two or more models within it then those models must remain in Detachment Coherency whilst on the battlefield. When a Detachment is set up on the battlefield, all models within the Detachment must be deployed within 2" of one other model from that Detachment. During the battle, all models must remain within 2" of at least one other model from the same Detachment that is on the battlefield – this is known as ‘Detachment Coherency’. If a Detachment cannot finish a move without breaking Detachment Coherency, then the move cannot be made.

The next time the Detachment moves, it must re-establish Coherency; if it cannot do so, any model that is not within 2" of at least one other model from the same Detachment is destroyed and removed from the battlefield. If a Detachment has not yet established Detachment Coherency after models are destroyed in this way, the largest group of models from that Detachment (i.e., the most models in Coherency with one another) are left on the battlefield, while any remaining groups are destroyed. If two or more groups are of equal size, randomly determine which group is not destroyed.



LIR50.1: A Detachment in Coherency.



LIR50.2: A Detachment with broken Coherency.

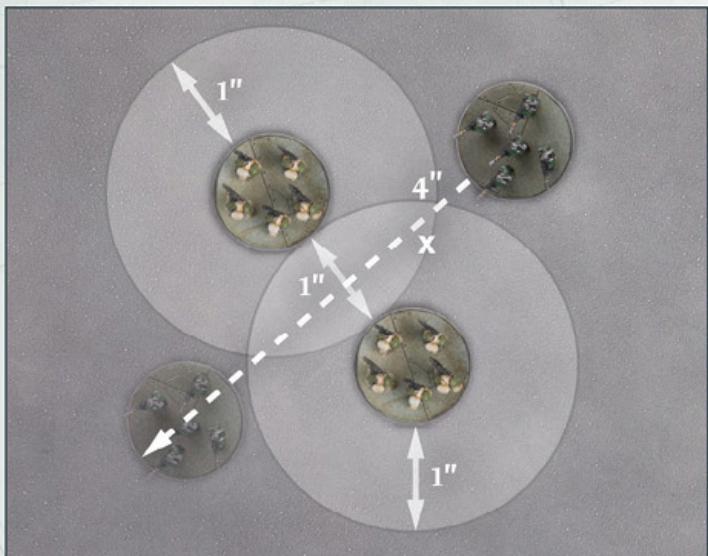
At all times, a Detachment’s models must form a single contiguous group; they cannot form several groups where two models are within 2" of one another but not within 2" of another model within the Detachment.

Sometimes, a Detachment’s Coherency is broken for reasons beyond the controlling player’s control, such as the destruction of models by enemy fire. Detachments that have involuntarily broken Coherency cannot be voluntarily issued any Order other than the Advance Order, though they retain any Order already issued that round.

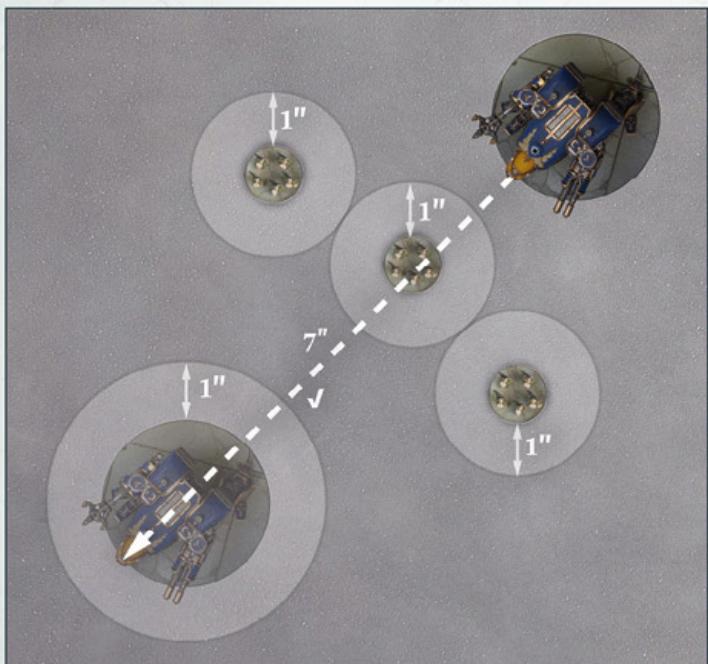


## MOVING THROUGH MODELS

A model can move through any friendly model, so long as it does not end its movement with its base (or model) overlapping another base or model. A model cannot move within 1" of an enemy model of equal or higher Scale than its own unless instructed otherwise. A model can move within 1" of an enemy model and through an enemy model of lower Scale so long as it does not end its movement within 1" of an enemy model. This 1" zone is known as the 'Engagement Zone'.



*LIR5I.1: (Top) A Solar Auxilia Lasrifle model cannot move through enemy Space Marine models due to their Engagement Zones. (Bottom) A Warhound Titan however can move through enemy Space Marine models, as it is of higher Scale — 5 vs 1 respectively.*



## Engagement Zone

As stated previously, models cannot enter the Engagement Zone of an enemy model of equal or higher Scale than their own, and cannot end their movement within any enemy model's Engagement Zone regardless of that model's Scale. An exception to this rule is when a model is issued with a Charge Order. In this case, a model may move within 1" of one or more enemy models provided that it ends its movement in base to base contact with one or more of those enemy models.

A Detachment which has one or more models in base to base contact with one or more enemy models is said to be 'Engaged' with the Detachment of those enemy models. If a Detachment is Engaged with an enemy Detachment of a Scale equal to or higher than its own, then the Detachment is said to be 'Engaged & Pinned' instead. Both Engaged Detachments and Engaged & Pinned Detachments are issued an Order during the Orders phase as normal.

The terms 'Engaged' and 'Engaged & Pinned' refer to two different yet similar states that can apply to Detachments during a game of Legions Imperialis. When a rule refers to 'Engaged Detachments', it refers to Detachments that are Engaged and Detachments that are Engaged & Pinned. A rule that refers to Detachments that are not Engaged & Pinned but are Engaged will reference Detachments that are 'Engaged but not Pinned'.

## Engaged and Engaged & Pinned Detachments

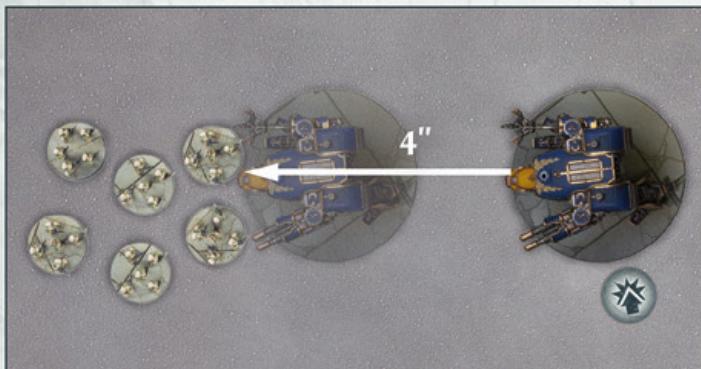
Models in an Engaged & Pinned Detachment cannot voluntarily move unless otherwise instructed, nor can an Engaged & Pinned Detachment fire during the Combat phase.

A Detachment that is Engaged but not Pinned can move as normal during the Movement phase, fire as normal during the Combat phase and can voluntarily leave base to base contact with enemy models. If an Engaged Detachment moves out of base to base contact, it is no longer Engaged and follows all the normal rules for moving – unless issued with a Charge Order, a previously Engaged Detachment must end its move outside of an enemy model's Engagement Zone.

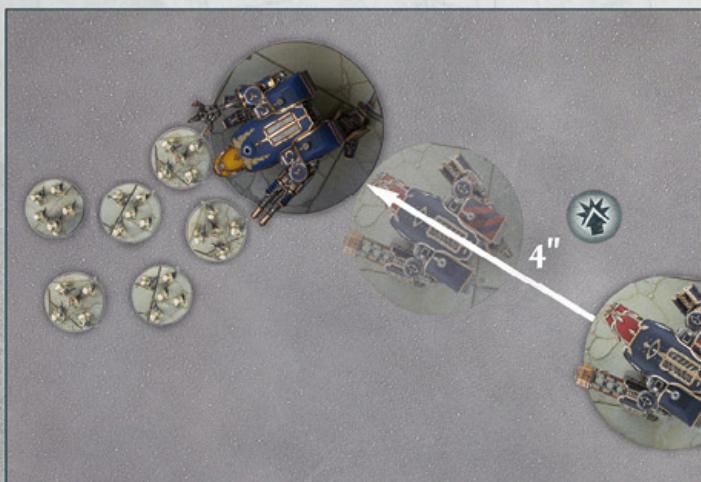
An Engaged but not Pinned model issued with a Charge Order cannot move out of base to base contact with an enemy Detachment and then move back in to gain the +1 bonus during the Combat phase – it can, however, move to become Engaged with a different enemy Detachment, as long as all models in the Detachment with the Charge Order leave the Engagement Zone of all models in the Detachment it was originally Engaged with.

## Multiple Engaged Detachments

There will be instances where a Detachment is Engaged with two or more enemy Detachments. In such instances, a Detachment is deemed Engaged & Pinned if any of the Detachments it is Engaged with are of a Scale equal to or greater than its own.



LIR52.1: A Legio Astorum Warhound Titan issued with a Charge Order Engages a Legion Tactical Detachment. As the Titan is a larger Scale than the Tactical Marines (1 vs. 5 respectively), the Titan is Engaged but not Pinned.



LIR52.2: A Warhound Titan charges into the combat in LIR52.1. As the two Titans are the same Scale (5), both Titans are now Engaged and Pinned. If, during the subsequent Combat phase, the charging Titan is destroyed, then the Legio Astorum Titan is no longer Pinned and so can fire as normal even if it remains Engaged.

## Pile-in

An Engaged & Pinned Detachment that is activated in the Movement phase while issued with a Charge Order, March Order or Advance Order may make a Pile-in move. Only models that are not in base to base contact with an enemy model can make a Pile-in move.

When making a Pile-in move, models move as dictated by their Order, however, they must end their movement closer to a model from an enemy Detachment they are Engaged with than when they started. Where possible, they must also end their move in base contact with an enemy model from a Detachment they are Engaged with (they can do this even if issued with an Advance Order or March Order) and cannot move into base contact with a model from any other enemy Detachment(s).

Where possible, a model making a Pile-in move must first move into base to base contact with an enemy model that is not in base to base contact with a friendly model; if none are available, it can move into contact with any other enemy model that meets the previous criteria.

## Overwatch

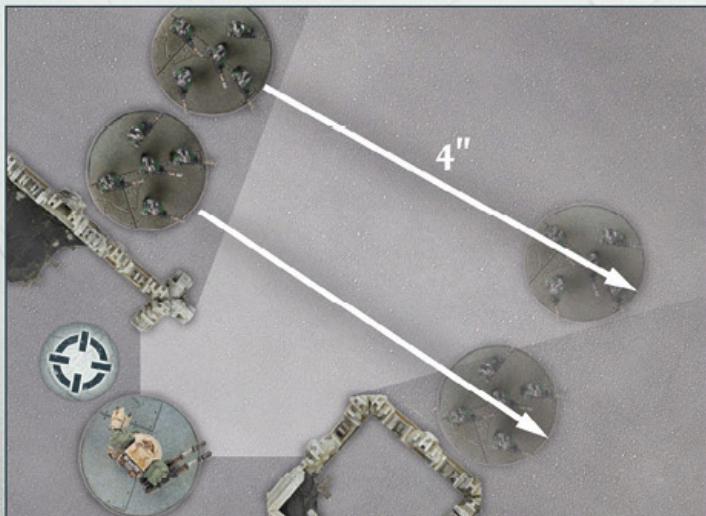
A Detachment that has been issued with an Advance Order or First Fire Order may call Overwatch in the Movement phase during an enemy Detachment's activation. This can happen at any point during the enemy Detachment's activation, including during a Detachment's movement or when a Detachment is activated but the controlling player chooses not to move the models in the Detachment.

To call Overwatch, the following conditions must be met:

- The Detachment calling Overwatch must be issued with an Advance Order or First Fire Order.
- The activating Detachment must be an eligible target for the firing Detachment – see Firing on page 56 for more details.
- No other Detachment has called Overwatch during the same enemy Detachment's activation.

When a Detachment calls Overwatch, the normal sequence of the phase is paused. The Overwatching Detachment may immediately fire, targeting only the Detachment which is completing its activation, following the normal rules for firing (with the enemy Detachment that has been activated being the chosen target). Any Hit rolls made as part of an Overwatch subtract 2 from the result of the roll, in addition to any other modifiers – as noted in Firing, a natural roll of a 6 always scores a Hit, no matter the modifiers.

Once the Overwatch has been resolved, the controlling player removes the firing Detachment's Order token – it is no longer issued with that Order and cannot be activated later during the round, even if only some of the models in the Detachment fired during the Overwatch. The enemy Detachment then finishes its activation.



LIR53.1: The moving Solar Auxilia pass through the line of sight of the Contemptor Dreadnought. As such, the Dreadnought can call Overwatch.

### Designer's Note: Overwatch and Timing

When models move, they aren't really picked up from one point on the battlefield and placed at another. Furthermore, time is abstract in a tabletop game – everything is happening simultaneously and a Detachment moves as one, not one model at a time.

There will be times when Overwatch (see page 52) is called against an enemy Detachment that starts its activation out of line of sight of the Overwatching Detachment and/or would end it out of sight of the Overwatching Detachment. In such cases, it is presumed the Overwatching Detachment catches its target in the midst of movement. When firing, determine how many enemy models from the target Detachment would cross into line of sight of the Overwatching models during the Detachment's movement. All of these are eligible targets if other requirements are met and can be fired upon and allocated Hits as normal.

The Overwatching Detachment can choose the 'time' it fires – for example, if the target leaves an area of terrain, crosses Open terrain and enters a new area of terrain (all of which are visible and within range of the Overwatching Detachment), that Detachment can choose to fire at its target when it is in Open terrain, avoiding negative modifiers due to terrain.

Some weapons have effects which reduce the characteristics, such as Movement, of the target Detachment – where this is the case, these reductions come into effect at the end of the target Detachment's activation, not after resolving an Overwatch.

## 4. COMBAT PHASE

It is during this phase that Detachments issued with a First Fire Order or an Advance Order may fire upon enemy Detachments, while Engaged Detachments fight in close combat.

### The Combat phase is broken down into three stages:

- 1 First Fire stage
- 2 Engagement stage
- 3 Advancing Fire stage

The Order a Detachment is issued with determines which stage it can be activated in. Players run through the stages in order. Once one stage has been completed, the phase moves on to the next stage.

### 1. FIRST FIRE STAGE

In the First Fire stage, players take it in turns, starting with the player with Initiative, to activate one of their Detachments that is issued with a First Fire Order. If one player has activated all Detachments they control issued with a First Fire Order and the other player still has Detachments eligible to be activated in this stage, the other player activates each of their remaining eligible Detachments in an order of their choosing. All Detachments issued with a First Fire Order must be activated in this stage, even if they do nothing. However, a Detachment that was issued a First Fire Order that has since had them removed (due to calling Overwatch or failing a Morale test) may not be activated in this stage.

When a Detachment is activated during the First Fire stage, it may fire – see Firing on page 56 for more details – or do nothing. Once the Detachment's activation is complete, remove the Detachment's Order token; if the Detachment has not fired, either due to not wishing to fire or having no eligible target, the Order is still removed and the Detachment can do nothing else this round unless instructed otherwise.

Detachments that are Engaged & Pinned at the start of the First Fire stage cannot be activated and simply discard their First Fire Order at the end of the stage.

### 2. ENGAGEMENT STAGE

In the Engagement stage, Detachments that are Engaged fight against one another in close quarters combat. Only models that are in base to base contact with an enemy model fight in the Engagement stage – the remainder of the Detachment is Engaged but out of position to aid in the unfolding close quarters fight.

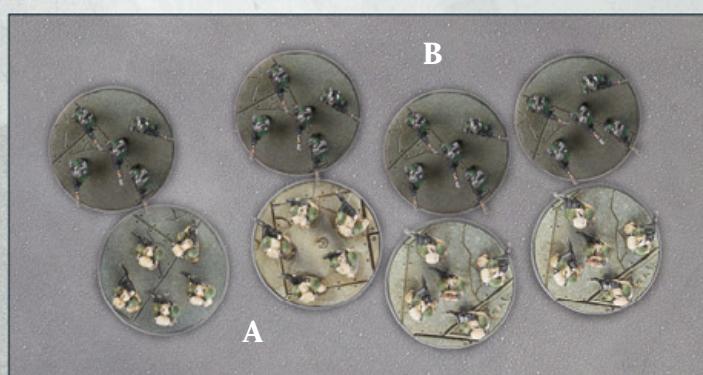
At the start of the Engagement stage, players should identify each 'Combat'. In most instances, a Combat is when two opposing Detachments are Engaged with one another (i.e., at least one model from each Detachment is in base to base contact with the other).

Other examples of Combat can occur – usually when a Detachment is Engaged with more than one enemy Detachment. In a case where one Detachment is Engaged with two or more enemy Detachments, all of those Detachments are said to be in the same Combat.

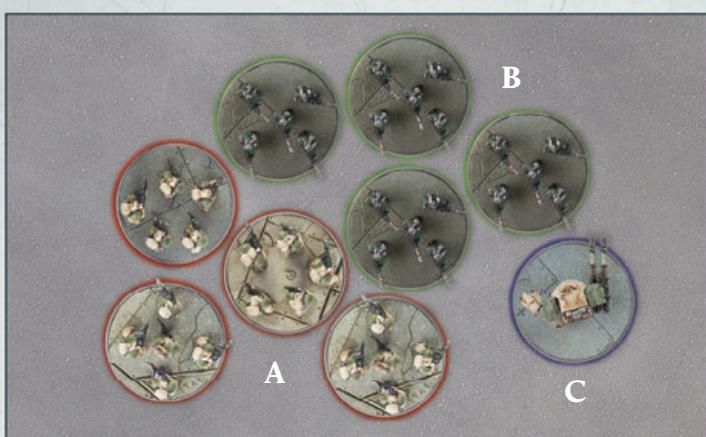
The most complex cases of Combat involve having multiple Detachments within the same Combat where not all Detachments are Engaged with every enemy Detachment within the Combat.

To determine which Detachments are within the same Combat, pick a Detachment and determine what enemy Detachments it is in base contact with. Then, determine any additional Detachments those enemy Detachments are in base contact with. Repeat this sequence, jumping from Engaged Detachment to Engaged Detachment, until no more Detachments can be picked – all these Detachments are in one Combat.

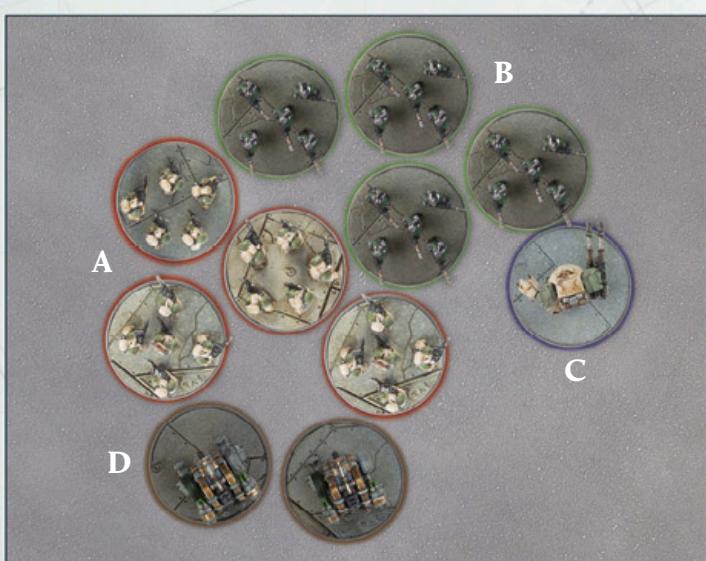
The following diagrams highlight examples of Combat.



LIR54.1: A Legion Tactical Detachment (A) and a Solar Auxilia Lasrifle Tercio Detachment (B) are Engaged with one another and are said to be in a Combat.



*LIR55.1: A Contemptor Dreadnought Detachment (C) has engaged the Lasrifle Tercio (B) from LIR54.1. All three Detachments are said to be in a Combat.*



*LIR55.2: A more complex example. The Legion Tactical Detachment (A) is Engaged with a Lasrifle Tercio (B) and an Auxilia Aethon Heavy Sentinel Patrol Detachment (D). The Lasrifle Tercio is also Engaged with the Dreadnought Detachment (C). As such, all four Detachments are within the same Combat, even though the Dreadnoughts and Sentinels are not Engaged with one another.*

Once all Combats have been determined, each Combat is resolved in turn, in an order determined by the player with Initiative – see Combat on page 60 for more details. Any Detachments issued with a Charge Order must remove their Order token at the end of the Engagement stage, regardless of whether they participated in a combat or not. If a Detachment that began the Engagement stage Engaged has no models in base to base contact with enemy models, it is no longer Engaged.

### Combat vs. Engaged

It is important to remember that Detachments within the same Combat are not necessarily Engaged with one another. For example, a Detachment (A) is Engaged with an enemy Detachment (B) if at least one model from A is in base to base contact with at least one model from B. If a friendly Detachment (C) is also in base to base contact with B, and thus is Engaged with it, and also in base to base contact with another enemy Detachment (D) then A and D are in the same Combat, but are not Engaged. This can come into play with rules that make reference to enemy Detachments a Detachment/model is Engaged with; these would not necessarily affect all enemy Detachments in the same Combat.

It may help to visualise a Combat as a chain – if you can pick a single Detachment and trace a path to another Detachment along a series of Engaged Detachments, then they are all in the same Combat.

### 3. ADVANCING FIRE STAGE

In the Advancing Fire stage, players take it in turns, starting with the player with Initiative, to activate one of their eligible Detachments issued with an Advance Order and fire with it.

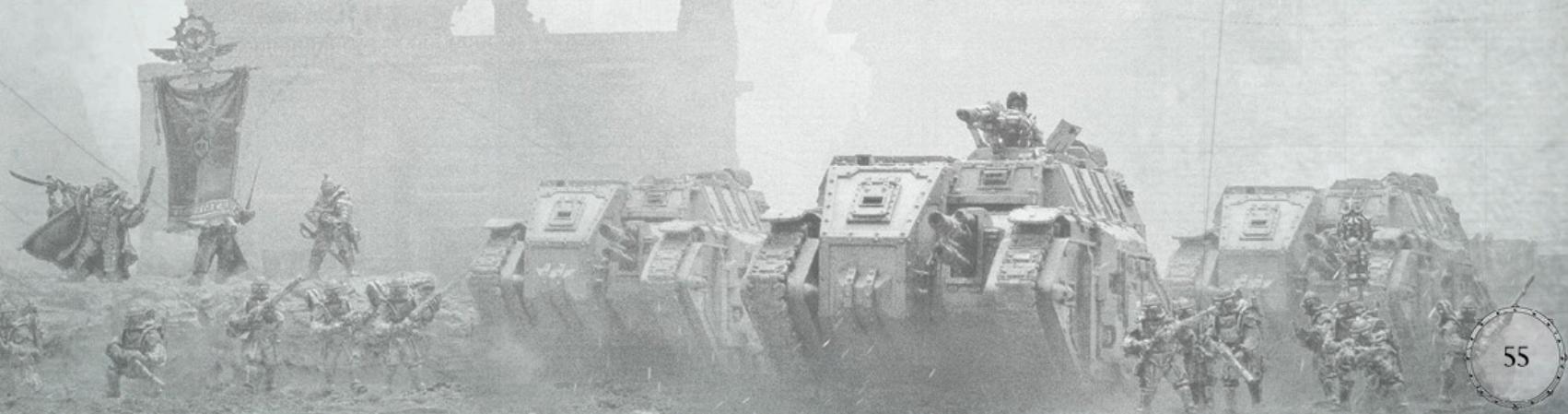
A Detachment can be activated and may fire during the Advancing Fire stage if it is not Engaged & Pinned and is issued with an Advance Order and is on the battlefield. Detachments in Reserve are not activated during the Advancing Fire stage, unless instructed otherwise.

When one player has activated all eligible Detachments, the other player activates each of their remaining Detachments in an order of their choosing.

All Detachments issued with an Advance Order or First Fire Order must be activated in this stage, though they can be activated and do nothing.

When a Detachment is activated it may fire – see Firing on page 56 for more details – or do nothing.

Once a Detachment has finished its activation, the controlling player removes its Order token.



## FIRING

At various points during the game, Detachments will fire upon enemy Detachments. When called upon to fire, this sequence is followed:

### Firing Sequence

- 1 Choose Targets
- 2 Make Hit rolls
- 3 Resolve Hits

### 1. CHOOSE TARGETS

Before any dice are rolled, a Detachment's controlling player must declare which models within the Detachment are firing, what weapons they are firing with and nominate a target for each model and/or weapon within the Detachment that is firing. To do this, they choose a single enemy Detachment as the target – all models from a Detachment must fire at the same target, unless a special rule allows them to do otherwise. On occasion, a weapon will have two or more profiles associated with it. If this is the case, the controlling player must choose which of the profiles the model is using each time it fires that weapon. Some models may have more than one weapon on their profile; such models can fire all of their weapons when firing or only some of them if the controlling player wishes. Unless instructed otherwise, a given model must fire all of its weapons that it chose to fire at the same target.

A model can only target an enemy Detachment which has at least one model within line of sight of the firing model. Then, measure the distance between the firing model and the closest visible model in the enemy Detachment – if the distance is greater than the range of all weapons, as shown on the Detachment's datasheet, then that model cannot fire at the target. If a model has multiple weapons and some are in range and others are not, only those weapons that are in range can fire. If some models within a Detachment cannot fire at a target but others can, the Detachment can still fire – simply resolve the firing only for the models and weapons that are eligible to fire at the target.

A model cannot target an enemy Detachment that is Engaged & Pinned but can target an enemy Detachment that is Engaged but not Pinned. A model targeting a Detachment that is Engaged but not Pinned suffers a -1 modifier to all its Hit rolls made against that Detachment unless the target Detachment's Scale is two or more higher than every Detachment it is Engaged with.

For example, if a Warhound Titan (Scale 5) is Engaged with a Legion Tactical Detachment (Scale 1) and an Auxilia Super-heavy Tank Squadron (Scale 3), then enemy models firing upon it would not suffer a -1 to their Hit rolls. However, if it was Engaged with both these Detachments and a Cerastus Knight Lancer (Scale 4), then enemy models firing at the Titan would suffer a -1 modifier.

### 2. MAKE HIT ROLLS

Once all targets have been chosen, the controlling player of the firing Detachment chooses one of these targets and resolves any attacks against it, making Hit rolls for each model firing upon that target. To make a Hit roll, roll a number of D6 equal to the Dice value of the weapon that is firing. After applying any modifiers to the roll, compare the result of each dice to the To Hit value of the firing weapon.

If the result is less than the To Hit value of the weapon, it is a miss and that dice is discarded. If the result is equal to or greater than the To Hit value of the weapon, a Hit is scored. These Hits are gathered together to form the Hit pool.

As noted previously, a natural roll of a 6 is always a Hit and a natural roll of a 1 is always a miss, regardless of modifiers.

Some special rules will state that a target Detachment suffers a number of Hits. In these cases, no Hit rolls are made. Instead, the Detachment in question simply suffers a number of automatic Hits equal to the number stated by the rule.



## Obstructions

In general, if part of a model is visible to a firing model then it can be targeted without penalty. The exception to this is when firing at a Knight or Titan. When a model chooses a Knight or Titan as its target, the controlling player should determine how much of the target is visible. If at least 25% of the target model is obscured, then the firing model suffers a -1 modifier to its Hit rolls. If the target model is at least 50% obscured, it suffers a -2 modifier to all its Hit rolls instead. If the firing model can only see insignificant elements on a model, such as protruding weapon barrels or banners, then the target counts as being wholly obscured. If a Knight or Titan is wholly obscured then it cannot be chosen as a target. If some of the target Detachment's models would have different modifiers, such as some models being 50% obscured and others 25%, then the controlling player of the firing Detachment can choose which modifier applies to the Hit rolls. However, if they choose a lesser modifier (e.g., the -1 from being 25% obscured), any resulting Hits can only be allocated to models affected by that modifier or a lesser one (e.g., 25% obscured models and non-obscured models).

## 3. RESOLVE HITS

If one or more Hits are scored against a target, the player controlling the target must now make Save rolls for it.

To do this, each Hit must be allocated. To allocate Hits, the player controlling the target Detachment chooses a model from the target Detachment and allocates a single Hit from the Hit pool to it. Hits are allocated and resolved one Hit at a time.

A model can only be allocated a Hit if it is an eligible target for the firing model – in most instances, this means the model must be in range and line of sight of the firing model. If a model in the Detachment has already suffered a Wound, it must be allocated Hits first if it is an eligible target. If no eligible targets remain (i.e., because they have been destroyed already), the remaining Hits are discarded.

The controlling player then makes a Save roll for that model by rolling a D6. Save rolls are made using a Save characteristic. Typically, this is made against the Armour Save characteristic of a model, though some special rules grant additional types of Save characteristics; the controlling player must choose which Save characteristic they wish to use. An Armour Save of '-' means models in the Detachment have no Armour Save and therefore it can't be improved or worsened in any way.

Apply any modifiers to the Dice roll or the target's Save characteristic (e.g., due to the AP of the weapon). For example, if a target model has an Armour Save of 3+ and is hit by a weapon with an AP of -2, the target's Armour Save is worsened to 5+ against that weapon. The AP of a weapon can be modified by a special rule or weapon Trait. The AP value is always modified before applying it to the target's Armour Save characteristic, which is relevant for some weapon Traits such as Light AT (see page 82). After applying any modifiers, compare the Dice roll against the chosen Save characteristic.

If the result is equal to or greater than the target's Save characteristic, no damage is done and the Hit is discarded. If the result of the roll is lower than the model's Save characteristic, that model suffers a Wound and reduces its Wounds characteristic by 1. When a model is reduced to 0 Wounds, it is destroyed and removed from the battlefield.

As stated previously, when making a Save roll a natural 1 is not an automatic failure and a natural 6 is not an automatic success – a model can have a 1+ Armour Save characteristic after modifiers (in which case it will automatically pass its Save roll) or be unable to pass a Save roll on a single D6 due to the AP of the firing weapon (in which case it will automatically fail its Save roll).

All Hit rolls must be made and resolved against a chosen target before moving onto the next target.

### Multiple Save Characteristics

All models have an Armour Save characteristic shown on their datasheet. However, various special rules can confer additional Save characteristics, such as the Invulnerable Save (X) special rule or a Cover Save granted by an area of terrain (see page 67). These additional Save characteristics can be used in place of the Armour Save characteristic of the model when making a Save roll.

Unless instructed otherwise, a model can only make a single Save roll against each Hit, regardless of how many Save characteristics it has available to it. However, the controlling player may choose which Save characteristic a model uses to make a Save roll for each Hit scored – usually, this will be the best Save available to them.

*For example, a Legion Tactical Detachment is Garrisoned within a Civilian Structure. After being fired upon, the Detachment's models need to make three Save rolls due to Hits caused by a weapon with an AP of -1. The Armour Save characteristic of the models in the Detachment after being modified by the AP would be 6+, while the Cover Save characteristic of the Structure, which is not modified by the weapon's AP value, would give a 4+ Save. As such, the controlling player chooses to use the Cover Save when making Save rolls.*

## Multiple Wounds

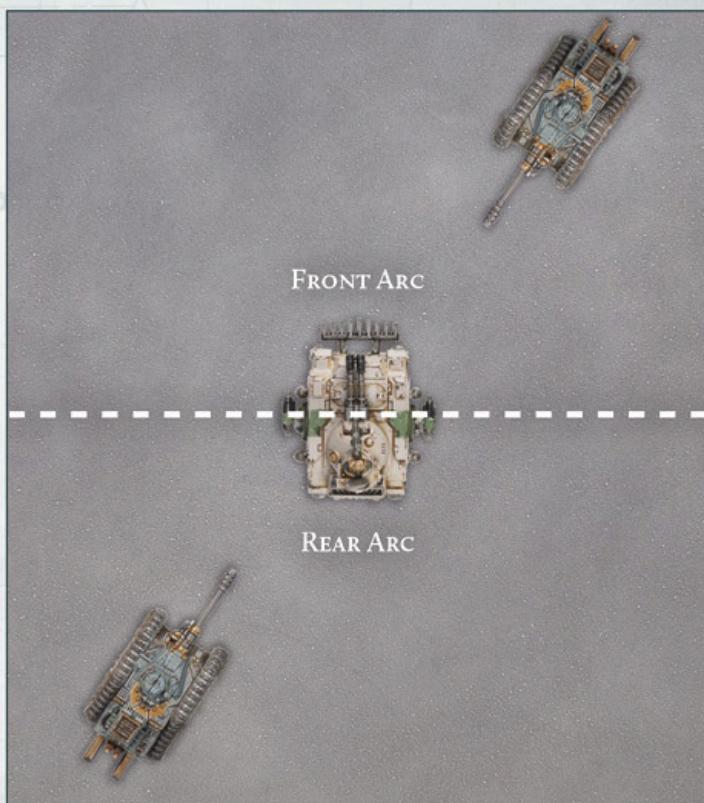
In Legions Imperialis, most models only have 1 Wound but some, such as Titans or Knights, have more. You can keep track of a model's Wounds by placing a counter next to it for each Wound it has suffered or with a dice showing the number of Wounds it has suffered. In all cases, it should be clear to both players how many Wounds a model has suffered and ideally a different colour dice should be used to prevent accidentally picking it up.

## Rear Armour

It is common for armoured war machines to have weaker armour in the rear than the front. To represent this, the direction from which a target model is being fired upon can be important when it comes to making Save rolls. As such, the following rule applies to Vehicles, Super-heavy Vehicles, Knights and Titans:

When a Hit is allocated against a Vehicle, Super-heavy Vehicle, Knight or Titan, determine which of the target's Arcs the firing model is within. If the firing model is within the target's Rear Arc, the AP of the firing weapon is improved by 1 (for example, an AP of -1 would become AP -2) for that Hit. This takes effect after other rules, such as the Light AT trait, modify the AP (e.g., the AP of a Light AT weapon would be reduced to 0 then improved to -1 if within the target's Rear Arc) – see page 77 for more information on Traits.

Any Hits scored by a firing model in a target's Rear Arc that are allocated to a Void Shield (see page 97) do not improve their AP by 1. In other words, a weapon with an AP of 0 or worse would still be automatically discarded when allocated to a Void Shield, even if the firing model was in the target's Rear Arc.



*LIR58.1: Two Leman Russ Vanquishers target a Predator. The Leman Russ in the Predator's Rear Arc improves the AP of its weapons by 1; any Hits caused by its Vanquisher battle cannon will have an AP of -3.*

### Fast Dice Rolling

When a Detachment is firing, the controlling player rolls dice for each model's weapons that are firing on a target. In most cases, more than one model from a Detachment will be firing on the same Detachment and, more often than not, with the same weapon(s). To keep the game flowing, players are encouraged to roll all the Hit rolls against the same target together.

Where multiple models are firing the same weapon, this can be done by simply totalling the Dice value of all models firing a weapon and rolling a number of D6 equal to that value. If more than one weapon is being fired at the same target, the controlling player can roll for each weapon separately or roll Hit rolls for all weapons firing at the same target at the same time. If the latter is chosen, which dice are rolled for which weapon must be made clear – for example, by using differently coloured dice for different weapons.

Similarly, the process of making Save rolls can be sped up as well. If all models within the target Detachment are identical, then the controlling player may roll all Save rolls together without having to allocate Hits to individual models. Any models destroyed due to failed Save rolls must be chosen from those models that are within range and line of sight of at least one model firing at the target Detachment.

When there are models with different Save characteristics or models with different Wound characteristics, Hits should still be allocated more stringently, to ensure the correct Save rolls are made.



## COMBAT

Combat represents close-ranged fighting and encompasses hand-to-hand fighting, grenades and other short-ranged weaponry and equipment that can aid in such fights, such as the crushing treads of a tank. A model's proficiency in combat is represented by its CAF characteristic, which can be found on its datasheet.

Combats are fought during the Engagement stage of the Combat phase. This sequence is followed when resolving a Combat:

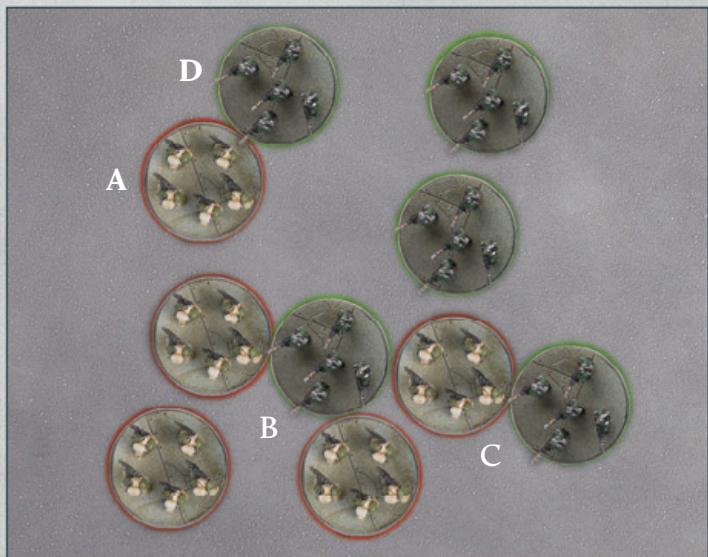
### Combat Sequence

- 1 Pair off Fights
- 2 Resolve Fights
- 3 Determine Combat result
- 4 Withdraw

### I. PAIR OFF FIGHTS

At the beginning of each Combat, models are paired off against one another into 'Fights'.

Any model that is in base to base contact with one or more enemy models can be paired – models from a Detachment that is in a Combat but are not in base to base contact with an enemy model are ignored.



*LIR60.I: A Legion Tactical Detachment (highlighted in red) is Engaged with a Solar Auxilia Tercio (highlighted in green). Models A and D are paired off against one another as they are only in base-to-base contact with one another. Tactical Legionary C is in base-to-base contact with two enemy miniatures – it is paired with Solar Auxilia C to form a single one-on-one combat. The two Space Marines B are paired off with Solar Auxilia B – this is two Fights that will be resolved one after another.*

Models that are in base to base contact with a single enemy model are automatically paired off against one another into a Fight. If two or more models are in contact with the same enemy model, and if those models are not in contact with any other enemy models, that enemy model must fight each model in turn. In other words, that enemy model must take part in a Fight with each model in contact with it.

In some cases, it may be possible to pair a model off with more than one enemy model; models are always paired off into one-to-one Fights where possible. If all enemy models a model could be paired off with are already paired off, the player with Initiative chooses which Fight it is paired off into. The player with Initiative also chooses which models are paired off when several models are all in base contact with several enemy models.

For the sake of clarity, all models must be paired off before any Fights are resolved. If both players agree, models can be separated slightly to show which models are in which Fights.

#### **Designer's Note: What is a Fight?**

A Fight is a clash between two models. During Combat, models are paired off against enemy models, with some instances resulting in a model being paired off against two or more enemy models. Players make Fight rolls for each pair of models – each roll is a separate Fight. This means most models will have one Fight during Combat, while an outnumbered model might be involved in several Fights. Each Fight is resolved separately, as follows.

## **2. RESOLVE FIGHTS**

The player with Initiative chooses a model within the Combat and resolves any Fights that model is involved in. The chosen model must resolve all Fights in turn before another model is chosen. In the case of a model being involved in multiple Fights, the player with Initiative chooses the order the Fights are resolved in.

The respective controlling players make a Fight roll for each model involved in the Fight, rolling 2D6 and adding its CAF to the result, along with any other relevant modifiers. For example, models within a Detachment issued with Charge Orders that moved at least 1", including during a Pile-in move, during this round's Movement phase add 1 to the result of the Fight roll.

After both players have rolled, compare the results; the model with the highest roll wins the Fight, while the losing model suffers a Wound. If the result of the Fight rolls are the same, the Fight is a tie, neither model suffers a Wound, and they remain in base to base contact. Unless instructed otherwise, no Save rolls of any kind can be made against Wounds suffered during a Fight.

For each Fight a model participates in beyond the first each round, the opposing player rolls an additional D6 for their model's Fight roll. This is cumulative, i.e., during a model's second Fight of a round the opposing player would roll 3D6, for its third Fight the opposing player would roll 4D6 and so on. A model can only ever roll a maximum of 6D6 during a Fight roll, regardless of the origin of extra dice.

Once all of a model's Fights have been resolved, the player with Initiative chooses another model and repeats the process, until all Fights in the Combat have been resolved.

### 3. DETERMINE COMBAT RESULT

Once all Fights within a Combat have been resolved, players need to determine which side won the Combat. To do so, determine which side won the most Fights – the side that won the most Fights is the winner of the Combat. If one side has no models left in the Combat, then it automatically loses the Combat, even if it won the most Fights.

All Detachments on the losing side that are involved in the Combat must make a Morale check (see page 64). If the check is passed, nothing happens. If the check is failed, the Detachment Withdraws. A Detachment that is part of a Formation that is Broken must roll two D6 and choose the lower result when making a Morale check in this way. If a Detachment has a Morale characteristic of ‘-’, then it does not make a Morale check and does not Withdraw.

If both sides won the same amount of Fights, the Combat is a draw. If the fight was a draw, neither side makes Morale checks. Any Detachments which have one or more models in base to base contact with enemy models remain Engaged – otherwise a Detachment is not Engaged once the Combat ends.



### 4. WITHDRAW

When a Detachment Withdraws, it makes a Withdrawal move. To make a Withdrawal move, the controlling player rolls a D6 for the Withdrawing Detachment – each model then moves a number of inches equal to the D6 roll plus their Movement characteristic. A Withdrawal move follows the normal rules for movement with the following exceptions:

- A model making a Withdrawal move must move directly towards the controlling player's battlefield edge, taking the shortest possible route to do so. If a model making a Withdrawal move moves into base contact with its battlefield edge, it stops moving.
- A model making a Withdrawal move can move through other models and Engagement Zones, and must move even if it is Engaged & Pinned.
- If, during a Withdrawal move, a model moves through an enemy Detachment, other than a Detachment it began the move Engaged with or was part of the Combat they are Withdrawing from, it must make a Save roll, using a Save characteristic of its choice – if the roll fails, the model suffers a Wound. If the Scale of the Withdrawing model is at least 3 larger than the Detachment it passed through (e.g., a Scale 4 model moving through a Detachment with a Scale of 1), the Save roll is automatically passed. A model makes a check for each enemy Detachment it moves through. A natural 6 is an automatic success even if the model has no Save characteristics other than ‘-’, and a natural 1 is always a failure.
- While Withdrawing, if a model would end its movement overlapping a friendly model, move it the shortest distance possible so it is not overlapping. If a model would end its movement overlapping an enemy model, the Withdrawing model is destroyed.

Models within a Detachment must maintain Coherency where possible. When moving as part of a Withdrawal move, a model cannot move off the battlefield.

If, for whatever reason, a model from a Withdrawing Detachment cannot leave the Engagement Zone of models from the Detachment they were Engaged with, then that model is destroyed.

A model that makes a Withdrawal move cannot fire in the same round they make a Withdrawal move.

## MORALE

Morale consists of two linked sets of rules: those for the Broken state, which indicates a Formation's ability to maintain combat operations in the face of heavy casualties, and those for Morale checks, which track an individual Detachment's fighting spirit.

## BROKEN

A Formation may become 'Broken' due to casualties taken during a round. After resolving Firing against a Detachment, and at the end of the Engagement stage of the Combat phase in which a Detachment has fought a Combat, the controlling player should check if the Detachment's Formation has equalled or exceeded its Break Point.

A Formation's Break Point is equal to half the total number of the models within the Formation at the start of the battle – unless otherwise noted, this includes models that were on the battlefield and off the battlefield, due to being in Reserve or for another reason. Break Points are rounded up. Titan and Knight models add their total starting Wounds characteristic, rather than the number of models, to the total model count of a Formation instead, and the current number of Wounds lost counts towards the Formation's Break Point.

*For example, a Formation with 28 models has a Break Point of 14, while a Formation with 27 models will also have a Break Point of 14 (rounded up from 13.5).*

*If the same Formation also included a Detachment containing three Knight Paladins, each of which has 3 Wounds, then the Formation would have 28 non-Knight models and 3 Knight models. As such, the Formation would have 28 models plus 9 for the total starting Wounds of the three Knights, for a total of 37 – the Break Point of that Formation would be 19.*

*As such, if, during the course of the battle, 16 models from the Detachment had been destroyed, one of which was a Knight Paladin, and one of the other Knight Paladins has suffered a Wound, the Formation would be Broken (15 non-Knight models, plus the 3 Wounds of the destroyed Knight Paladin and the 1 Wound suffered by the surviving Knight Paladins).*

When the total number of models destroyed and/or Wounds lost from a Formation equals or exceeds the Break Point, the Formation, and all Detachments within it, are said to be Broken. A Detachment that is part of a Formation that is Broken may only be issued an Advance Order or Charge Order in any following Orders phases – this does not affect any Order that it had been issued before the Formation was Broken, only those issued in later rounds. Furthermore, any Detachment in a Broken Formation that is required to make a Morale check reduces the result of any dice roll made for that Morale check by 1.

If, for whatever reason, models are added back into a Detachment, or a Titan or Knight regains Wounds, the Formation is still Broken, even if it takes it above its original Break Point.



## MORALE CHECKS

If, when fired at by an enemy Detachment, a Detachment suffers Casualties equal to one half or more (rounding up) of the number of models composing that Detachment when it was targeted, the controlling player must make a 'Morale check' for that Detachment once the enemy Detachment has fully resolved the attack or, in the case of casualties caused by an Overwatch, once the target Detachment has finished its activation. A Morale check is only caused in this manner as the result of an enemy Detachment attacking during the First Fire or Advancing Fire stages of the Combat phase, or due to the result of Overwatch. The Engagement stage and casualties inflicted due to Fights cause Morale checks using the rules found in the Engagement stage section (see page 54).

*For example, a Detachment currently composed of 8 models must make a Morale check if an enemy Detachment fires at it and causes 4 or more models to be removed as destroyed.*

To make a Morale check, the player rolls a D6 for the Detachment and compares it against the highest Morale characteristic within that Detachment. Some rules may modify a Morale check, such as the Detachment being part of a Formation that is Broken – this will modify the dice roll.

If the result of the roll is less than the Morale characteristic, the check is failed. When a Morale check is failed, the Detachment's Order is removed and replaced with a Fall Back Order. Otherwise, the check is passed and nothing happens. A Morale of '-' means the Detachment automatically passes any Morale checks it makes, and the characteristic cannot be modified in any way.

No Detachment may make more than one Morale check in any single phase. If a Detachment that has already made a Morale check and succeeded is required to make another in the same phase, then those subsequent Morale checks are considered to be automatically passed and no dice are rolled. If a Detachment that has already failed a Morale check in the current phase is required to make another Morale check in the same phase, then that Morale check is considered to have been automatically failed and no further effect occurs. A Detachment that began a phase with a Fall Back Order does not make Morale checks due to casualties inflicted, regardless of the number of models removed as casualties.

## Withdrawing and Break Points

Whether a Detachment is Broken or not is important when it is called upon to Withdraw from a Combat – it decides the number of D6 that are rolled when it makes its Morale check. Players must only check to see if any given Formation has become Broken at the end of the Engagement stage, not after any individual Combat has been resolved. As such, even if a Formation is pushed over its Break Point due to casualties lost in a Combat, it does not count as Broken until the end of the stage.

## 5. END PHASE

The End phase takes place, as the name suggests, at the end of each round. During the End phase, Detachments issued with a Fall Back Order retreat, retreating Detachments can Rally and certain rules come into effect.

### The End phase is broken down into the following stages:

- 1 Fall Back stage
- 2 Resolve End Phase Effects stage
- 3 Remove Flyers stage
- 4 Calculate Victory Points stage

### 1. Fall Back Stage

Any Detachment currently issued with a Fall Back Order flees as described below. Then, the controlling player makes a Morale check for every Detachment that is issued with a Fall Back Order. If the check is passed, the Detachment has rallied – remove the Fall Back Order from the Detachment. If the check is failed, the Fall Back Order remains and cannot be replaced with another Order in the next round's Orders phase.

The player with Initiative resolves their fleeing Detachments first, in an order of their choosing, followed by the opposing player.

## Fleeing

When a Detachment flees, models within it immediately move a number of inches equal to twice its Movement characteristic. A fleeing Detachment follows the normal rules for movement with the following exceptions:

- A fleeing model's move must move directly towards the controlling player's battlefield edge, taking the shortest possible route to do so.
- A fleeing model can move through other models and Engagement Zones and must move even if Engaged & Pinned.
- While fleeing, if a model moves through an enemy Detachment, it must make a Save roll, using a Save characteristic of its choice – if the roll fails, the model suffers a Wound. A model makes a check for each Detachment it moves through. A natural 6 is an automatic success even if the model has no Save characteristics other than ‘-’, and a natural 1 is always a failure.
- While fleeing, if a model would end its movement overlapping a friendly model, move it the shortest distance possible so it is not overlapping. If a model would end its movement overlapping an enemy model, the fleeing model is destroyed.

Models within a Detachment must maintain Coherency where possible when fleeing. If, while fleeing, a model moves into base contact with the controlling player's battlefield edge, the model and its Detachment are destroyed and are removed from the battlefield.

## Moving Through a Detachment

The rules for Withdrawing and fleeing make reference to models moving through enemy Detachments. A model is classed as having moved through an enemy Detachment if it passes through the Engagement Zone of one or more models from that Detachment (i.e., within 1" of an enemy model).

## 2. Resolve End Phase Effects Stage

During this stage, any remaining Order tokens, other than the Fall Back Order, issued to Detachments are removed. Then, any rule which is resolved in the End phase is resolved. The player with Initiative resolves any effects first, followed by the opposing player.

## 3. Remove Flyers Stage

In the Remove Flyers stage, players remove their Flyers from the battlefield, as described in the Flyer special rule (see page 89).

## 4. Calculate Victory Points Stage

If playing a Mission that involves Victory Points and/or Objective markers, determine which player is in control of which Objective marker and award any Victory Points (see page 103 for more details).

Once all stages of the End phase have been resolved, the round ends and either the next round begins or, if the Mission dictates, the battle ends.

# TERRAIN



**T**here were many different types of battlefields fought over during the Horus Heresy, from desolate wastelands to dense, war-torn cities, and everything in between. In Legions Imperialis, the features of these battlefields are represented by terrain.

On the battlefield, terrain is defined in terms of ‘areas’. These are sections of the battlefield that are affected by certain rules. These areas will be represented by some form of miniature and/or modelled scenery, such as the Citadel Civitas Imperialis buildings. The type of terrain an area represents should be easily identifiable by both players – an area of forest should contain trees, an area of river should look like a river, etc.

Terrain can take many forms. In some instances, such as when using buildings, the extent of the terrain is obvious. However, in others, such as a forest or swamp, the edge of the terrain might be less clear. As such, at the start of the battle, before deployment, players should decide between themselves which areas of the battlefield are areas of terrain, what type of terrain it is and its exact boundaries.

The area a piece of terrain occupies is determined by specific boundaries that players define before the game begins – for example, the base the trees are on might represent the area of the battlefield covered by that forest, even if that base is not entirely covered by trees. Any model within this area is affected by the terrain’s rules, regardless of whether, for example, a model is walking over a flat section of that area or a rocky section.

This section covers different types of terrain and how they affect Detachments on the battlefield. It looks at the most common categories of terrain, such as Difficult or Impassable terrain, as well as terrain sub-types of those categories, which are subject to additional rules.

Any area of the battlefield not defined as a specific area of terrain is referred to as ‘Open terrain’. This includes not just wide open plains, but also hills and other natural features that offer little impediment. Open terrain confers no advantage or disadvantage to models within it, however, it can still block line of sight – for example, a hill might hide models behind it, but a model that is visible on top of the hill gains no particular advantages or disadvantages.

## Cover Saves

Many areas of terrain grant models within them a Cover Save. These are Save characteristics that are not modified by AP, i.e., a model with a Cover Save of 6+ will always have a value of 6+ available to it, unless a rule specifically ignores Cover Saves. Cover Saves can be used when making Save rolls. Remember, a model can choose which Save characteristic they use for a Save roll but can only ever make a single Save roll per Hit.

## TYPES OF TERRAIN

All areas of terrain have a type which determines the special rules that apply to it and any models that are within the area of terrain. Each type broadly defines what an area of terrain does. The most common types of terrain, as well as their effects, are described in this section. Additional types of terrain may be explored in future supplements.

### DIFFICULT TERRAIN

Cracked wastelands, rubble-strewn city streets and feculent bogs are all examples of landscapes that are difficult to cross.

Difficult terrain slows down most Detachments moving through it – for every 1" a model, other than an Infantry or Walker model, moves through an area of terrain designated as Difficult terrain, they count as having moved 2". Infantry and Walker models move through an area of Difficult terrain without penalty.

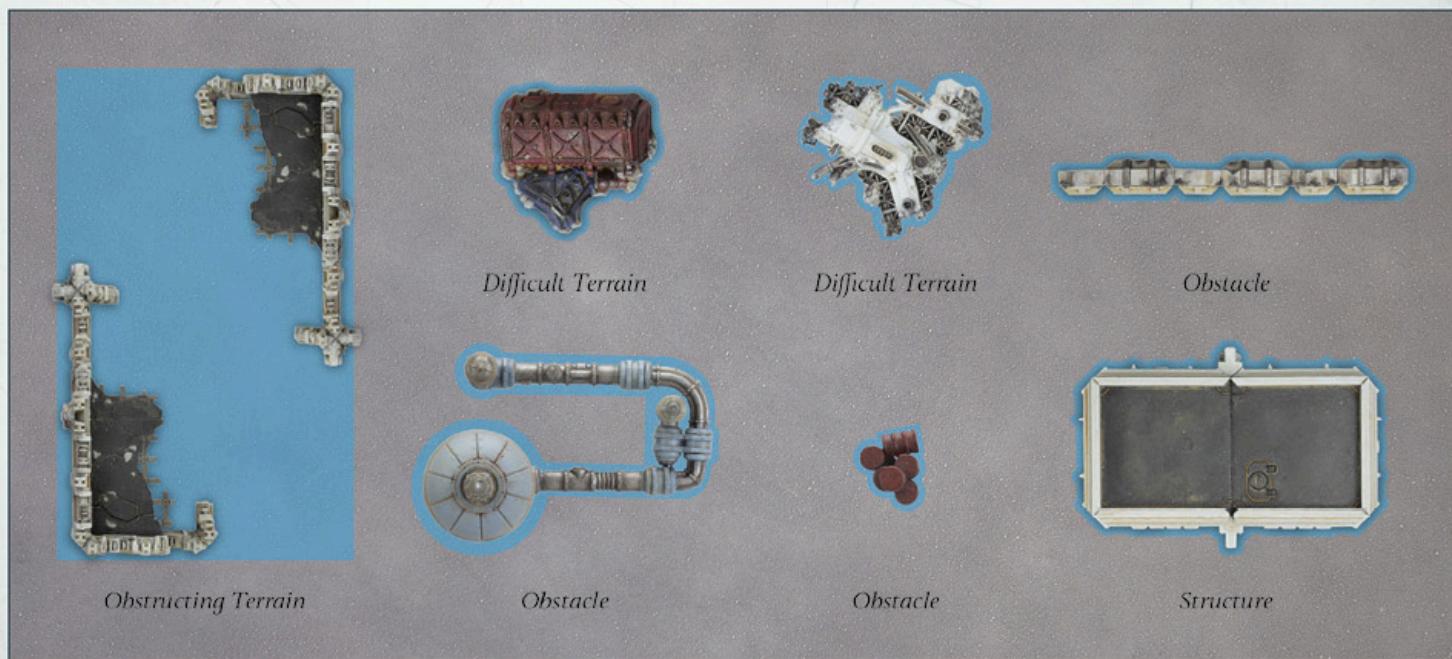
When a Detachment chooses an enemy Detachment with at least one model wholly within an area of Difficult terrain as a target, they suffer a -1 to all Hit rolls made against that enemy Detachment, unless the enemy Detachment is a Titan. If some of the Detachment's models are in the area of Difficult terrain and some are not, then the firing Detachment can choose to ignore this -1 modifier. However, if they do so, any resulting Hits can only be allocated to models not wholly within the area of terrain.

Models wholly within an area of Difficult terrain gain a Cover Save of 6+.

### Designer's Note: Areas of Terrain

Given the scale of Legions Imperialis, the exact appearance of a piece of terrain might not necessarily equate to what it is representing; in other words, an area of terrain might represent a forest but contain only a handful of model trees, so models can be placed within it, whereas its real-life equivalent would contain hundreds or thousands of them.

Some terrain types have specific effects on line of sight, as detailed in the section that follows. If the area of terrain has no specific rules related to line of sight then it only blocks it if a piece of the terrain (such as a large rock or network of pipes) hides a model. This may seem abstract but it allows for easy resolution of how terrain affects models on the battlefield. The key thing to remember is all pieces of terrain occupy an area, regardless of their physical appearance over that defined area.



LIR67.1: A selection of areas of terrain – the boundaries of each are marked in blue.

## OBSTRUCTING TERRAIN

Obstructing terrain includes a variety of different terrain areas, including stretches of ruins, craters and areas of woodland. Regardless of features, each represents a portion of the battlefield that provides cover to Detachments within the area.

An area of Obstructing terrain follows all the rules for Difficult terrain with the following exceptions:

Models wholly within an area of Obstructing terrain gain a 5+ Cover Save instead of the usual 6+. In addition, the -1 to Hit rolls made when firing at a Detachment within Obstructing terrain applies to all Detachment types, including Titans.

Models cannot draw line of sight through an area of Obstructing terrain. All models within an area of Obstructing terrain more than 1" from the area's boundaries are hidden from view. Models that are hidden in this way are considered out of line of sight to models outside of the area of Obstructing terrain. As such, they cannot be chosen as a target by enemy Detachments if line of sight is required when firing, nor can they target models outside of the area of terrain.

Models within the same area of Obstructing terrain can draw line of sight to each other as normal. If firing on a Detachment in the same area of Obstructing terrain, then the firing models suffer the usual -1 penalties to Hit rolls due to firing at a model in Difficult terrain and the target can use the 5+ Cover Save.

Models with the Flyer special rule can draw line of sight to any model within an area of Obstructing terrain, even if they are hidden. However, the penalties to Hit for models being in an area of Obstructing terrain still apply.

## DANGEROUS TERRAIN

Toxic sludge, lava flows, minefields and xenos-infested warrens are all examples of terrain that can prove deadly to any attempting to cross it.

An area of terrain designated as Dangerous terrain can damage Detachments moving through it during the Movement phase. If at least one model from a Detachment moves through an area of terrain designated as Dangerous terrain, then the Detachment suffers damage. At the end of the Detachment's activation, it suffers a Hit for each full 1" it moved through the area of Dangerous terrain – use the model that has moved the greatest distance through the terrain to calculate the total number of Hits scored. These Hits originate in a model's Front Arc and have an AP of 0. Only models that have moved through the area of terrain can be allocated any Hits scored; if these Hits cause more Wounds than models that have moved through the area of Dangerous terrain, the excess Wounds are discarded.

When a Detachment chooses an enemy Detachment with at least one model wholly within an area of Dangerous terrain as a target, the firing Detachment suffers a -1 to all Hit rolls made against that enemy Detachment, unless that enemy Detachment is a Titan. If some of the target Detachment's models are in the area of Dangerous terrain and some are not, then the firing Detachment can choose to ignore this -1 modifier. However, if they do so, any resulting Hits can only be allocated to models not wholly within the area of terrain.

Dangerous terrain does not grant Cover Saves.

## OBSTACLES

Low walls, tank traps and promethium pipelines are all examples of obstacles, which should be no more than 2" in height and 2" in width. The area of battlefield the Obstacle occupies is defined solely by the miniature it is represented by.

Any model can move over an Obstacle, but a model that does so counts as having moved a number of extra inches equal to the height of the Obstacle. A model cannot end its move on top of an Obstacle unless it has a Scale of 5 or higher. A model firing at a target with a Detachment Scale of 3 or lower in base to base contact with an Obstacle suffers a -1 to all Hit rolls if part of the target model is obscured from the firing model by the Obstacle (e.g., the legs of one or more figures on the base, part of a tank's hull, etc.).

A model issued with a Charge Order may Engage enemy models within 1" of the other side of an Obstacle, without moving over the Obstacle. To do so, they must move into base contact with the Obstacle in question and have line of sight to the model they wish to Engage – any enemy model that is on the other side of the Obstacle and within 1" of the Obstacle is now Engaged, or Engaged & Pinned, with the charging model, as if they were in base to base contact. Models fighting an enemy model on the other side of an Obstacle do not gain the +1 to their Fight rolls for being issued with a Charge Order.

## Reinforced Obstacles

Certain Obstacles, such as tank traps, can be classified as Reinforced Obstacles – players should agree before a game starts as to which Obstacles are Reinforced and which aren't. A Vehicle or Super-heavy Vehicle cannot move over an Obstacle designated as a Reinforced Obstacle.

## IMPASSABLE TERRAIN

Gigantic alien trees, towering rock formations and valley walls are just some examples of Impassable terrain – areas that are all but impossible to traverse in the midst of battle.

As the name suggests, models cannot move through an area of terrain designated as Impassable terrain unless instructed otherwise (such as models with the Flyer special rule). If a model is forced to move into an area of terrain designated as Impassable terrain, it stops at the terrain's edge and can go no further. Unless instructed otherwise, a model's base cannot overlap any part of Impassable terrain.

## Combining Terrain Areas

Terrain pieces can be combined to create an area of terrain with different properties at different places on the terrain – a Structure within a jungle for example, or a river of lava running through an area of Difficult terrain. Where this is the case, each area should be clearly defined before the battle begins, so all players know where one area of terrain begins and the other ends. A model is only affected by the rules of the terrain it is in.

*For example, an area of River cuts through a wood (Obstructing terrain). While models are moving through the wood, they are affected by the rules for Obstructing terrain; they gain the appropriate Cover Save, their Movement is slowed, depending on the Detachment type, and enemy models firing at them suffer the relevant penalties to hit.*

When a Structure is placed in an area of Obstructing terrain, players may agree that the Structure is larger than the terrain. If they do, the Obstructing terrain does not block line of sight to Detachments Garrisoned within the Structure, nor does it block line of sight for Detachments outside the Obstructing terrain that wish to target the Structure.

## RIVER

Rivers are traditionally areas of water that stretch across the battlefield, though the wide variety of galactic battlefields might mean they contain flowing rivers of acid, alien bio-fluid or warp-tainted blood.

Rivers should start at a point on a battlefield edge and end at a different point on a battlefield edge or another water feature (such as a lake). The width of a River can vary, however it should be no wider than 6" at any point.

A River counts as Dangerous terrain to Infantry, Cavalry and Walkers, Impassable terrain to Vehicles and Super-heavy Vehicles and Open terrain to Knights and Titans.

Areas along the River can be designated as Fords or be crossed by Bridges. A Detachment other than Knights and Titans crossing a River at a Ford treats the River as Difficult terrain instead, while it remains Open terrain for Knights and Titans.

Bridges are areas of Open terrain that allow Detachments to cross a River. A Bridge can be targeted as if it were a Structure with an Armour Save characteristic of 5+ and 3 Wounds. If a Bridge is destroyed, any model on it must pass a Save roll using its Armour Save characteristic or be destroyed. A model not destroyed is moved the shortest possible route to a spot outside of the River's area.

## CLIFFS

The boundaries of an area of Cliff terrain are referred to as the Cliff Face. The Cliff Face is Impassable to all Detachments except Infantry, effectively meaning most Detachments cannot move through an area of terrain designated as a Cliff.

Infantry can scale the Cliff Face, moving over it in the same way a model moves over an Obstacle, with a height equal to the height of the terrain piece – a Cliff Face must be at least 2" in height. If an Infantry model has enough movement remaining to scale the Cliff Face, it is placed over the area of terrain's boundaries. A model must scale the Cliff Face in a single turn, and cannot end it 'halfway up' a Cliff Face. Models with the Jump Packs or Skimmer special rules (see pages 93 and 95, respectively) can move over the Cliff Face but must have enough movement to do so (e.g., if the Cliff Face is 4" tall, a model with the Jump Packs or Skimmer special rule must have 4" of movement remaining to move over the boundary, instead of ignoring it like other Obstacles).

Models in an area of Cliff can move as if in Open terrain, and can spend any movement they have remaining after scaling the Cliff Face. To move out of the area of terrain, models must scale the Cliff Face again, moving over the boundary and being placed touching the outside of it. As models that are already in an area of Cliff are treated as if in Open terrain, any model can be deployed in the area of terrain, even if it could not normally cross its boundaries. Additionally, a model can be placed over the boundary through other means (e.g., due to a model arriving on the battlefield due to the Deep Strike special rule or Disembarking from a Transport with the Flyer special rule), and act normally. However, the Cliff Face remains Impassable if the model cannot normally cross it, meaning the model cannot cross the Cliff Face boundary unless through other means.



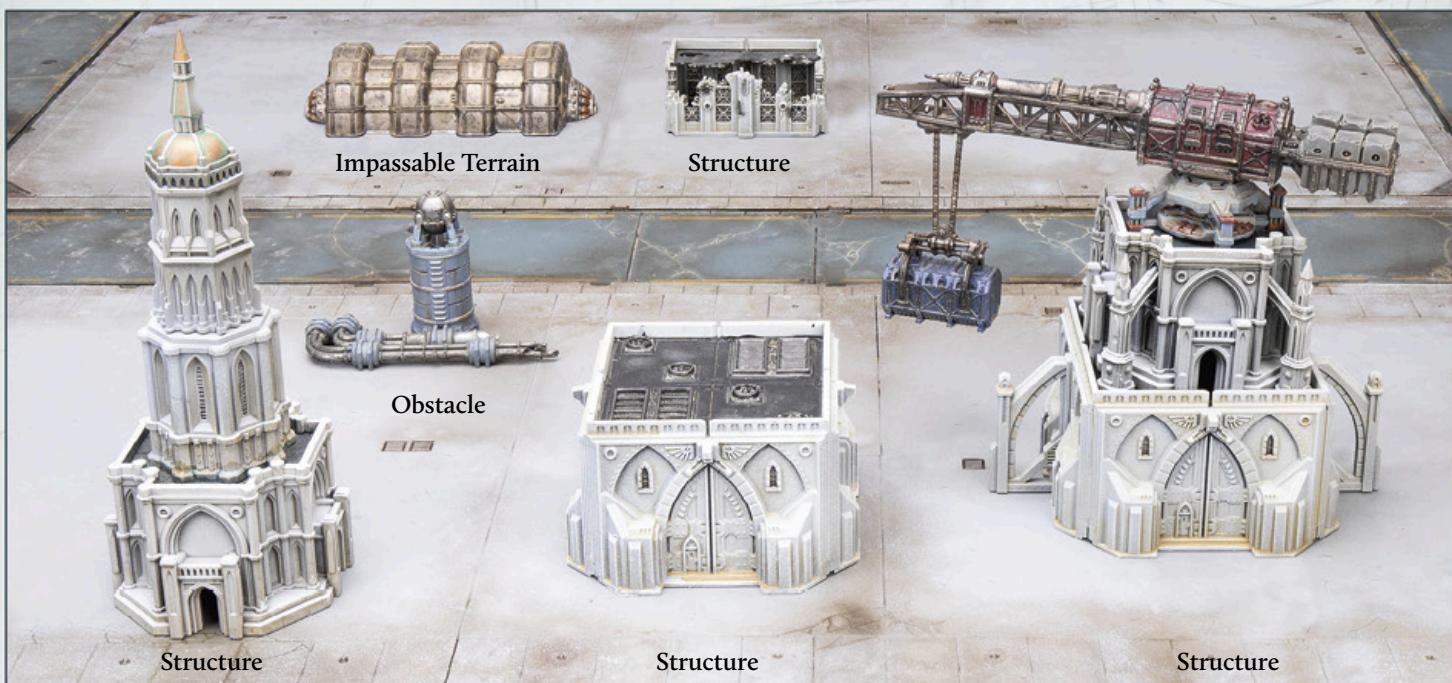
### IRON WARRIOR'S STOR-BEZASHK

*In a Legion renowned for the power of its ordnance and its consummate skills in siege warfare, the Stor-Bezashk stood above all others. A specialised formation within the IV<sup>th</sup> Legion, the Stor-Bezashk were tasked with the maintenance, construction and use of the deadly siege weapons and singular relics of destruction in the Legion's armoury, including engines of war unseen outside of the ranks of the Mechanicum's Ordo Reductor. The Stor-Bezashk served both as a specialised siege breaking force in its own right and, broken into its component parts, as specialised reinforcements for the Iron Warriors' Grand Battalions in the field.*

## STRUCTURES

Towering city spires, fortified bunkers and promethium processing plants are all examples of Structures.

Each individual Structure is its own area of terrain. Unless instructed otherwise, a Structure blocks line of sight and is classed as Impassable terrain to all models except Infantry. Infantry Detachments can Garrison Structures – see page 72 for more details.



LIR71.1: A series of areas of Terrain constructed using Civitas terrain sets, detailing examples of Structures or non-Structures.

Structures are subject to additional special rules depending on their type. A Structure's type is determined before the start of each game alongside all other pieces of terrain. Each Structure is assigned a type from the table below, based upon its size and 'function':

Structure Type	Armour Save (Sv)	Garrison Number (GN)	Wounds	Structure Bonus	Cover Save
Civitas Imperialis	5+	1	2	-2 to Hit rolls +2 CAF	4+
Militas Imperialis	3+	2	3	-2 to Hit rolls +3 CAF	4+
Imperialis Grandus	4+	3	3	-2 to Hit rolls +2 CAF	4+
Fortification	2+	1	2	-2 to Hit rolls +3 CAF	3+

As shown in the table, each Structure type has a set of characteristics associated with it:

- The Armour Save (Sv) characteristic represents how structurally sound a Structure is and how likely it is to resist incoming fire.
- The Garrison Number (GN) describes the maximum number of Detachments which can Garrison a Structure of that type. The number of models within a Detachment does not matter, only the number of Detachments Garrisoned in a Structure.
- The Wounds characteristic represents how much damage a Structure can take before it collapses.
- The Structure Bonus characteristic is a set of modifiers that applies to models and Detachments that are Garrisoned inside the building. Models firing upon a Detachment Garrisoned within a Structure suffer a penalty to their Hit rolls as shown in the table. In addition, models Garrisoned within a Structure gain a bonus to their CAF characteristic equal to the value shown in the table.
- All models Garrisoned within a Structure gain a Cover Save characteristic equal to the value shown in the Cover Save column.

## STRUCTURES IN THE MOVEMENT PHASE

An area of terrain designated as a Structure counts as Impassable terrain to all Detachments except Infantry. Most Structures allow Infantry to Garrison within them.

### Garrisoning Structures

Infantry models can move through a Structure as if it were Open terrain, or a Detachment of Infantry can choose to Garrison the Structure. Unless a model's Detachment intends to Garrison a Structure, it cannot end its movement overlapping the Structure's area. Infantry Detachments can be deployed Garrisoned within a Structure, so long as the Structure is completely within the player's deployment zone.

To Garrison a Structure, a Detachment must end its activation with at least half (rounding up) of the total number of models within the Detachment in base contact with the building during the Movement phase. The controlling player then declares that the Detachment is Garrisoning the Structure, so long as an enemy Detachment is not currently Garrisoned within it. If possible, place a model from the Detachment on top of the Structure to indicate it is Garrisoned or use a token or similar marker if a model cannot be placed on top of the Structure. Any models that cannot be placed on top of the Structure are placed to the side of the battlefield (but do not count as destroyed). Once a Detachment has Garrisoned a Structure, it cannot move any further than that phase.

Each Structure has a maximum number of Detachments that can Garrison within it at any one time, determined by the Structure's Garrison Number (GN). Other friendly models can still move through a Structure even if the maximum possible number of Detachments have Garrisoned it – these models simply cannot end their movement overlapping the Structure's area.

A model that is Garrisoned within a Structure can move as normal in subsequent phases and treats the entire area of the Structure as its base. When moving out of a Structure, Garrisoned models choose a point on the Structure and measure from there. If one model from a Detachment moves out of a Structure, then the entire Detachment must do so as well, and it is no longer Garrisoning the Structure.

### Engaging Garrisoned Structures

Models Garrisoned within Structures have no Engagement Zone. However, models cannot move through a Structure Garrisoned by enemy models, nor can they end their movement in base contact with the Structure unless they are an Infantry model issued with a Charge Order, a Titan or a model that has a weapon with the Wrecker trait (see page 85). Models in base to base contact with a Structure count as Engaged with all enemy Detachments Garrisoned within the Structure. Unless instructed otherwise, other Detachment types do not count as Engaged with Garrisoned Detachments and thus both can fire as normal in a subsequent phase, including at one another if eligible to do so.

### Structure Types

On the battlefield, the term 'Structure' covers all manner of constructions, from armoured bunkers to towering city spires and everything in between. To facilitate the myriad possible designs, Structures are organised into broad categories that cover nearly anything a player can conceive of and build. These categories also help speed up gameplay, with Structures being easily identifiable and their characteristics determined at a glance.

Civitas Imperialis represents buildings commonly seen in Imperial cities across the galaxy and is aptly represented by the terrain range of the same name. Militas Imperialis represents military structures, such as command centres or structures converted into temporary bastions. Imperialis Grandus represent landmarks, such as sprawling monuments to the Imperial Truth or governmental buildings. Lastly, Fortifications represent structures such as Bunkers and other dedicated defensive points.

If players wish, they can add further depth to Structures. This can be done by tying a Structure's Garrison Number to its size – the larger a building, the greater its GN. The size of Structure should be determined by the area of the battlefield it occupies. A good rule of thumb for a civilian Structure is if it is at least 2"x2" in size then it has a GN of 1, if it is at least 4"x4" in size it has a GN of 2, and if it is at least 6"x6" in size, it has a GN of 3. Similar rules can be applied to other Structure types.

## STRUCTURES IN THE COMBAT PHASE

Structures can be targeted and fired upon as if they were a Detachment, although not all weapons can damage Structures. In addition, models Garrisoned within a Structure have additional rules that apply to them when Firing or being fired upon.

### Targeting Structures

Models can nominate Structures as a target when Firing as if it were a Detachment, so long as it meets all other requirements for an eligible target. A Structure does not need to have a Detachment Garrisoned within it to be chosen as a target.

When a Structure is chosen as a target, make Hit rolls as normal, adding 1 to the result of all Hit rolls made.

A Structure can only be damaged by certain weapons – any Hit caused against a Structure is automatically discarded before Save rolls are made, unless the weapon has a Trait that explicitly states it can damage Structures (for example, Heavy Barrage or Demolisher).

The opposing player then makes a Save roll for each Hit that is scored. Save rolls for Structures are made using 2D6. After applying any modifiers, including the weapon's AP characteristic, compare the result against the Armour Save characteristic of the Structure.

If the result is equal to or greater than the Structure's Armour Save characteristic, no damage is done and the Hit is discarded. If the result of the roll is less than the Structure's Armour Save characteristic, the Structure suffers a Wound. If a Structure drops to 0 Wounds, it collapses.

### Collapsing Structures

When a Structure collapses, it is removed from the battlefield and replaced with an area of Difficult terrain that occupies roughly the same area as the Structure. If any models were Garrisoned within the Structure, each model Garrisoned within the Structure automatically suffers a Hit and makes a Save roll as normal – this hit has an AP of -1. Any model that fails this Save roll is destroyed, regardless of the number of Wounds it has.

Any model that survives is then placed by the controlling player within the new area of Difficult terrain or as close as possible to it if no space remains.

### Structures and Firing

Models Garrisoned within a Structure may fire at enemy Detachments as normal. When firing, models Garrisoned within a Structure treat the entire area of the Structure as their base, and can draw line of sight from any point of the Structure.

Similarly, enemy models may fire upon Detachments Garrisoned within a Structure, as long as they can see part of the Structure and are within range of that part. If more than one Detachment is Garrisoned within a Structure, then the firing player must nominate which Detachment or Detachments are the target. Any Hit rolls made against Detachments Garrisoned within a Structure suffer negative modifiers to their Hit rolls, depending on the Structure Type – see the Structure Bonus column on the Structure table on page 71.

## Structures and Fights

If one or more Detachments are Engaged with one or more enemy Detachments that are Garrisoned within a Structure, then those Detachments are in a Combat.

Fights involving Garrisoned models are resolved as normal, with models paired off as described in the Combat section (see page 54). Any model in base contact with a Structure counts as being in base contact with all models within the Structure for the purposes of pairing off Fights, and thus are paired off accordingly.

As normal, the player with Initiative determines which models are paired off with one another. Models must first be paired off into one-on-one Fights. If all of a player's models have been paired off into one-on-one Fights and the other player still has models not paired off, then the player with Initiative pairs off these models into two-on-one Fights, then three-on-one Fights and so on, until all models have been paired off.

In other words, models can only be paired off against multiple enemy models if one player has excess models, at which point the number of models that can be paired off against each enemy model increases by 1.

Models that are Garrisoning a Structure gain bonuses to their CAF characteristic depending on the type of Structure they are Garrisoned within. The bonus they gain is shown in the Structure Bonus column of the Structure table on page 71.

Detachments Garrisoned within a Structure only have to make a Morale check and Withdraw if they lose the Combat and at least one enemy model is in base contact with the Structure; if the Garrisoned Detachments lost the Combat but no enemy model is in base contact with the Structure, then no Morale checks are made and the Garrisoned Detachments do not Withdraw. Otherwise, they Withdraw as normal.

If all Detachments Garrisoning a Structure are destroyed during a Combat or Withdraw after the Combat is resolved, any enemy Infantry Detachment that was Engaged with them may immediately Garrison the Structure. For a Detachment to Garrison the Structure, it must have at least one model in base contact with it.

## Targeting Structures

For the purposes of choosing a target for a firing model, rules that refer to models and Detachments also apply to the Structure. For example, if a weapon targets all Detachments within 4" of the firing model and can also damage Structures, then all Structures within 4" are included as part of the attack. Where exceptions are made, such as in the case of splitting the dice of a Titan's weapon (see page 76), it will be noted.

# TITANS



The Titan Detachment type represents the towering god-engines of the Mechanicum and other war machines or esoteric beasts of similar size. To reflect their unique nature, the following section covers additional rules that apply to Titans during the course of a game. Some of the rules reference the way a Titan interacts with various types of terrain – see page 66 for more details on terrain.

## TITANS IN THE MOVEMENT PHASE

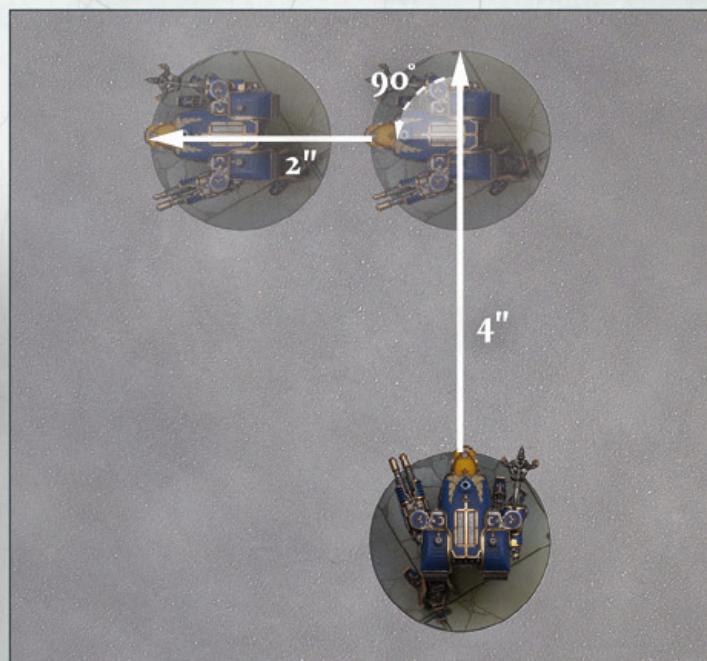
### MOVING TITANS

When moving, Titans must move in a straight line. Any such model must move within its Front Arc and cannot change its facing, even if it moves at a diagonal.

At any point during its movement, a Titan may make up to 1 turn per phase, unless otherwise stated.

When a Titan turns, it may turn up to a maximum of 90°. A Titan turns by pivoting on the spot around its central point.

Titans can move in their Rear Arc if they wish to but, if they do so, they move slower. For every 1" a Titan moves in its Rear Arc, it counts as having moved 2". The Titan's facing does not change. If it is unclear which Arc a Titan is moving in (for example, if the Titan is sidestepping), then it is assumed they are moving in their Rear Arc and thus move slower.



LIR75.1: Example of a Titan turning during a move



LIR75.2: When moving in its Rear Arc, the Titan's move is measured from the back of its base

## TITANS AND OBSTACLES

Titans do not reduce their movement when moving over an Obstacle. In addition, if a Titan ends its movement on top of an Obstacle, the Obstacle is destroyed and removed from the battlefield.

## ENGAGING STRUCTURES

Titan models can end their move in base contact with a Structure, even if not issued with a Charge Order, and even if it is Garrisoned by one or more enemy Detachments. A Titan in base contact with a Structure counts as Engaged (but not Engaged & Pinned) with that Structure – if there are Detachments inside the Structure it is not Engaged with them. Similarly, the Detachments within are not Engaged with the Titan.

## Structures and Engaged Titans

While Titans cannot effectively fight Infantry garrisoned within a Structure, they can attempt to destroy the Structure itself.

Once per round, when a Titan is activated in either the First Fire or Advancing Fire stage of the Combat phase, it may attempt to destroy a single Structure it is Engaged with, using the Titan itself as a wrecking ball. When it does so, the Titan may also use each Wrecker weapon it has to target the same Structure or a different Structure it is also Engaged with. The controlling player must state which Structure they are attempting to destroy with the Titan and which they are attempting to destroy with their Wrecker weapon(s), applying the relevant AP modifiers to that Structure only.

When a Titan attempts to destroy a Structure, the opposing player makes a Save roll for the building, applying any relevant modifiers. When attempting to destroy a Structure with the Titan itself (but not its Wrecker weapons), an AP of D6-1 (to a minimum of 1) is applied to the Save roll. If the result of the roll is less than the Structure's Armour Save characteristic, the Structure suffers D3 Wounds, plus an additional 1 Wound if the starting Wound characteristic of the Titan was 5 or more, or an additional 2 Wounds if the starting Wound characteristic of the Titan was 7 or more.

Attempting to destroy a Structure with a Wrecker weapon follows the rules described in the Wrecker trait (see page 85) instead.

A Titan that attempts to destroy a Structure may still fire its weapons as normal. It can attempt to destroy a Structure before or after firing its weapons.

## TITANS IN THE COMBAT PHASE

Titans function much the same as other Detachments during the Combat phase, with two notable exceptions: split fire and obstructions (see page 56 for Obstructions).

### Split Fire

Titan weapons are colossal, capable of unleashing vast torrents of fire over wide swathes of the battlefield. To represent this, when a Titan's controlling player is choosing targets for the Titan they may always choose different targets for each of its weapons, and may also split the Dice value of the weapon across different Detachments. In other words, it may choose a different enemy Detachment as a target for each of its weapons and/or may split the Dice of a weapon across multiple targets.

When splitting Dice from the same weapon across different target Detachments, the controlling player must pick a primary target and assign at least one Dice to that target – the primary target cannot be a Structure. Any additional Dice can only be assigned to Detachments within 4" of the primary target – these Detachments are referred to as secondary targets.

*For example, a Warhound Titan has two plasma blastguns, each of which has a Dice value of 3. The controlling player wishes to target a solitary Leman Russ battle tank, a squadron of three Leman Russ battle tanks and a wounded enemy Warhound Titan. They declare that they are assigning one Dice from each plasma blastgun to the solitary Leman Russ as the primary, one Dice each to the Warhound and one Dice each to the Detachment of three Leman Russ as secondary targets, both of which are within 4" of the primary target.*

All Dice must be assigned before any Hit rolls are made. Once all Dice have been assigned, the Titan resolves its shooting against its targets as normal, taking the number of Dice assigned to each Detachment as the Dice value of the firing weapon for that attack.

### Destroying a Titan

The death of a Titan is a deadly spectacle. When a Titan is destroyed, but before it is removed from the battlefield, it explodes. Roll a D6 for each model within 3" of the Titan if the Titan had fewer than 6 starting Wounds, or within 5" of the Titan if the Titan had 6 or more starting Wounds. On a 4+, that model's Detachment suffers a Hit with an AP value of -1, or -2 if the Titan had a starting Wounds characteristic of 6 or more. Only models within the specified distance of the Titan may be removed as casualties.

Once this had been resolved, remove the Titan from the battlefield as normal.

## WEAPON TRAITS



Many weapons have one or more Traits – these are additional special rules that apply to that weapon, giving it bonuses and/or penalties in specific situations. Traits influence how the weapon acts on the battlefield. The exact Traits a weapon has can be found on the relevant datasheet. Weapons with a specific Trait can be referred to in one of two ways: '*Weapons with the [Trait name] trait*' and '*[Trait name] weapons*'.

**Accurate:** When firing a weapon with the Accurate trait, the controlling player may re-roll any failed Hit rolls.

**Arc (Front/Rear):** A weapon with the Arc (Front/Rear) trait may only target Detachments that are within the specified Arc, shown in brackets, of the firing model.

**Armourbane:** Any successful Save rolls made for a Vehicle, Super-heavy Vehicle, Knight or Titan model using its Armour Save characteristic against a Hit scored by a weapon with the Armourbane trait must be re-rolled.

**Anti-tank:** Hits scored by a weapon with the Anti-tank trait against an Infantry or Cavalry model treat their AP as 0, regardless of the weapon's base AP value.

**Assault:** When firing a weapon with the Assault trait, a model doubles its Dice value if it is within a number of inches equal to half the weapon's Range of at least one model from the target Detachment.

### Designer's Note: Weapon Traits and AP

Some weapon Traits, such as Anti-tank (AT) or Light AT, modify the AP of the weapon based on the model being targeted. For example, a lascannon has an AP of -1 which becomes an AP of 0 when it targets Infantry models.

This is to reflect the destructive potential of a weapon against different types of Detachments rather than commenting on the weapon's power. For example, a single lascannon can easily destroy a single Rhino but would have difficulty eradicating a group of five Space Marines in one burst; the modification of the AP is done to reflect this. It also reflects a commander's need to field different weapons for different foes – there is no one single tool that solves all of your problems.

Unless instructed otherwise, the change of AP to 0 is done after all modifications to the AP characteristic, so even if a rule improves the AP (e.g., from -1 to -2), it would still then be set to 0. Where there are exceptions to this, such as when firing at a Vehicle while in its Rear Arc, these will be noted in the relevant rule.

**Barrage:** When firing a weapon with the Barrage trait, a model may target Detachments that it does not have line of sight to, so long as the target Detachment is in range and meets all other criteria for a valid target. Models firing against targets they cannot draw line of sight to suffer a -1 penalty to all Hit rolls.

Hits caused by a Barrage weapon fired in this way can be allocated to any model in the target Detachment that is within range of the firing model. If some models from a Detachment are visible and some are not, the controlling player can choose to only target the visible models – if they do so, they do not suffer a -1 penalty but any Hits scored cannot be allocated to models outside of the firing model's line of sight.

If a Barrage weapon targets a Detachment that is Garrisoned within a Structure then all Detachments Garrisoned within it are targeted. Make Hit rolls against each Detachment Garrisoned within the Structure, equal to half the Dice value of the weapon (rounded up) – this reduction in Dice happens even if only one Detachment is Garrisoned within.

Barrage weapons cannot be fired as part of an Overwatch.

**Beam:** When firing with a weapon with the Beam trait, the controlling player draws an imaginary straight line 1mm wide from the weapon, or the firing model if the weapon is not physically represented, up to its maximum range; if the weapon has an Arc, the end of the line must be within the specified Arc of the firing model. Make Hit rolls for each Detachment (friend or foe) that has at least one model under that line equal to the Dice value of the weapon – models with the Flyer special rule are ignored and not hit. Any model from each Detachment you make Hit rolls for that is within range of the firing model and within the correct Arc (if applicable) can be allocated scored Hits.

If the line would pass over an area of Impassable terrain or a Structure then the line 'stops' as soon as it hits them – any Detachment further out does not suffer Hits, though Detachments Garrisoned in the Structure do.

Beam weapons cannot be fired as part of an Overwatch. As a weapon with the Beam trait does not choose a dedicated target, the Detachment may pick any eligible target to fire on, including a target that is not hit by the Beam.

**Blast (3"/5"):** Before making Hit rolls when firing with a weapon with the Blast trait, the controlling player places the 3" or 5" Blast template (determined by the number shown in brackets) so that its central hole is over a point on the battlefield that is visible and within range of the firing model. Then, Scatter the template – a 3" template moves D3+1", while a 5" template moves D6+1".

If a Hit is rolled, leave the template where it is.

Once the template is Scattered, make Hit rolls for each Detachment that has one or more models under the Blast template; the number of Hit rolls made for each Detachment is equal to the number of models fully under the template multiplied by the Dice value of the weapon. In addition, roll a D6 for each model partially covered by the template – on a 4+, the model is counted as under the template for the purpose of calculating Hit rolls and allocating Hits, while on a 1-3 the model is ignored for such purposes. Hits scored by a weapon with the Blast trait can only be allocated to models underneath the template.

If a weapon has the Blast (3"/5") trait and the Skyfire trait, the template only hits models with the Flyer special rule, while if it does not have the Skyfire trait then Flyers are ignored and cannot be hit. If a Structure is under the template, then it counts as being under the template regardless of how much of it is covered. If one or more Detachments are in the Structure, and the central hole of the template is completely over the Structure, treat each model in those Detachments as partially under the template (and thus roll a D6 for each one). If the hole is not completely over the Structure, then models Garrisoned within the Structure are ignored.

If a Detachment is firing other weapons, then the Blast template must be placed so that at least one model from a Detachment chosen as a target by the other weapons is under the template. If a Detachment contains multiple models with weapons with the Blast trait, then place a single template first and scatter it; any additional templates must be placed so the central hole is within 2" of the first Blast template.

Weapons with the Blast (3"/5") trait cannot be fired as part of an Overwatch.

**Bombing Run:** Weapons with the Bombing Run trait do not fire as normal. Instead, at any point during a model's move it may pause its movement to attack with any weapons it has that have the Bombing Run trait, following the normal firing sequence. A model firing a weapon with the Bombing Run trait can only target a Detachment or Structure within 3" of it. Each of a model's Bombing Run weapons can only be fired once per round. Models with the Flyer special rule cannot be chosen as targets by a weapon with the Bombing Run trait.

When firing a weapon with the Bombing Run trait, Hits are resolved as normal and can only be allocated against models within 3" of the firing model. If a Bombing Run weapon targets a Detachment that is Garrisoned within a Structure, or targets the Structure itself, then both the Structure and all Detachments within it are targeted. Make Hit rolls against the Structure equal to the Dice value of the weapon and make Hit rolls for each Detachment Garrisoned within the Structure equal to half the Dice value of the weapon (rounded up). Resolve firing against the Structure first. If a Structure is destroyed in this way, firing is resolved against any surviving Detachments after it collapses.

Once the model has resolved firing its weapons with the Bombing Run trait, it continues moving. A model with multiple weapons with the Bombing Run trait may pause its movement as many times as it wishes to in order to fire a weapon with this Trait that it has yet to fire with, so long as it declares all weapons that are firing each time it does so before rolling the dice. A weapon with the Bombing Run trait cannot be fired in the Combat phase – if not fired in the Movement phase, it cannot be fired that round.

A weapon with the Bombing Run trait can damage Structures.

**Bunker Buster:** Hits scored against a Structure by a weapon with the Bunker Buster trait count their AP as double its normal value, e.g., an AP of -3 would become -6.

Weapons with the Bunker Buster trait can damage Structures.

### Bypassing Void Shields and Saves

Some rules, such as the Burrowing weapon trait, refer to Hits bypassing Void Shields. If a rule states this it means that any Hits scored by that weapon against a model with active Void Shields are allocated to the model as if it had a Void Shield level of 0. The Void Shields themselves are not hit and thus their level is not reduced, but neither do they prevent damage to the target.

Other rules might state they bypass one or more kinds of Saves, such as Invulnerable Saves or Ion Shields. If this is the case then the mentioned Save characteristics cannot be used when making Save rolls against Hits scored by that weapon.

*For example, if a weapon Trait states 'any Hits scored bypass Cover Saves' then a Cover Save characteristic cannot be used against Hits scored by that weapon.*

Any Save characteristic not mentioned can be used as normal.

**Burrowing:** Hits scored by a weapon with the Burrowing trait always count as if the firing Detachment is in the target's Rear Arc, i.e., the Trait increases the AP of the weapon by 1 when targeting a Vehicle, Super-heavy Vehicle, etc. In addition, any Hits scored bypass Void Shields.

**Bypass:** Hits scored by a weapon with the Bypass trait bypass Void Shields.

**Co-axial:** Some weapons are directly attached to another weapon and will be listed on the Detachment's datasheet as Co-axial. Weapons with this Trait can only target the same Detachment as the weapon it is Co-axial to, even if a special rule allows a model to fire different weapons at different targets.

*For example, a Baneblade's weapons include a Baneblade cannon with co-axial autocannon, and the latter has the Co-axial trait. As such, the co-axial autocannon can only target the same Detachment as the Baneblade cannon.*

**Collapsing Singularity:** After choosing a target with a weapon with this Trait, but before firing, the controlling player must roll a D6. On a 1, the firing model suffers a Wound with no Save rolls of any kind allowed and, if it has not been destroyed, then fires as normal. On a 6, until the end of the firing sequence, Hits scored by the weapon bypass Ion Shields, Invulnerable Saves and Void Shields.

**Deflagrate:** Each unsaved Wound caused by a weapon with the Deflagrate trait generates an additional Hit against the same Detachment. A To Hit roll is made for each additional Hit generated; resolve these Hits after removing any destroyed models.

These additional Hits can only be allocated to models within the target Detachment that are within range and line of sight of at least one firing model. Any Wounds caused by these additional Hits cannot generate more Hits themselves.

**Demolisher:** A weapon with the Demolisher trait can damage Structures.

**Engine Killer (X):** When a Super-heavy Vehicle, Knight or Titan suffers a Wound caused by a weapon with the Engine Killer (X) trait, they suffer a number of additional Wounds equal to the number shown in brackets. No Save rolls of any kind can be made against these additional Wounds. Note, only the model that suffered the first Wound suffers the additional Wounds; if this Wound causes the model to be destroyed, the additional Wounds cannot be assigned to another model within the Detachment.

If a weapon has the Engine Killer (X) trait and the Rend trait, enemy Super-heavy Vehicles, Knights and Titans suffer a number of additional Wounds equal to the number shown in brackets if they lose a Fight against the model that has that weapon.

**Firestorm:** When firing a weapon with the Firestorm trait, place the Flame template (denoted as T in the weapon profile's range) so the narrow end is touching the weapon, or the firing model if the weapon is not physically represented. Make Hit rolls for each Detachment that has one or more models that are under the Flame template equal to the number of models from that Detachment that are at least 50% under the Flame template. Roll a D6 for each model that is less than 50% covered by the template – on a 4+, the model is counted for the purpose of calculating Hit rolls and allocating Hits. On a 1-3, the model is ignored for such purposes. If a weapon has the Firestorm trait and the Skyfire trait, the template only hits models with the Flyer special rule, while if it does not have the Skyfire trait then Flyers are ignored and cannot be hit.

Hits scored by a weapon with the Firestorm trait can only be allocated to models underneath the template. A model firing a weapon with the Firestorm trait suffers no penalty to its Hit rolls for targeting a Detachment within an area of terrain. In addition, Hits scored bypass Cover Saves.

Firestorm weapons cannot be fired as part of an Overwatch. As a weapon with the Firestorm trait does not choose a dedicated target, the Detachment may pick any eligible target to fire on with other weapons, including a target that is not hit by the Firestorm weapon.

**Graviton Pulse:** When firing a weapon with the Graviton Pulse trait, the To Hit value of the weapon is equal to the Armour Save characteristic of the target Detachment. If the Detachment has models with different Armour Save characteristics, then use the characteristic shared by the majority of the models; if there is an equal number of models with different characteristics, use the worse value. A model with an Armour Save characteristic of '-' can only be Hit on a natural roll of a 6. The weapon's AP is applied when Hits are scored, not when making Hit rolls (meaning the base characteristic is used for Hit rolls).

If a weapon with the Graviton Pulse trait also has a Trait that allows it to damage Structures then it hits Structures on a 3+, regardless of its Save characteristic and ignores any modifiers to the Hit rolls. Make a Save roll for each Hit scored against a Structure by a weapon with the Graviton Pulse trait; for each Save roll that is passed, the Structure suffers D<sub>3</sub>+1 Wounds. The Structure suffers no Wounds if the Save roll is failed.

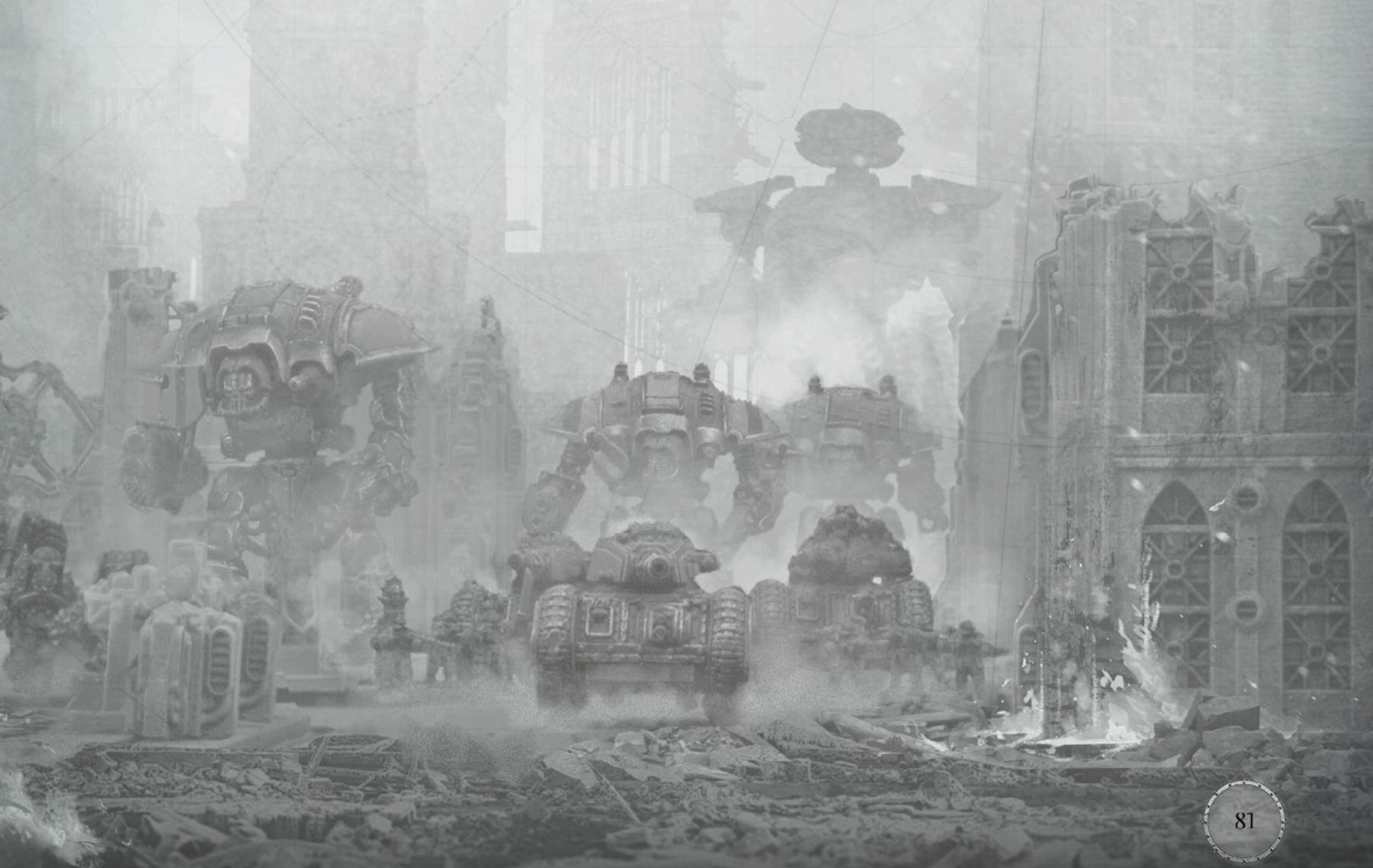
Graviton Pulse weapons cannot be fired as part of an Overwatch. Furthermore, this Trait has no effect when firing at a model with the Flyer special rule unless the weapon also has the Skyfire trait – if it does not, Hits are scored only on a natural roll of a 6 as normal.

**Heavy Barrage:** Weapons with the Heavy Barrage trait follow all the rules for Barrage weapons. In addition, weapons with the Heavy Barrage trait can damage Structures. If targeting a Structure with one or more Detachments Garrisoned inside it, the controlling player makes Hit rolls against the Structure equal to the Dice value of the weapon and makes Hit rolls against each Detachment Garrisoned within the Structure equal to half the Dice value of the weapon (rounded up). Resolve firing against the Structure first. If a Structure is destroyed in this way, firing is resolved against surviving Detachments after it collapses.

**Heavy Beam:** Weapons with the Heavy Beam trait follow all the rules for Beam weapons, with the exception that the line is not stopped by Structures, and Detachments behind the Structure can be hit by the weapon. The line of a Heavy Beam is still stopped by Impassable terrain.

Weapons with the Heavy Beam trait can damage Structures – any Structure the line passes over suffers Hits as if it were another Detachment, in addition to any Detachments within the Structure.

**Ignores Cover:** When firing a weapon with the Ignores Cover trait, a model suffers no penalties to its Hit rolls for targeting a Detachment within an area of terrain. In addition, Hits scored bypass Cover Saves.



**Impale:** If a weapon with the Impale trait scores a Hit against a Detachment of Scale 3 or more, the firing player nominates which model in the Detachment the Hit is allocated to, following all other normal rules for allocating Hits. Hits scored by a weapon with the Impale trait bypass Void Shields.

In addition, instead of making a Save roll, both players instead roll a D6 and add the Scale of their model to the result. A model with 3 or more Wounds remaining adds an additional 1 to the result, a model with 5 or more Wounds remaining adds 2 to the result instead.

If the result of the firing player's roll is higher than the target player's, the target model suffers a number of Wounds equal to the difference in results. No Save rolls of any kind can be made against these Wounds.

**Light:** Hits scored by a weapon with the Light trait against a Vehicle, Super-heavy Vehicle, Knight or Titan model are automatically discarded, before any Save rolls are made. In other words, a weapon with this Trait cannot damage models from the listed Detachment types.

In addition, Hits scored by a weapon with this Trait cannot be allocated to Void Shields, regardless of the weapon's AP, and thus are automatically discarded if a target has active Void Shields (see page 97 for more details).

**Light AT:** Hits scored by a weapon with the Light AT trait against a Vehicle, Super-heavy Vehicle, Knight or Titan model treat their AP as 0, regardless of the weapon's base AP value. This can prevent Hits from a weapon with the Light AT trait from being allocated to Void Shields.

**Limited (X):** Some weapons can only carry a limited amount of ammunition into battle or are difficult to resupply on the move. A weapon with the Limited trait can only be fired a number of times equal to the number shown in brackets; each time the weapon is fired, decrease that number by 1. When the number reaches 0, the weapon cannot be fired again for the remainder of the battle.

**Neutron-flux:** Any Hits scored by a weapon with the Neutron-flux trait against a model with the Cybernetica Cortex special rule count as having the Armourbane and Shred traits.

**Point Defence:** A weapon with the Point Defence trait represents a weapon system tailored towards defensive fire, be that heavy bolter sponsons on a Vehicle or the Ardex weapons of some Titans.

Models with at least one weapon with the Point Defence trait may choose to fire on its Detachment's target or a Secondary Target; a Secondary Target is an eligible target (i.e., within range and line of sight of the firing model) different from the first chosen target. All Point Defence weapons in a Detachment must fire at the same target, unless another rule overrides this.

A Detachment which contains one or more models with weapons with the Point Defence trait may fire those weapons during the Movement phase, if issued with an Advance or March Order, or the Combat phase. During the Movement phase, a Detachment may fire its Point Defence weapons immediately after it is activated or at the end of its activation; all Point Defence weapons must fire at the same target unless otherwise specified; if fired at the start of its activation, the firing is resolved and then the Detachment completes its activation as normal. A Detachment can only fire its Point Defence weapons once per round – if it fires one or more of its Point Defence weapons in the Movement phase, it cannot fire any Point Defence weapons in the Combat phase.

If fired during the Combat phase, a weapon with the Point Defence trait is fired like any other weapon. Models with Point Defence weapons may fire them at a different target from the Detachment's main target.

Point Defence weapons can be fired as part of an Overwatch attack. When fired as part of an Overwatch attack, Point Defence weapons ignore the -2 penalty to Hit rolls and instead fire as normal (i.e., use the To Hit value of the weapon then apply any positive or negative modifiers).

**Power Capacitor:** When a model issued with the First Fire Order fires a weapon with the Power Capacitor trait, double the Dice value of that weapon.

**Precise:** Hits scored by a weapon with the Precise trait are allocated by the firing player, not the player who controls the target Detachment. All other rules for allocating Hits still apply (i.e., the firing model must be able to see a model allocated a Hit, wounded models are allocated Hits first, etc.).

**Psi:** Hits scored by a weapon with the Psi trait bypass Invulnerable Saves, Cover Saves, Ion Shields and Void Shields. Each model may only fire with a single weapon with the Psi trait per round. Psi weapons cannot be fired as part of an Overwatch.

**Quake:** If one or more Hits are scored against a Detachment by a weapon with the Quake trait, halve the Movement characteristic of all models within that Detachment. In addition, subtract 1 from the result of any Hit rolls the Detachment makes; both effects last until the end of the round. This Trait is ignored if all Hits scored by a weapon with this Trait are allocated to a target's Void Shields.

**Rapid Fire:** When making Hit rolls for a weapon with the Rapid Fire trait, any natural rolls of a 6 score 2 Hits instead of 1.



**Reach:** If Engaged with a Detachment, a model with a weapon with the Reach trait can choose to Fight other models within 2" of it that are not already paired off against another model, have not fought this round and are in the same Combat. The controlling player decides which model(s) it fights and can do this one at a time after resolving a Fight.

If both players have models with weapons with the Reach trait, the player with Initiative resolves any additional Fights first.

**Rend:** For each weapon with the Rend trait that a model has, that model rolls an additional D6 when making Fight rolls. Regardless of the number of Rend weapons a model has, it still cannot roll more than the maximum 6D6 when making a Fight roll.

**Ripple Fire:** A model firing a weapon with the Ripple Fire trait can re-roll Hit rolls of 1 for that weapon if it is issued with a First Fire Order.

**Saturation Fire:** When a model fires with a weapon with the Saturation Fire trait, it targets every visible Detachment (friend or foe) that is within range of the firing model.

Each Detachment is fired upon by the weapon – roll to Hit for each Detachment separately; if the Dice value of the weapon is random (e.g., D3+3), roll once and use that value for all targetedDetachments.

If a weapon with the Saturation Fire trait also has the Arc (X) trait, then only resolve attacks against Detachments in the specified Arc.

**Shieldbane:** Hits caused by a weapon with the Shieldbane trait can be allocated to Void Shields, even if they normally could not be (e.g., because the weapon's AP is 0 or worse).

**Shock Pulse:** Any Vehicle, Super-heavy Vehicle, Knight or Titan that suffers one or more Hits from a weapon with the Shock Pulse trait reduces its Movement by half for the remainder of the round and can fire with a maximum of one weapon this round; if the target has already fired this round, then it cannot fire again.

In addition, each Hit scored by a weapon with Shock Pulse that is allocated to a Void Shield decreases the Void Shield level by 2 instead of 1.

**Shred:** Any successful Save rolls made by an Infantry, Walker or Cavalry model using its Armour Save characteristic against a Hit scored by a weapon with the Shred trait must be re-rolled.

**Siege Weapon:** A weapon with the Siege Weapon trait doubles its range when firing if the model with that weapon has not moved yet this round (voluntarily or involuntarily).

**Skyfire:** A weapon with the Skyfire trait can target Flyers as normal instead of requiring a natural 6 to hit. In addition, when a model fires a weapon with the Skyfire trait as part of an Overwatch, subtract 1 from the result of the Hit rolls rather than 2.

Models with at least one weapon with the Skyfire trait may choose to fire on its Detachment's target or a Secondary Target; a Secondary Target is an eligible target (i.e., within range and line of sight of the firing model) different from the first chosen target. The Secondary Target must be a model with the Flyer special rule. All firing Skyfire weapons must target the same Flyer Detachment, unless another rule overrides this.

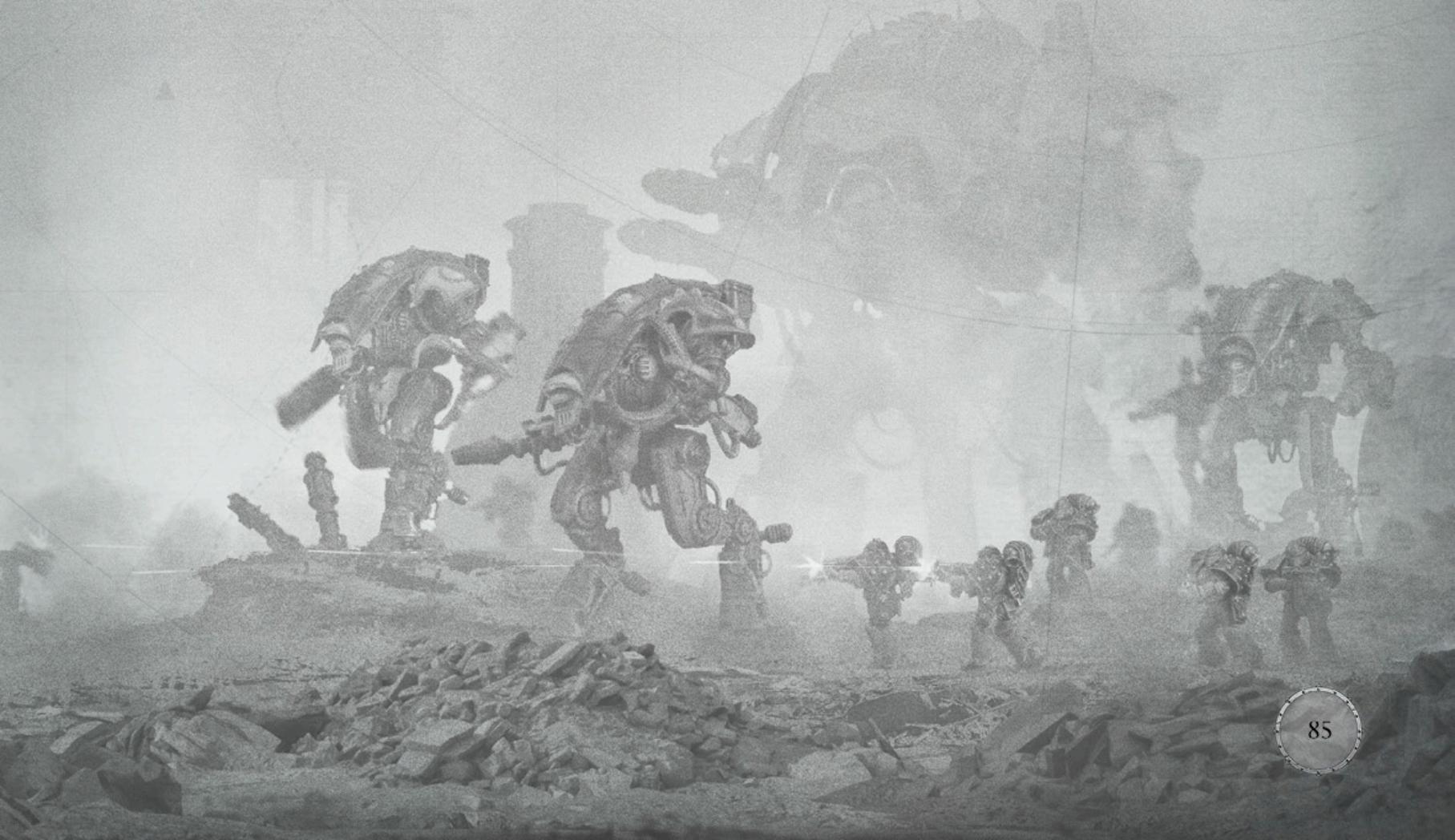
**Tracking:** A model firing a weapon with the Tracking trait at a Flyer can re-roll failed Hit rolls.

**Warp:** When making an attack with a weapon with the Warp trait, roll a number of Dice equal to the number of models in the target Detachment which are visible to the firing model and within range; Titans cannot split these dice across multiple Detachments. If targeting a Knight or Titan, then the Dice roll is equal to the number of remaining Wounds the target Detachment has. Roll To Hit as normal.

In addition, Hits scored by a weapon with the Warp trait bypass the following: Armour Saves, Cover Saves, Invulnerable Saves, Ion Shields, Void Shields.

**Wrecker (X):** A model with a weapon with the Wrecker trait may attempt to destroy a Structure when activated in the First Fire stage or Advancing Fire stage. Choose a Structure the model is in base contact with – the opposing player makes a Save roll for that Structure, taking into account the AP characteristic of the weapon. If the Save roll is failed, the Structure suffers a number of Wounds equal to the value shown in brackets.

If a model has more than one Wrecker (X) weapon, then it may attempt to destroy a number of Structures equal to the number of Wrecker weapons it has. Alternatively, a model may attempt to destroy a single Structure with all its Wrecker weapons, in which case the combined total of the weapons' AP is taken into account when making a Save roll for the Structure and the Structure suffers a number of Wounds equal to the combined total of the Wrecker values for all weapons the model is using against that Structure.



## SPECIAL RULES



**S**pecial rules represent certain skills, abilities and the natural aptitude of Detachments within the Horus Heresy, with each one giving a Detachment advantages and/or disadvantages on the battlefield. The special rules that apply to each Detachment can be found on the relevant datasheet – if a Detachment consists of models with different special rules, those rules apply only to the respective models, unless instructed otherwise.

**Agile:** A Titan with the Agile special rule can turn up to 2 times during its movement, instead of the usual 1.

**Armoured:** Hits scored by a weapon with the Light trait against a model with the Armoured special rule count their AP as 0. In addition, a model with the Armoured special rule may re-roll failed Save rolls made against Hits scored by a weapon with the Light trait.

**Attached Deployment:** Models with the Attached Deployment special rule are not deployed as normal nor do they act independently on the battlefield. Instead, when deploying a Detachment during deployment, a player may assign one or more models with this special rule to that Detachment, so long as the two are the same Detachment type. For the remainder of the battle, the model counts as a part of the Detachment it is attached to and cannot leave it for any reason.

If, for whatever reason, a model with the Attached Deployment special rule cannot be assigned to a friendly Detachment during deployment (e.g., due to no Detachment of the same type in the same Formation) then it cannot be deployed and counts as destroyed.

**Auger Array:** When a model fires a weapon with the Barrage or Heavy Barrage trait against a target outside of its line of sight, it does not suffer a -1 penalty to its Hit rolls if a friendly model with this special rule can see at least half of the models from the target Detachment.

**Automated Sentry:** Detachments with this special rule are ignored for the purposes of calculating a Formation's Break Point.

Automated Sentry Detachments are not issued with an Order. Instead, when a Detachment with the Automated Sentry special rule is activated during the Movement phase it may fire. If there are no viable targets, then it is activated and may fire in the Advancing Fire phase of the Combat phase instead.

When firing with a model with the Automated Sentry special rule, the controlling player does not choose targets in the normal manner. Instead, it fires any weapons with the Anti-tank trait at the closest eligible enemy Detachment containing Walkers, Vehicles, Super-heavy Vehicles, Knights or Titans and any weapon with the Light trait at the closest eligible enemy Infantry or Cavalry Detachment. If a weapon has the Skyfire trait, the controlling player may choose to target the nearest Detachment with the Flyer special rule instead. An Automated Sentry model fires any other weapons at the closest eligible enemy Detachment.

Automated Sentry Detachments can fire when Engaged & Pinned. When selecting targets, they ignore any Detachment which is Engaged & Pinned, including any Detachment they are Engaged & Pinned with.

**Battlesmith:** If a friendly Walker, Vehicle or Super-heavy Vehicle, or a model with the Automata or Automated Sentry special rule, within 3" of a model with this rule suffers a Wound due to a special rule or one that is inflicted by a weapon with an AP of -2 or worse, roll a D6. On a 5+, that Wound is ignored and has no effect. Battlesmith cannot be used against Wounds suffered in a Fight.

**Blessed Auto-simulacra:** During the Resolve End Phase Effects stage of the End phase, roll a D6 for each Wound a model with the Blessed Auto-simulacra special rule has lost. On a 5+, the model regains a Wound.

**Bulky:** Models with the Bulky special rule cannot Embark on a Transport unless the specific Transport type allows it (see the Transport (X) rule on page 96 for more details). In addition, models with the Bulky special rule count as two models for the purposes of determining how many models a Transport can carry.

**Commander:** Detachments with the Commander special rule are the commanders of your Army.

When deploying a Formation that includes any models with this special rule during deployment, a player must assign all models with this special rule to a Detachment in that Formation, so long as the two are of the same Detachment type. For the remainder of the battle, the model counts as a part of the Detachment it is attached to and cannot leave it for any reason.

A Detachment can only ever have one model with the Commander special rule attached to it at any given time.

If, for whatever reason, a model with the Commander special rule cannot be assigned to a friendly Detachment during deployment (e.g., due to there being no Detachment of the same type in the same Formation) then it acts as its own Detachment on the battlefield.

**Compact:** Models with the Compact special rule may Embark upon Transports as if they were an Infantry model with the Bulky special rule (i.e., they count as two models when determining how many models can be Embarked).

**Deep Strike:** During deployment, if all models within a Detachment have the Deep Strike special rule, then the Detachment can be placed in Reserve instead of being deployed as normal (see page 102). Detachments with the Deep Strike special rule in Reserve can only be issued the Advance Order or March Order.

When a Detachment with the Deep Strike special rule that is in Reserve is activated in any Movement phase other than the first, the controlling player may choose to leave it in Reserve or Deep Strike the Detachment. When a Detachment Deep Strikes, the controlling player places a single model from that Detachment anywhere on the battlefield at least 2" from an enemy model. They then Scatter that model D6". If the model scatters into an area of Impassable terrain or a Structure then that model, and the model's Detachment, is destroyed. If it scatters within 1" of an enemy model, it must be moved the shortest possible distance so it is no longer within 1" of an enemy model.

Once scattered, any remaining models within the same Detachment are placed on the battlefield within 2" of the already placed model. A model cannot be placed in an area of Impassable terrain or overlapping a Structure, nor can it be placed within 1" of any enemy model. Any model that cannot be placed in this manner is destroyed. Once a Detachment has Deep Striked, it may complete its activation as normal (i.e., it may move during the Movement phase and/or fire during the Combat phase, etc.).

Some Detachments have both the Deep Strike and Transport (X) special rule. If another Detachment is loaded into the Transport model during deployment, that Detachment is kept in Reserve alongside the Transport model. When the Transport model is set up via Deep Strike, the Embarked model then immediately Disembarks (see the Transport (X) special rule for information on Disembarking) and can then be activated as normal later in the phase.

**Dread Aura (X):** Detachments within a number of inches equal to the value shown in brackets of one or more models with the Dread Aura special rule subtract 1 from the result of any Morale check they make. Models with this special rule are unaffected by another model with Dread Aura. Dread Aura affects friendly and enemy Detachments.

**Drop Pod:** Drop Pods are transports designed to deliver troops from orbit directly into the heart of the enemy line. A model with the Drop Pod special rule can and must Deep Strike, as described in the Deep Strike special rule. Models with the Drop Pod special rule can Deep Strike from the first round of the battle onwards, instead of the second.

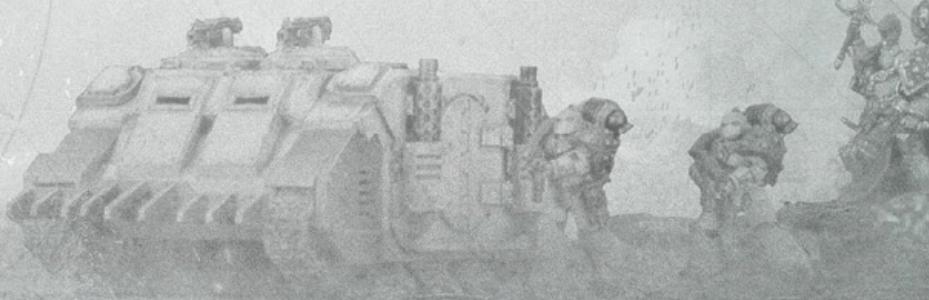
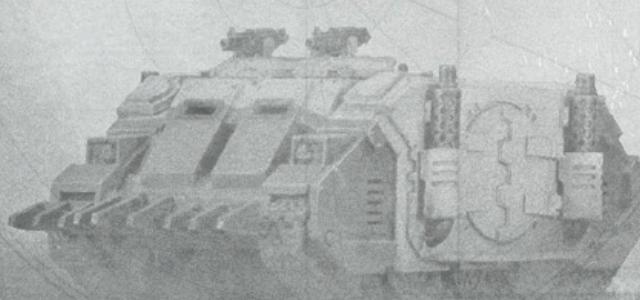
Once deployed on the battlefield, models with the Drop Pod special rule do not need to maintain Detachment Coherency with other models in the Detachment, nor do models within the same Detachment need to maintain Coherency with Drop Pod models. In addition, Drop Pod models are ignored for the purposes of calculating a Formation's Break Point.

*For example, a Formation with 24 models and 6 Drop Pod models would have a Break Point of 12, not 15.*

Many Detachments with the Drop Pod special rule also have the Transport (X) special rule. If another Detachment is loaded into the Transport Detachment during deployment, that Detachment is kept in Reserve alongside the Transport. When the Transport Detachment is set up via Deep Strike, the transported Detachment then immediately Disembarks (see the Transport (X) special rule for information on Disembarking) and can then be activated as normal later in the phase.

**Explorator Adaptation:** Models with the Explorator Adaptation special rule gain a 6+ Invulnerable Save against Hits scored by a weapon with the Barrage or Blast trait.

**Feel No Pain:** If a model with this special rule suffers a Wound from a weapon with the Light trait, roll a D6 after any save rolls are made. On a 5+, the Wound is ignored and has no effect; this triggers before rules such as Deflagrate, meaning extra Hits would not be generated. Feel No Pain cannot be used against Wounds caused in Fights.



**Flyer:** Models with the Flyer special rule operate differently to other Detachments on the battlefield and are subject to the unique set of rules described below.

Unless instructed otherwise, Flyers are not deployed on the battlefield at the start of the battle and are instead placed in Reserve. Unless instructed otherwise, a model with the Flyer special rule that is in Reserve can only be issued with an Advance Order or a March Order. Any weapons with the Point Defence trait that the Flyer has count as having the Skyfire trait when firing upon an enemy model with the Flyer special rule.

When activated during the Movement phase, the controlling player places the Flyer so the rear of its base is touching a point on the controlling player's board edge or touching any board edge at a point within 8" of the controlling player's board edge. The Flyer then moves and can only move in a straight line. A Flyer can make a single turn of up to 90° during its movement. Flyers can move over any model or area of terrain during their movement. A Flyer can end its movement overlapping Impassable terrain.

Flyers fire as normal during the Combat phase. Due to their altitude, a Flyer is considered to have line of sight to all models on the battlefield, unless instructed otherwise. Similarly, all Detachments are considered to have line of sight to a Flyer. A Flyer suffers no penalties to Hit rolls

for targeting obscured models, though they do suffer penalties for firing upon Detachments within an area of terrain as normal.

In the Remove Flyers stage of the End phase, all Flyers on the battlefield are removed and placed back in Reserve – they do not count as being destroyed and may return to the battlefield in the following round. Any Wounds a Flyer has suffered remain; for example, if it leaves the battlefield having suffered 2 Wounds, when it next returns it still has suffered 2 Wounds.

Due to the altitude a Flyer operates at, Flyers are ignored for the purposes of calculating who controls an Objective. Flyers do not have an Engagement Zone, cannot be Engaged and/or Pinned and do not block line of sight. As Flyers do not have an Engagement Zone, other models, friendly or enemy, can move through a Flyer's base and finish their move in base contact with it – while a model can end its move overlapping a Flyer's base, it is best to avoid this where possible.

Unless otherwise instructed, any model firing at a model with the Flyer special rule can only Hit on a natural roll of a 6, regardless of modifiers. If a weapon uses a template, such as the Flame template or the Blast template, a model with the Flyer special rule is ignored when calculating Hits unless the weapon also has the Skyfire trait.

**Forward Deployment:** After both players have deployed their armies, but before the first round of the battle, if all models in a Detachment have the Forward Deployment special rule, the Detachment may make a special move. The controlling player can move each Forward Deployment Detachment on the battlefield up to a number of inches equal to its Movement characteristic, ignoring Difficult terrain and Dangerous terrain rules. This move can take the Detachment outside of its deployment zone and a Detachment can Garrison a Structure if they are able to.

If both players have Forward Deployment Detachments, then the winner of a roll-off chooses who moves their Detachments first.

**Furious Charge:** Models with the Furious Charge special rule issued with a Charge Order add 2 to any Fight roll they make instead of 1 when issued with that Order, so long as they have moved at least 1" during the preceding Movement phase.

**Hover:** Some models with the Flyer special rule also have the Hover special rule. A model with the Hover special rule is not automatically removed from the battlefield during the End phase. Instead, the controlling player may choose to 'Hover' the Flyer.

A model that Hovers exchanges the Flyer special rule with the Skimmer special rule. If within 1" of an enemy model, or overlapping another model's base, move it the shortest possible distance to prevent this. If the model is within an area of Impassable terrain, it is destroyed. For the remainder of the battle, the model is no longer a Flyer and instead functions as a Skimmer, following all the rules for Skimmers as follows.

During the Resolve End Phase Effects of the End phase, a model with the Hover and Skimmer special rules can choose to take off. If it does so, it replaces the Skimmer special rule with the Flyer special rule. This happens before Flyers are removed from the battlefield and as such, the model will be removed as normal. The player with Initiative determines which of their Detachments will Hover first.

If a Detachment with the Hover special rule contains more than one model, then all models within the Detachment must choose to Hover or take off at the same time.

Detachments with the Flyer and Hover special rules can be deployed on the battlefield in 'Hover Mode'. If they are, they lose the Flyer special rule and gain the Skimmer special rule, as if they had chosen to Hover at the end of a round. They can take off later in the battle as normal.

**Implacable:** A Detachment which contains one or more models with the Implacable special rule does not take Morale checks when they lose a Combat. Instead, the controlling player may choose if the Detachment Withdraws or not. An Engaged Implacable Detachment that does not Withdraw remains Engaged; if no models in the Detachment are in base to base contact with an enemy model, the Detachment does not move and is no longer Engaged.

**Independent:** Models with the Independent special rule function with a greater degree of autonomy.

All models with this special rule and the same name within a Detachment form an 'Independent Unit'.

A Detachment can have multiple Independent Units within it, with each Independent Unit consisting of models of the same name. The remaining models (i.e., those without the Independent special rule) are referred to as the 'Detachment Core'.

All models within an Independent Unit must maintain a 2" Detachment Coherency with other models in the same Independent Unit and a Detachment Coherency of 6" with the Detachment Core – at least one model from each Independent Unit must remain within 6" of one or more models from the Detachment Core.

If the controlling player wishes, each Independent Unit may be issued its own Order during the Order phase – this can be a different Order from the rest of its Detachment. In addition, models within the Independent Unit may choose a different target than the rest of their Detachment when firing – all models within an Independent Unit must fire at the same target unless specified otherwise.

Though it has its own Order, the Independent Unit is still part of the larger Detachment, and thus activates and reveals its Order at the same time, is issued with a Fall Back Order if the Detachment is, etc. If the Detachment calls an Overwatch, an Independent Unit only discards its Advance Order or First Fire Order if one of its models fired during the Overwatch, not if other models from the Detachment did so.

A Detachment that contains one or more Independent Units is only considered to be Engaged if a model without the Independent special rule is Engaged. If one or more models with the Independent special rule are Engaged, then all models within that Independent Unit are also Engaged, however the larger Detachment can still act as normal, providing they maintain Detachment Coherency. In other words, an Independent Unit and its Detachment count as two separate Detachments for the purposes of determining Combats and determining which models are Engaged.

Models with the Independent and Deep Strike special rules may start the game in Reserve even if the larger Detachment is deployed on the battlefield – all models in an Independent Unit must be deployed in Reserve if one is. When the Independent Unit arrives via Deep Strike, it must be deployed within 6" of one or more models from the larger Detachment (i.e., within Detachment Coherency). The Independent Unit does not Scatter, but must follow all other rules related to Deep Striking. If all other models from the Detachment have been destroyed before the Independent Unit has Deep Striked, then it is placed as if it were a normal Deep Striking Detachment

*For example: An Auxilia Lasrifle Tercio consists of 8 Auxilia Auxiliaries models, 2 Auxilia Veletarii models and 2 Auxilia Ogryn Charonites models. As such it is a Detachment of 12 models with 2 Independent Units – one consisting of 2 Auxilia Veletarii models and one consisting of 2 Auxilia Ogryn Charonites models.*

*During the Orders phase, the Detachment can be issued between one and three Orders – one for the Auxilia Auxiliaries models and one each for the Independent Units. The 2 Auxilia Veletarii Section models must stay within 2" of each other, as must the 2 Auxilia Ogryn Charonites models, and must stay within 6" of at least one other model from the Detachment to maintain Coherency.*

*During the third round, the Detachment is issued an Advance Order, while the Auxilia Veletarii Independent Unit is issued a Charge Order – this allows the latter to Engage an approaching Detachment, becoming Engaged & Pinned. As no other models from the Detachment are Engaged, the remaining models may still move and fire as per their Advance Order.*

*If, during the same round, the Detachment's Formation becomes Broken and the Detachment fails its Morale check, both the Detachment and the Independent Unit lose their Order and gain the Fall Back Order. The Independent Unit may still fight in the Combat phase but then flees with its Detachment during the End phase.*

**Infiltrate:** Detachments with the Infiltrate special rule are not deployed as normal. Instead, after all players have finished deploying, players take it in turns, starting with the player who has control of the battlefield, to deploy an Infiltrating Detachment anywhere on the battlefield outside of the opposing player's deployment zone. Infiltrating models must be deployed at least 4" away from a previously deployed enemy model; if it cannot be deployed in this way, then it is deployed as normal within the controlling player's deployment zone.

**Inspire (X):** Friendly Detachments within a number of inches equal to the value shown in brackets of a Detachment with this special rule may use this Detachment's Morale value in place of their own when making Morale checks.

**Interceptor:** After a model with the Interceptor rule has finished moving, it may immediately fire a single weapon of the controlling player's choice that does not have the Point Defence trait. A model firing in this way may only target Flyer models and suffers a -2 to all Hit rolls made when doing so. An Interceptor model that fires in this way may still fire as normal during the Combat phase, including with the weapon it fired as part of the Interceptor special rule, but may not also fire as part of an Overwatch.

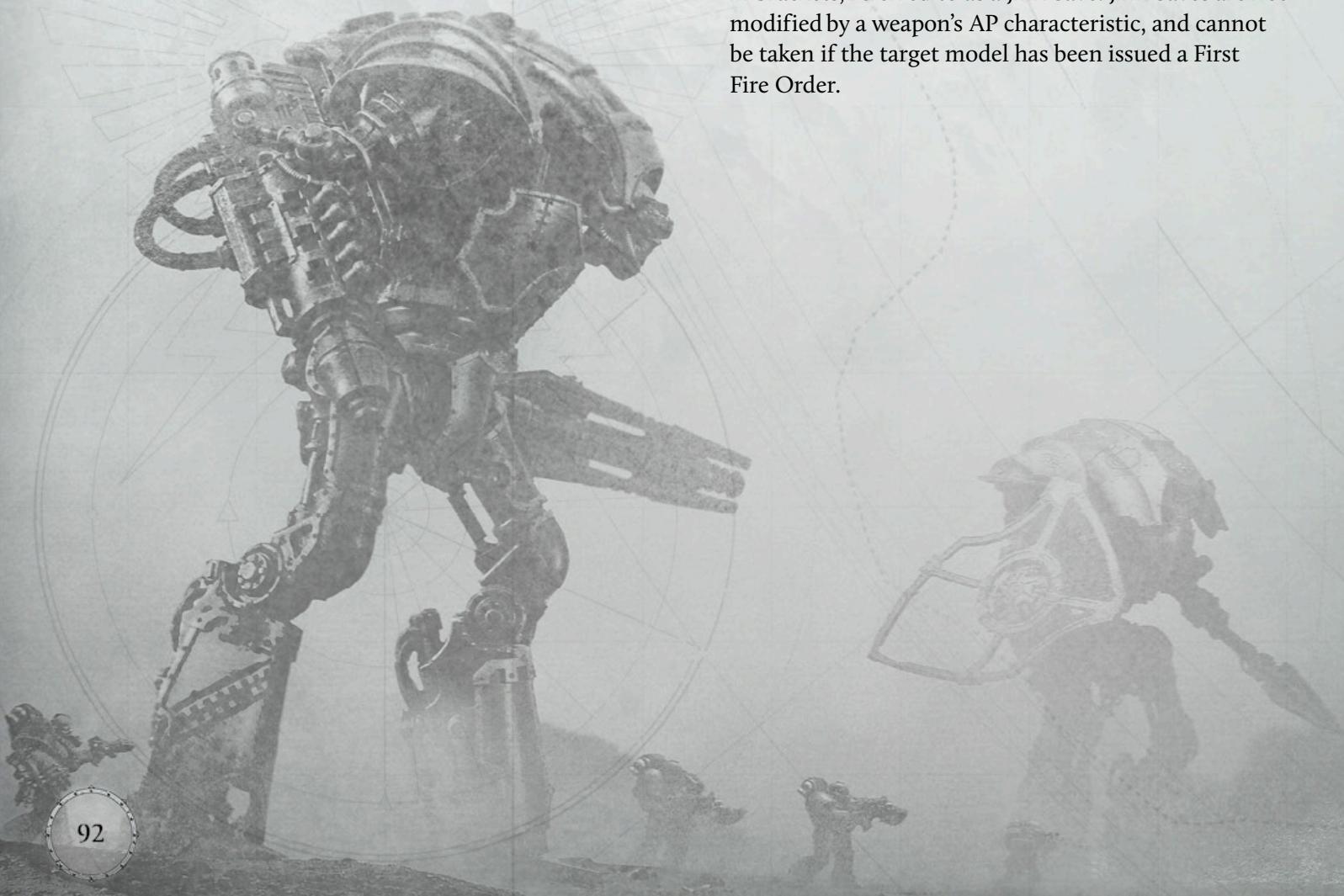
**Invulnerable Save (X):** A model with the Invulnerable Save (X) special rule gains an additional Save characteristic equal to the number shown in brackets, referred to as an Invulnerable Save. Invulnerable Saves are not modified by a weapon's AP characteristic.

**Ion Shield (X):** A model with the Ion Shield special rule gains an additional Save characteristic equal to the number shown in brackets, referred to as an Ion Shield. This Save characteristic can only be used against Hits scored when the firing model is within the Front arc of the model with this special rule.

Ion Shields are not modified by a weapon's AP characteristic as normal. Instead, if the AP of the weapon is -1 or worse, the Ion Shield Save characteristic is not modified. If the AP of the weapon that scored the Hit is -2 or -3, reduce the Ion Shield Save characteristic by 1 (to a minimum of 6+). If the AP of the weapon that scored the Hit is -4 or better, reduce the Ion Shield Save characteristic by 2 (to a minimum of 6+).

**Ionic Flare Shield:** Models with the Ionic Flare Shield special rule improve the Save characteristic of their Ion Shields and/or Invulnerable Save by 1 against Hits scored by a weapon with the Barrage or Blast trait, to a maximum of 2+ (e.g., an Ion Shield (4+) would become an Ion Shield (3+)).

**Jink (X):** Models with the Jink special rule gain an additional Save characteristic equal to the number shown in brackets, referred to as a Jink Save. Jink Saves are not modified by a weapon's AP characteristic, and cannot be taken if the target model has been issued a First Fire Order.



**Jump Packs:** Models with the Jump Packs special rule can move over all other models and areas of terrain, suffering no movement penalties for doing so, such as due to Difficult terrain or moving over an Obstacle. Models with the Jump Packs special rule cannot end their movement overlapping other models, nor can they end their movement within an enemy model's Engagement Zone unless they are issued with a Charge Order. They can move over Impassable terrain but cannot end their movement overlapping it – any model that ends their movement overlapping an area of Impassable terrain is destroyed.

Infantry models with the Jump Packs special rule can only end their movement on top of a Structure if they intend to Garrison it – if the Detachment does not Garrison the Structure, then any models overlapping with the Structure are destroyed.

A model with the Jump Packs special rule adds 1 to the result of all Fight rolls it makes against models Garrisoned within a Structure while issued with a Charge Order, in addition to any other modifiers.

Models with the Jump Packs special rule count as having the Bulky special rule for the purposes of Embarking on Transports. In addition, they can Disembark from a Transport with the Flyer special rule even if it does not have the Hover special rule, and a Transport with the Hover special rule does not have to Hover for them to do so (see Embarking and Disembarking on page 97 for more details).

**Line:** Models with the Line special rule count their Tactical Strength as two greater than it already is (e.g., an Infantry model with the Line special rule will have a Tactical Strength of 7 instead of 5). This is cumulative with other modifiers to Tactical Strength (see page 103 for more detail).

**Loyalist:** A Detachment with this special rule may only be included within an Army that has the Loyalist Allegiance.

**Macro-extinction Targeting Protocols:** When a model with the Macro-extinction Targeting Protocols special rule is firing at a Super-heavy, Knight or Titan Detachment, it may re-roll all failed Hit rolls. In addition, when making Fight rolls for a model with this special rule, the controlling player may re-roll one D6 of the controlling player's choice in Fights against a Super-heavy, Knight or Titan model.

**Master Tactician:** A Detachment that contains one or more models with this special rule may issue commands when it is activated. Any different friendly Detachment that has yet to be activated this round, and is within 6" of an activated model with this special rule, may discard their Order token and replace it with a different Order they are eligible to be issued. A Detachment issued with a Fall Back Order cannot discard its Order via this rule, however a Broken Detachment can, and thus can be issued an Order other than Advance or Charge.



**Medicae:** Infantry models gain the Feel No Pain special rule while within 4" of a friendly model with the Medicae special rule.

**Necrotechica:** During the Resolve End Phase Effects stage of the End phase, roll a D6 for each Wound a model with the Necrotechica special rule has lost. On a 5+, the model regains a Wound.

**Nimble:** Models with the Nimble special rule suffer no penalties to their Movement when moving through areas of Difficult terrain.

**Orbital Assault:** When a model with both the Orbital Assault and Drop Pod special rule is deployed on the battlefield via Deep Strike, it may immediately fire with all its weapons, following the rules for Firing on page 56. If the model in question also has the Transport (X) special rule, it fires before any models Disembark.

**Outflank:** Instead of being deployed on the battlefield as normal, if all models in a Detachment have the Outflank special rule, the Detachment may be placed in Reserve. While in Reserve, Detachments with the Outflank special rule can only be issued the Advance Order or March Order.

When a Detachment with the Outflank special rule that is in Reserve is activated in any Movement phase other than the first, the controlling player may choose to leave it in Reserve or Flank the enemy. When a Detachment Flanks the enemy, the controlling player places the models in that Detachment in base contact with any battlefield edge, although no model can be deployed within 8" of the enemy's battlefield edge. Once deployed in this way, the Detachment may complete its activation as normal (i.e., it may move during the Movement phase and/or fire during the Combat phase, etc.).

**Phosphex:** Models Engaged with an enemy Detachment with the Phosphex special rule gain no positive modifiers to their CAF characteristic for being Garrisoned within a Structure.

**Shield Generator (X):** Any model, friend or foe, including the model with this special rule, within 6" of a model with the Shield Generator (X) special rule, gains an Invulnerable Save equal to the number shown in brackets. This Save can only be made against Hits scored by models more than 6" from the Shield Generator model, i.e., if the firing model and the target are both benefitting from a Save given by the same model with this special rule then the target cannot use that Save.

**Scout:** Models with the Scout special rule improve any Cover Save they have by 1, to a maximum of 2+.

**Skimmer:** Models with the Skimmer special rule can move over all other models and areas of terrain, suffering no movement penalties for doing so, such as due to Difficult terrain or moving over an Obstacle. Models with the Skimmer special rule cannot end their movement overlapping other models, nor can they end their movement within an enemy model's Engagement Zone unless they are Engaged with it. They can move over Impassable terrain but cannot end their movement overlapping it – any model that ends its movement overlapping an area of Impassable terrain is destroyed.

During the First Fire stage of the Combat phase, a Detachment with the Skimmer special rule that is issued with a First Fire Order may make a 'Pop-up attack'. To make a Pop-up attack, the controlling player declares that the Detachment is doing so when it is activated. The Detachment then fires as normal. However, when making a Pop-up attack, Skimmer models trace their line of sight from a position 10" directly above the current position of the model; to determine line of sight, hold the model up in the air and take a model's eye view.

When a Skimmer Detachment makes a Pop-up attack, they remain at their elevated position until the end of the First Fire stage, meaning enemy models can draw line of sight to the Skimmer models as if they were 10" above their starting positions on the battlefield. At the end of the First Fire stage, the Skimmer models descend and line of sight must be drawn to and from them as normal.



**Steadfast:** A model with the Steadfast special rule counts its Tactical Strength as one higher than normal (e.g., an Infantry model with the Steadfast special rule would have a Tactical Strength of 6). This rule is cumulative with other special rules (i.e., an Iron Warriors Legion Terminator model would have a Tactical Strength of 8 in certain circumstances thanks to the ‘The Bitter End’ Legion special rule (see page 156)).

**Tracking Array:** While a model with the Tracking Array special rule is issued with a First Fire Order, all of its weapons gain the Skyfire special rule if they do not already have it.

**Transport (X):** Models with the Transport (X) special rule can carry Detachments into battle – these models are referred to as Transports. Each model with this special rule may transport a maximum number of Infantry models equal to the value shown in brackets. When a model is within a Transport, place it to the side of the battlefield.

Models may start the battle deployed within a Transport. When deploying a Detachment which contains one or more models with the Transport (X) special rule, the controlling player may declare that it is transporting models – they state which models are Embarked on the Transport and place those models to one side. All models Embarked within a Transport must be declared when it is deployed and all models within the same Detachment must be deployed in Transports if one model is, and all the chosen Transports must be part of the same Detachment.

When being issued an Order during the Order phase, a Detachment with the Transport (X) special rule is issued an Order as normal. A Detachment that has one or more models within a Transport is issued an Order separately but can only be issued certain Orders depending on the type of Transport – unless otherwise instructed, that Detachment can only be issued an Advance Order or March Order.

If part of a Detachment is Embarked upon a Transport and another part of it is not (e.g., due to the latter part’s Transport being destroyed), then the non-Embarked models must maintain Coherency with the Transports.

*For example, if a Legion Tactical Detachment has six models but only four are Embarked upon Legion Rhinos (for example, because one of the Tactical Detachment’s Rhinos was destroyed), then any model from the Tactical Detachment must maintain Coherency with the Rhinos and vice versa.*

If a Transport is destroyed while transporting Detachments, make a Save roll for each model within it, using a Save characteristic of 4+, or the model’s own Save characteristic if it is better. This Save roll is not modified by the AP of the weapon that destroyed the Transport. If the Save is failed, that model suffers a Wound. The models are then placed on the battlefield within 2" of the destroyed Transport’s location – if a model cannot be placed (due to enemy models’ Engagement Zones, Impassable terrain or not enough space, etc.), that model is destroyed. The models cannot be placed in Combat.

There are several special kinds of Transport as follows:

**Assault Transport (X):** Models with the Assault Transport (X) special rule follow all the rules for Transports described previously, with the exception they may transport Infantry models with the Bulky special rule. In addition, Detachments Embarked within them may be issued an Advance Order, March Order or Charge Order.

**Large Transport (X):** Models with the Large Transport (X) special rule follow all the rules for Transports described above, with the exception that they may transport Walkers, Infantry and models with the Bulky special rule. Each Walker model counts as two models for the purposes of determining how many models can Embark upon a Transport. In addition, Infantry models with the Bulky special rule take up one space within a Large Transport, not two.

**Large Assault Transport (X):** Models with the Large Assault Transport (X) special rule follow all the rules for Large Transports, with the exception that Detachments Embarked within them may be issued an Advance Order, March Order or Charge Order.

**Traitor:** A Detachment with this special rule may only be included within an Army that has the Traitor Allegiance.

**Unique:** A maximum of one of each type of Detachment with this rule can be included within an Army.

**Void Shields (X):** Void Shields are energy shields that absorb incoming fire and prevent damage to those equipped with them. A model with the Void Shields (X) special rule has a starting Void Shield level equal to the number shown in brackets. Models with a Void Shield level of 1 or more are said to have active Void Shields.

When one or more Hits are scored against a model with active Void Shields, Hits are first allocated to the Void Shields. Each time a Hit is allocated to a model's Void Shields, reduce its Void Shield level by 1 then discard the Hit. Once the Void Shield level reaches 0, the Void Shields collapse and are no longer active. Any remaining Hits are allocated to the model and resolved as normal.

Hits can only be allocated to Void Shields if they were scored by a weapon with a modified AP of -1 or better; Hits scored by weapons with an AP of 0 or worse (after modifiers) against a model with active Void Shields are automatically discarded and do not reduce the model's Void Shield level.

During the End phase, in the Resolve End Phase Effects stage, a model with the Void Shields (X) special rule may attempt to reignite any collapsed Void Shields. The controlling player rolls a number of D6 equal to the difference between a model's current Void Shield level and its starting Void Shield level. For each 4+ rolled, increase that model's Void Shield level by 1.

## Embarking and Disembarking

Models can begin the game deployed within a Transport. They can also Embark upon a Transport during the course of the game. To Embark upon a friendly Transport, a model must end its activation in the Movement phase in base to base contact with it – the model is then removed from the battlefield and placed to one side.

During a Transport's activation in the Movement phase, models Embarked upon the Transport may Disembark – this can be done at any point during the Transport's activation; all models from the same Detachment must Disembark if they can. A Disembarking model is placed within 1" of the Transport it was Embarked within – if a model cannot be placed in this manner then it remains Embarked. A Disembarking model cannot be placed within the Engagement Zone of an enemy model.

If a model that Disembarked has yet to activate this phase, it can be activated as normal later on. If a model that has Disembarked has already been activated then it is placed as described above. In either case, the Transport's Detachment can then finish its activation.

Embarking and Disembarking from a Transport with the Flyer special rule works slightly differently. If a Transport with the Flyer special rule has the Hover special rule, then when a Detachment Disembarks from it the Transport immediately loses the Flyer special rule and gains the Skimmer special rule; if the Transport is part of a Detachment, then all models in the Detachment do this, even if no model Disembarks from them. Similarly, a model cannot Embark upon a model with the Flyer special rule – the Flyer model must be hovering for a model to Embark upon it.

Some special rules (such as Jump Packs) allow a model to ignore the need to Hover. If the Flyer does not have the Hover special rule then models cannot Disembark from it unless a rule (such as the Jump Packs special rule) explicitly says they can. If a Transport with the Flyer special rule is destroyed, models within it are also destroyed, without making Save rolls, unless those models can normally Disembark from a Flyer without it Hovering.

## FIGHTING A BATTLE



Each game of Legions Imperialis represents a battle fought during the galaxy-shattering war known as the Horus Heresy. The expansive history of that era serves as a perfect background for your hobby, from assembling and painting a grand force to recreating some of the most infamous conflicts fought during the Warmaster's rebellion.

This section of the book focuses on setting up and fighting a battle. There are various types of battles you can play, some more codified than others. Here, we'll look at the basics which apply to all games of Legions Imperialis and take an in-depth look at Matched Play, which is a style of play intended to present a level playing field for all players. Open Play and Narrative Play, two alternative styles of play, will also be touched upon.

Regardless of the style of game being played, all Legions Imperialis battles have two constants: a Mission and a battlefield.

### THE MISSION

Every battle that is fought has objectives, whether that is as simple as destroying your opponent's Army to more complex goals, such as capturing key locations or retrieving and escaping with vital information.

These objectives are determined by a Mission. A Mission describes how and where on the table players set up their armies and how victory can be achieved. If relevant, it will also include any special rules which apply to the battle and any restrictions on Army building. For more detail on Missions, see page 104.

## THE BATTLEFIELD

The battlefield is where a game of Warhammer: The Horus Heresy – Legions Imperialis takes place. It represents one of the countless planets and locales on which the catastrophic civil war was fought. Battlefields can range from apocalyptic visions of destruction, such as ruined cities or broken industrial complexes, to open wastelands wracked by radiation storms or verdant fields that will soon be scarred by the ravages of war. The planets of the galaxy are staggeringly diverse, meaning battles can be fought on any kind of battlefield you can imagine.

In rules terms, the surface on which a game of Warhammer: The Horus Heresy – Legions Imperialis takes place is referred to as the ‘battlefield’, with each of its edges referred to as a ‘battlefield edge’. Each deployment map will also highlight a battlefield edge, or part of one or more battlefield edges, for each deployment zone – this is the battlefield edge of the player who deploys in that deployment zone. In general, the rules and Missions of Legions Imperialis are written with a 5'x4' battlefield in mind; some Missions might stipulate another battlefield size to use.

Of course, players can use whatever sized battlefield they have available to them, be it smaller ones such as a kitchen table or a far larger one in a local gaming club upon which they can play massive battles. If players wish to play on a non-standard table size, then any measurements for factors such as deployment or objectives should be adjusted to reflect this.

## Battlefield Terrain

There are few battles that take place over wide-open, featureless plains. Although games of Legions Imperialis can take place on battlefields without terrain, the addition of even just a few pieces makes for a much more interesting game. As part of the preparation for the battle, players will need to set up their battlefield terrain – this is always done before any Detachments are deployed on the battlefield and before players determine who deploys where.

There are a variety of ways that terrain can be deployed on the battlefield:

- Players can divide the table into quarters and deploy D3+1 areas of terrain in each quarter, with players taking turns deploying a piece of terrain, starting with the winner of a roll-off. For Structures, it is suggested that several individual Structures count as one area of terrain for the purposes of deploying terrain.
- Players can collaborate, placing various areas of terrain from those available to them to create an interesting battlefield.
- One player can set up the entire battlefield in a manner of their choosing. Then, when it comes to rolling to see who has control of the battlefield (see page 101), the player who did not set up the terrain automatically gains control of it.

Regardless of the method used, terrain should encourage tactical decisions and movement amongst armies.

The addition of a cluster of Structures along with a few areas of Obstructing terrain and/or other line of sight blocking terrain will greatly influence the flow of battle, restricting avenues of movement and providing tactical advantages and disadvantages to Detachments.

The hobby section of this book (see page 122) includes a few examples of Legions Imperialis battlefields to inspire you.

## MATCHED PLAY

Matched Play is intended for games where both armies are built to an equal points total, perfect for those wishing to introduce a competitive element to their games or for playing against opponents you do not regularly play against. As such, Matched Play is perfect for pick-up games in your local gaming store as well as for use in tournaments and leagues.

A battle fought using the Matched Play rules is generally fought between two sides, most commonly with one player per side. Each player builds their Army to a points value agreed upon by the two players.

The most common points value of an Army in Legions Imperialis is 3,000 points, and the rules have been written with this in mind. However, the rules are designed so points values can be scaled up or down, meaning players are free to determine the points value between them. The higher the points value of the armies, the longer a game will take. Battlefield size may also have to be adjusted; for games of 2,500 points or fewer, a 4'x4' table is recommended, while a larger table might be required for higher points totals, such as a 6'x4' table for games of more than 3,500 points.

If one side includes more players than the other, then the total points value of both sides should be equal, meaning the side with more players will have fewer points to spend on each individual player's armies.

Once a points value has been determined, each player musters their Army as described on page 126.

## Open Play and Narrative Play

Although Matched Play is the most commonly used form of play in Legions Imperialis, it is by no means the only one. Two alternative examples are known as Open Play and Narrative Play.

In Open Play, players simply pick what models they want to use, place them on the battlefield and have a good time playing against their opponent. In general, Open Play doesn't concern itself with the points values of armies, and the Mission is whatever players decide between themselves. In other words, the only restriction in Open Play is your own imagination.

Narrative Play focuses on the story, taking inspiration from the rich background of the Horus Heresy. In the majority of cases for Narrative Play players will choose a Narrative Mission, which will list the point values for armies, deployment rules and victory conditions. These Missions will often place restrictions and guidelines on how players build their armies to better reflect the story the Mission is portraying. It is similar in many ways to Matched Play, but the key difference is that the tale is placed at the battle's heart – not every Narrative Mission will be fair, and sometimes one side or another will be outnumbered and/or outgunned. The Mission objectives will be tailored towards this, creating a thrilling game where players forge tales that will echo across the years. Players can, of course, design their own Narrative Missions, using the official examples as guidance.

Regardless of what method of play you use, the purpose of Warhammer: The Horus Heresy – Legions Imperialis is for everyone to enjoy themselves – if that is happening, then you're on the right path.

## SELECTING A MISSION

Once all players have assembled their armies, they will need to decide upon a Mission. Each Mission determines the deployment zones of both armies, the Primary Objective for both players and, if necessary, how Objective markers are deployed on the battlefield.

To determine a Mission, one player rolls a D6 to determine which column from the Mission table that follows is in use. Then the opposing player rolls a D6 to determine which Mission from that column is being played, comparing the result against the table rows.

Alternatively, players can simply choose a Mission from the table, so long as all players agree.

Second D6 Result	First D6 Result	
	1-3	4-6
1	Confrontation	Flanking Action
2	Seize and Hold	Retrieval
3	No Man's Land	Forward Push
4	Hold Ground	Conquest
5	Stronghold Assault	All Out War
6	Devastation	Point Assault

Descriptions of each Mission, along with deployment maps, can be found on page 104.

## THE BATTLEFIELD

### Deployment Map

Once a Mission has been determined, the battlefield is set up; terrain is deployed as described on page 99. The Missions presented in this book assume a battlefield size of 5'x4', and all deployment maps are written with this in mind. However, players are free to agree amongst themselves the battlefield size, adjusting deployment zones and Objective marker placement as needed.

Players must then determine who has 'control of the battlefield'. To do this, both players roll off once terrain has been set up, with the winner of the roll-off choosing which player has control of the battlefield. The player with control of the battlefield chooses a deployment zone, with the other deployment zone going to the opposing player.

Once deployment zones have been chosen, players deploy any Objective markers, as detailed in the Mission's deployment map.

## Objective Markers

In Legions Imperialis, places of vital importance are represented by Objective markers. Objective markers can take many different forms, from simple coloured tokens or bases to custom terrain pieces built to match a player's Army.

Unless otherwise stated, an Objective marker in Legions Imperialis should be represented by a token or base 32mm in diameter. A model can end its move in base contact with an Objective marker and can move through it without issue but cannot end its move overlapping one. Regardless of their appearance, Objective markers do not block line of sight.

When deploying Objective markers, the centre of the base is used when measuring – if an Objective marker needs to be placed 18" from a battlefield edge, the centre of the base must be 18" away. During a battle, any measurement to an Objective marker is measured from the edge of the marker. Objective markers cannot be deployed within an area of impassable terrain, nor can they be deployed overlapping a Structure.

When deployed some Objective markers will be deployed outside of either player's deployment zone. Objective markers outside either player's deployment zone are referred to as neutral objectives. Neutral objectives often give different Victory Points when captured, depending on the Mission being played.

### RAVEN GUARD 734<sup>TH</sup> DETACHMENT, DEATH'S DELIVERANCE

*Informally titled 'Death's Deliverance', the 734<sup>th</sup> were assigned to accompany the fleet of Lion El'Jonson during his campaign of destruction against Traitor-held worlds following the waning of the Ruinstorm. With Corax unwilling to divert the bulk of his forces from his guerilla campaign behind Traitor lines, the 734<sup>th</sup> Detachment consisted of an uncharacteristic amount of heavy armour, bombardment tanks and Dreadnoughts, supported by relatively few troops. At Barbarus, the 734<sup>th</sup> Detachment reaped a hefty toll of Traitors during several pivotal battles on the planet's surface, providing close fire support to the advance of both the Lion and Russ as they spearheaded assaults on key locations.*

## Determine Secondary Objective

Once the battlefield has been set up, both players determine a Secondary Objective for themselves (or one Secondary Objective per side for more than two players). Each player has a separate Secondary Objective that can be different from their opponent's.

To determine a Secondary Objective, both players roll two D6 on the table below, re-rolling a dice if duplicates are rolled – they do this until they have two unique numbers. They then compare the results against the Secondary Objectives table to determine which objectives are available to them.

Once this is done, both players secretly choose one of the two Secondary Objectives available to them – the other is discarded. Once both players have chosen their Secondary Objective, they reveal their own to their opponent simultaneously.

### Result Secondary Objective

- | Result | Secondary Objective     |
|--------|-------------------------|
| 1      | Carnage                 |
| 2      | Vital Intel             |
| 3      | Control the Battlefield |
| 4      | Breakthrough            |
| 5      | Plant the Standard      |
| 6      | Defiant                 |

## DEPLOYMENT

After the battlefield has been set up and all objectives have been determined, the armies are deployed. Players take it in turns, starting with the player who has control of the battlefield, to deploy all Detachments within a single Formation – if a player runs out of Formations to deploy and the other has not fully deployed, then they deploy all of their remaining Formations. Once both players have deployed their armies, the battle begins.



## Reserves

Some special rules state that a Detachment can be deployed in Reserve. This means the Detachment in question does not start on the battlefield and instead is placed to one side – the Detachment is referred to as being in Reserve. To do this, the controlling player simply states that a Detachment that can be deployed in Reserve is doing so, which is done whenever that Detachment would normally be deployed upon the battlefield.

Detachments in Reserve can arrive on the battlefield during the course of the game. How they arrive depends on the special rule that placed them in Reserve; Detachments with the Flyer or Drop Pod special rule can arrive in the first round, while Detachments with the Deep Strike special rule can arrive in the second round onwards. In general, the rule in question will state how and where the Detachment can arrive from. If it does not, then the Detachment can move onto the battlefield from the second round onwards – place the Detachment's models in base contact with the battlefield edge, after which the Detachment can complete its activation as normal (i.e., move if its Order allows, etc.).

Detachments in Reserve do not count as destroyed and are counted for the purposes of determining a Formation's Break Point (i.e., the total number of models in the Formation during Army creation is used, not the total that were deployed on the battlefield). If a Formation becomes Broken while one or more Detachments within it are in Reserve then those Detachments do not have to take a Morale check but are classified as Broken when they arrive on the battlefield.

Detachments in Reserve must be issued an Order as normal and activate when their Detachment does. When activated, Detachments in Reserve can do nothing and thus stay in Reserve, or arrive on the battlefield if their rules allow. As previously stated, Detachments that are in Reserve must be activated after all Detachments on the battlefield, unless it is arriving on the battlefield.

Unless instructed otherwise, if a Detachment in Reserve has not arrived on the battlefield by the end of the fourth round, it counts as destroyed, can no longer arrive and can take no further part in the battle. The sole exception to this are models with the Flyer special rule – as Flyers move into and out of Reserves during the course of the battle, they are not destroyed as described previously. Any Detachments Embarked upon a Flyer Transport, however, must have arrived on the battlefield by the end of the fourth round.

## BATTLE BEGINS

When the battle begins, any effects or special rules which happen at the start of the battle take place. If a player has more than one effect which takes place at this time, they can choose the order in which these effects happen. If both players have effects that take place at the start of the battle, the player with control of the battlefield resolves their effects first.

The first round then begins.

## GAME LENGTH

Unless instructed otherwise, Legions Imperialis Matched Play Missions last five rounds.

## DETERMINE VICTOR

Once the battle ends, both players determine the total number of Victory Points (VPs) they have earned over the battle. The player with the most VPs is victorious. If both players have the same number of VPs, the battle is a draw.

## Scoring Victory Points

In Legions Imperialis, VPs are earned both during the battle and at the end. Most Missions require the capturing of Objective markers (as follows), with a player scoring VPs at the end of each round for each Objective marker they control. In some missions, different Objective markers are worth different numbers of VPs, meaning some are more lucrative than others. The best generals know when to mount an offensive and when to defend their captured assets; master both and victory will be yours.

In addition to VPs earned through capturing and holding Objective markers, each player's Secondary Objective offers additional ways for them to score VPs at the end of the battle.

### Contested vs. Uncontested Objectives

Many Missions will reference Uncontested Objectives when awarding Victory Points. If an Objective marker is Contested then it does not award Victory Points in such circumstances. Note, an Objective is not Contested if the controlling player has at least double the Tactical Strength within 3" of it as their opponent and thus it would count as an Uncontested Objective and score VPs. As such it is important to determine if an Objective is Contested or not when both players have models within 3" of it.

## Capturing Objective Markers

During the course of the battle, both armies can capture Objective markers scattered across the battlefield.

During the Calculate Victory Points stage of the End phase players determine if any Objective markers have been captured. To capture an Objective marker, a player must have at least one model within 3" of the marker. If the opposing player has no models within 3" of the same marker, the player captures the Objective and is said to be in control of it. Once a player has gained control of an Objective marker, they remain in control of it until the opposing player captures it – they do not need to leave models within 3" of the marker.

If both players have models within 3" of an Objective marker then players should calculate the total Tactical Strength of their models within 3" of an Objective. Each model's Tactical Strength is determined by its type, as shown in the table below:

Type	Tactical Strength
Infantry	5
Cavalry and Walkers	3
Vehicles and Super-heavy vehicles	2
Knights	1
Titans	0

If one player has at least double the Tactical Strength within 3" of a marker compared to their opponent, that player captures the Objective or retains control of it if they had previously captured it.

Otherwise, the Objective is referred to as a Contested Objective and its status does not change – if it was uncaptured it remains uncaptured, or if it was controlled by a player, it remains under their control.

Models with the Flyer special rule cannot capture or contest Objectives and are ignored when determining who controls an Objective.

# MISSIONS



The following pages list the Matched Play Missions.

Each Mission comprises a deployment map and the conditions for winning a battle.

After terrain has been set up, the player who wins control of the battlefield chooses a deployment zone. Deployment zones are indicated on each Mission's deployment map, represented by different colours for each zone. In the majority of Missions presented here, a player's battlefield

edge is the long table edge which is touching the player's deployment zone – where this is not the case, the battlefield edge of each player will be highlighted in a corresponding colour. Any Objective markers that need to be deployed are represented by black dots.

Some Missions will have additional rules for deployment or special rules that are active during the battle. These will be listed in the Mission's description.

# CONFRONTATION

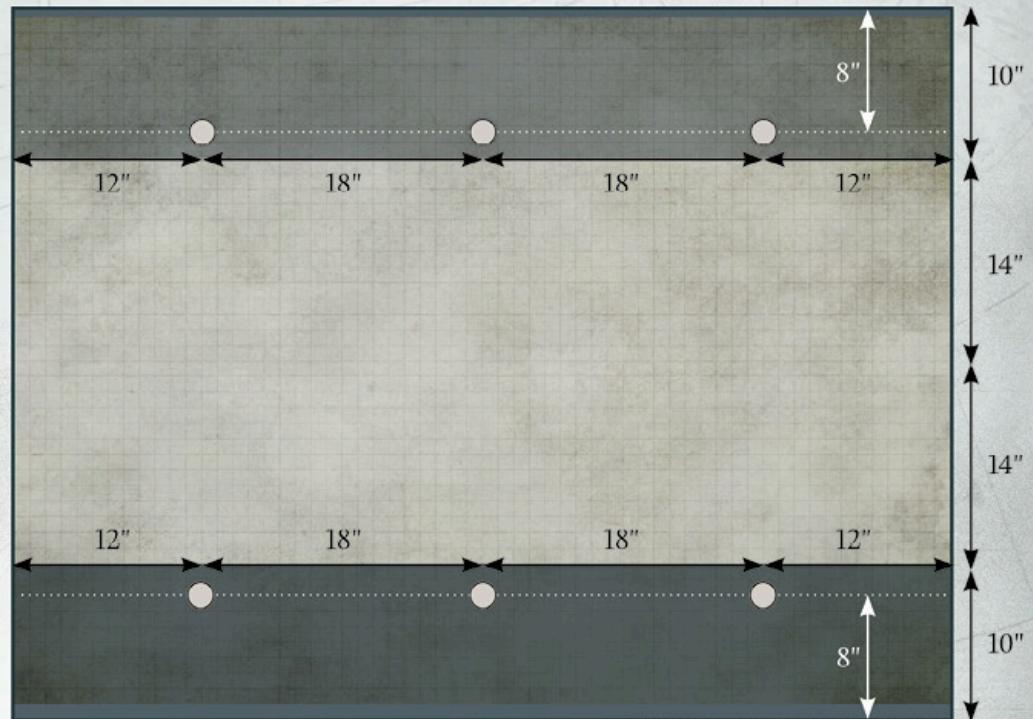
*"Peace is built on conquest."*

Attributed to Roboute Guilliman, Primarch of the 13th Legion

## Scoring

At the end of each round, you score:

- 3 VPs for each Uncontested Objective marker in your deployment zone that you control.
- 7 VPs for each Uncontested Objective marker in your opponent's deployment zone that you control.



# SEIZE AND HOLD

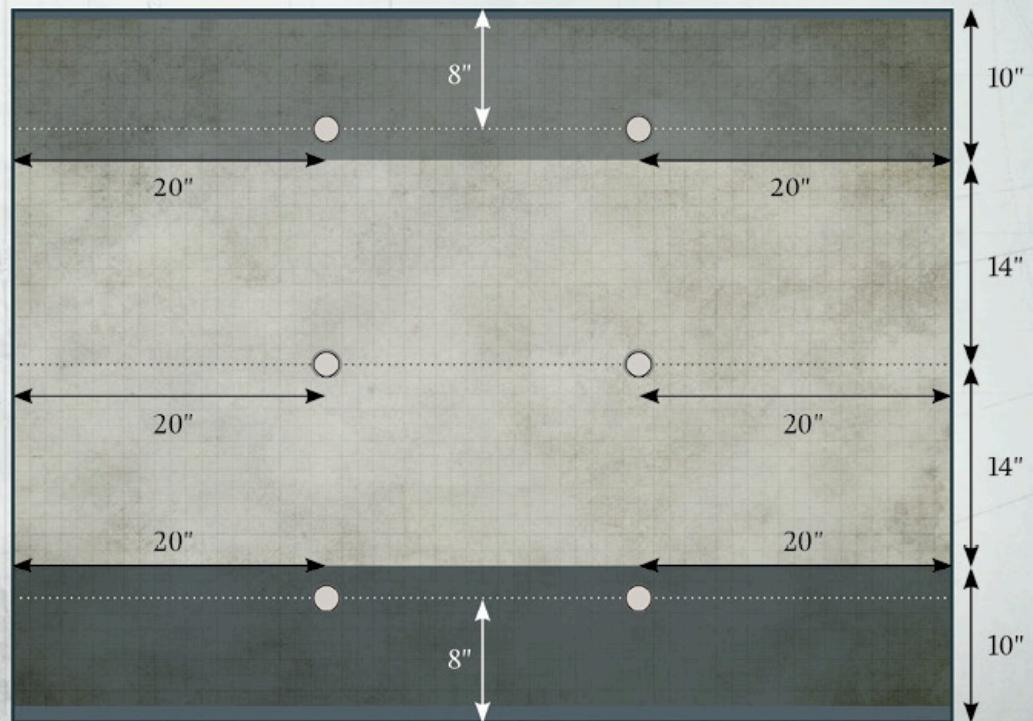
*"In war, you cannot be content with simply holding the ground you have conquered.  
Always you must be pushing forwards, to root out the foe where they hide and squash any notion of resistance."*

Lord Marshall Zivo Marjerl, 514<sup>th</sup> Garridenal Rifles

## Scoring

At the end of each round, you score:

- 2 VPs for each Uncontested Objective marker in your deployment zone that you control.
- 5 VPs for each Uncontested neutral Objective marker you control.
- 7 VPs for each Uncontested Objective marker in your opponent's deployment zone that you control.



# NO MAN'S LAND

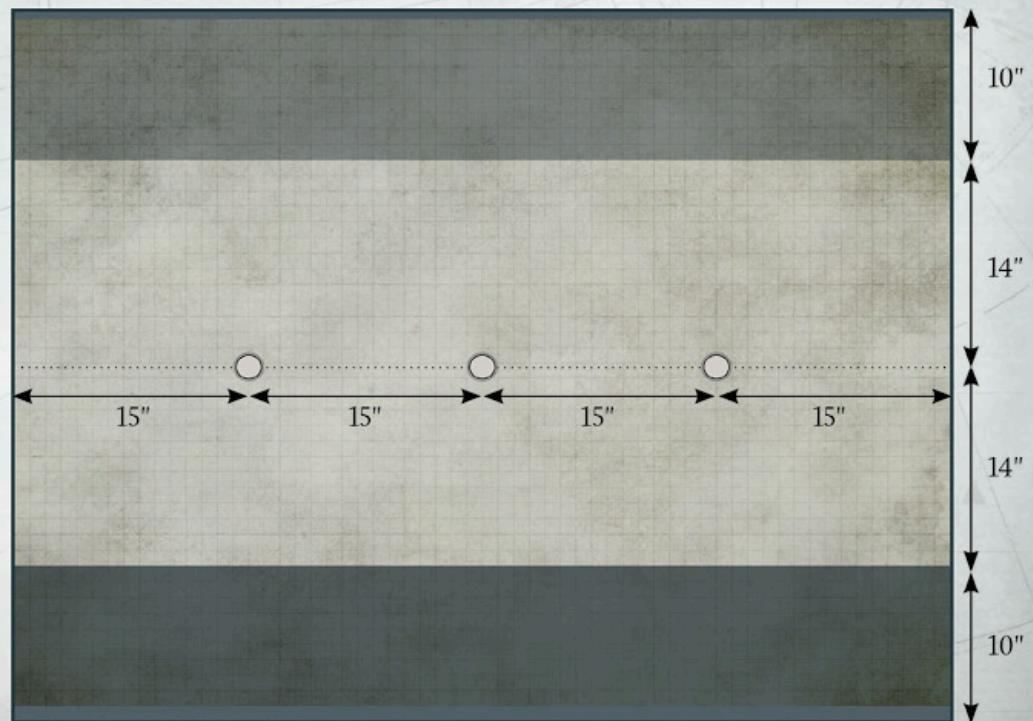
*"Behind each victorious army lies fields of discarded corpses."*

Fleet-wide communiqué issued during the Rangdan Xenocides, author unknown

## Scoring

At the end of each round, you score:

- 3 VPs if you control a single Uncontested Objective marker.
- 7 VPs if you control two Uncontested Objective markers.
- 11 VPs if you control three Uncontested Objective markers.



# HOLD GROUND

*"Shatter their armies. Seize their cities. Then build anew atop the broken remnants of their undeserving lives."*

Attributed to Perturabo, Primarch of the IV<sup>th</sup> Legion

## Scoring

At the end of each round, you score:

- 2 VPs if you control the Objective marker in your deployment zone and it is Uncontested.
- 5 VPs if you control the Objective marker in your opponent's deployment zone and it is Uncontested.
- 9 VPs if you control the Objective marker in the centre of the battlefield and it is Uncontested.



# STRONGHOLD ASSAULT

*"A fortress circumvented ceases to be an obstacle. A fortress destroyed ceases to be a threat. Do not forget the difference."*

Attributed to Leman Russ, Primarch of the VI<sup>th</sup> Legion

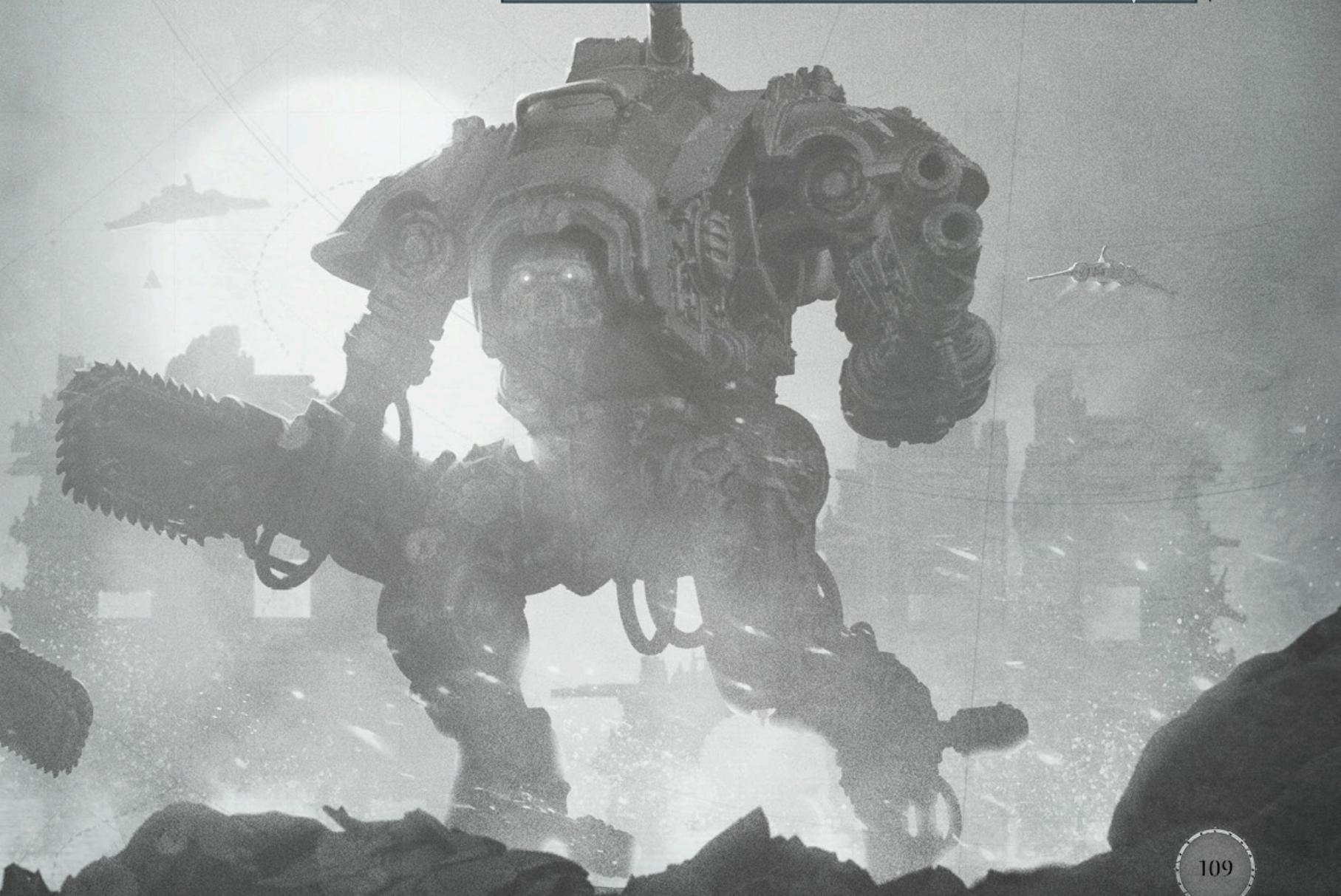
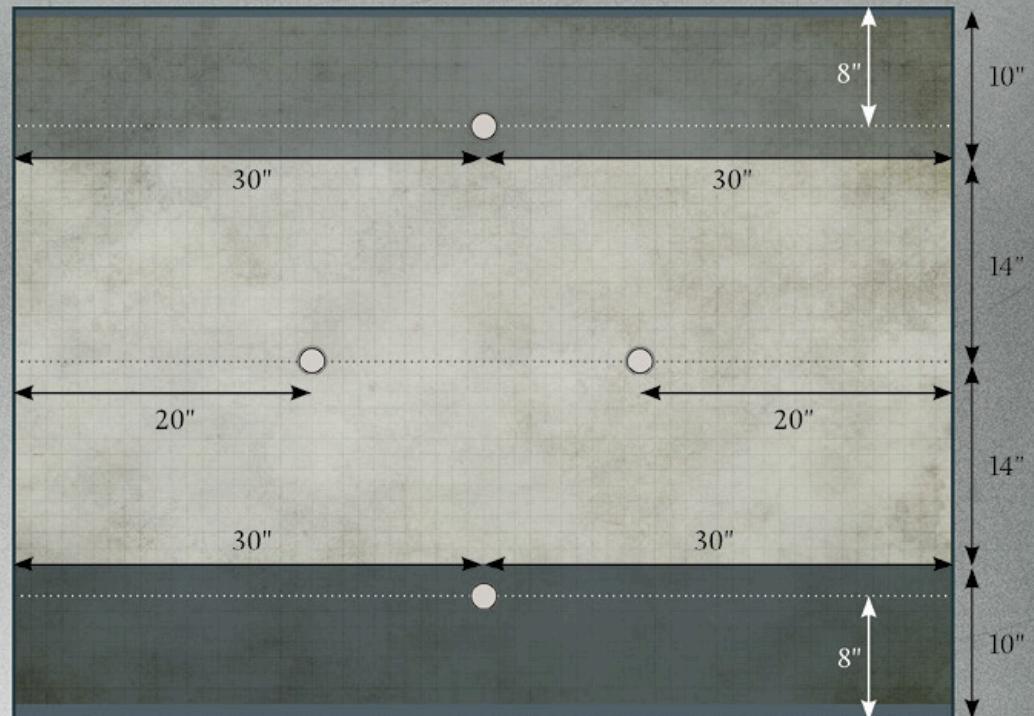
## Scoring

At the end of each round, you score:

- 4 VPs for each Uncontested neutral Objective marker you control.
- 9 VPs if you control the Objective marker in your opponent's deployment zone and it is Uncontested.

At the end of the battle, you score:

- 7 VPs if you control the Objective marker in your deployment zone and it is Uncontested.



# ◆ DEVASTATION ◆

*"Let the galaxy burn."*

Attributed to Horus Lupercal, Warmaster and Primarch of the XVI<sup>th</sup> Legion

## Scoring

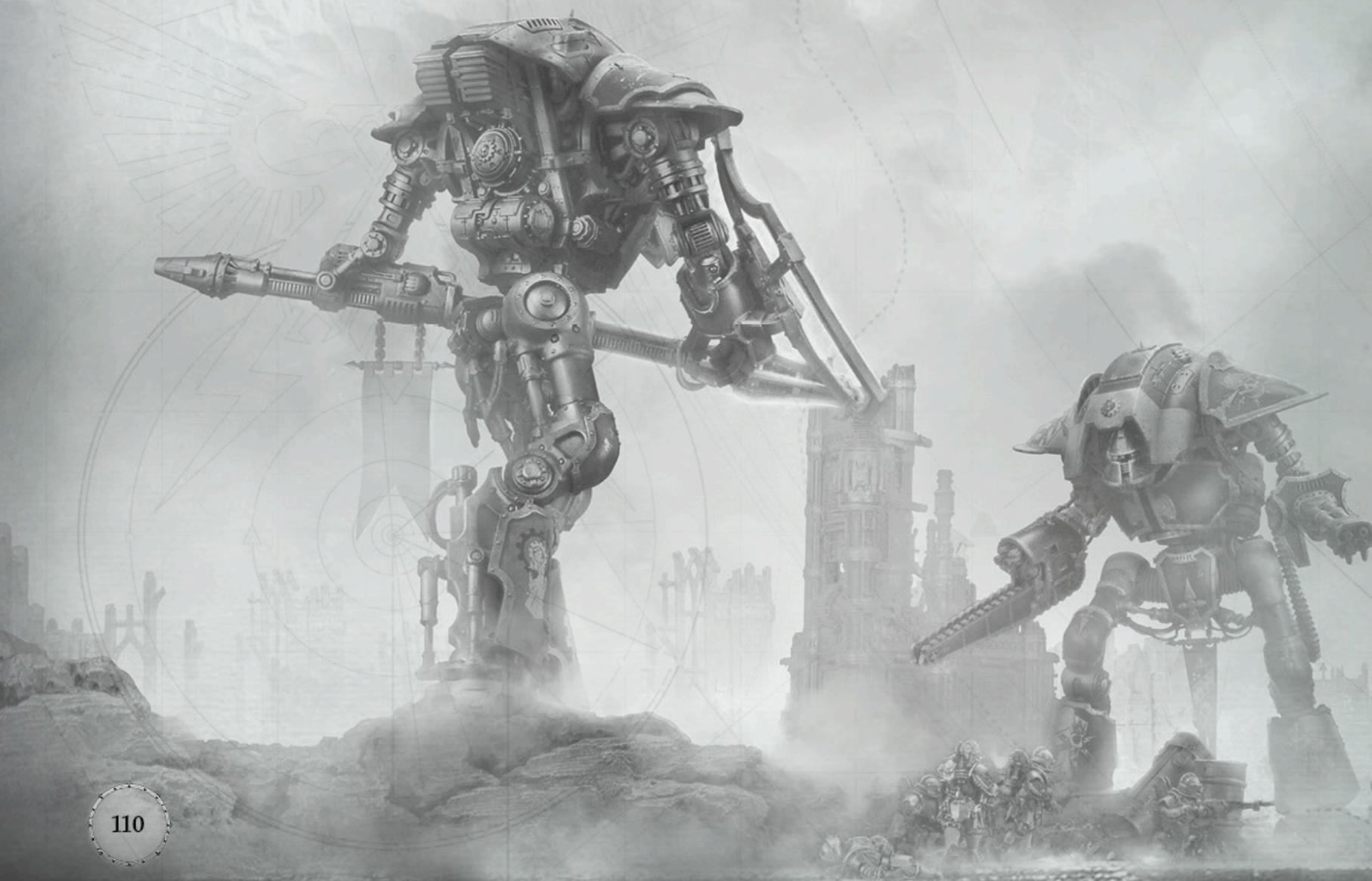
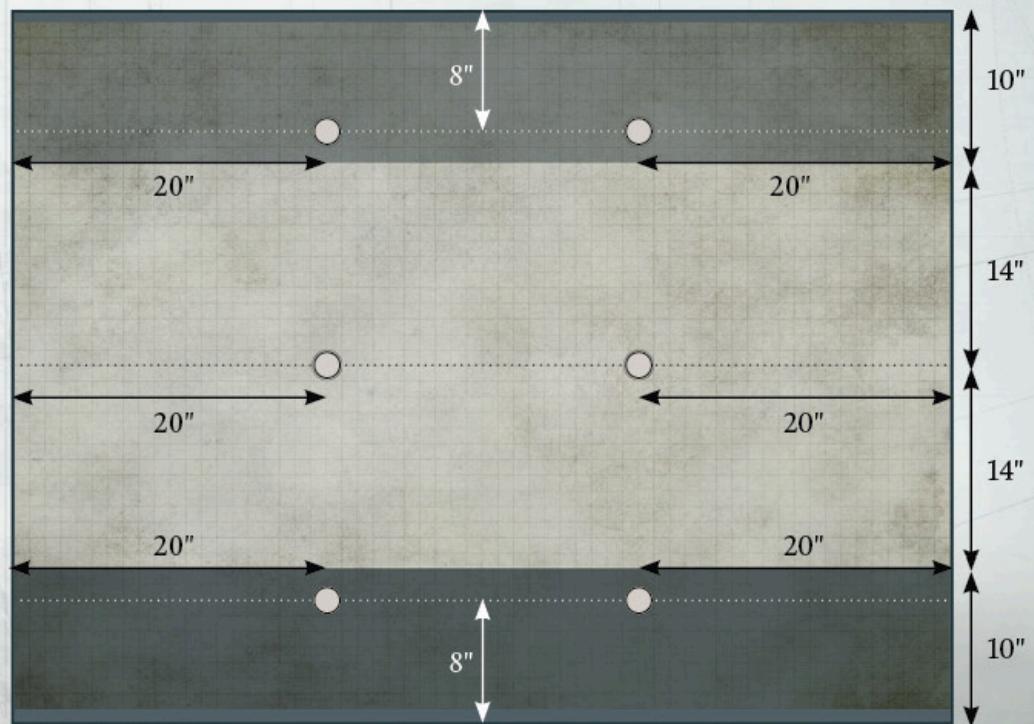
At the end of each round, you score:

- 5 VPs for each Uncontested Objective marker in your deployment zone that you control.
- 3 VPs for each Uncontested neutral Objective marker you control.

## Special Rule:

### Tactics of Devastation

At the end of each round, if a player controls an Objective marker in their opponent's deployment zone, they destroy it. If they do so, remove the Objective marker from the battlefield – it no longer plays any part in the battle. In addition, the player that destroyed it immediately gains 10 VPs.



# FLANKING ACTION

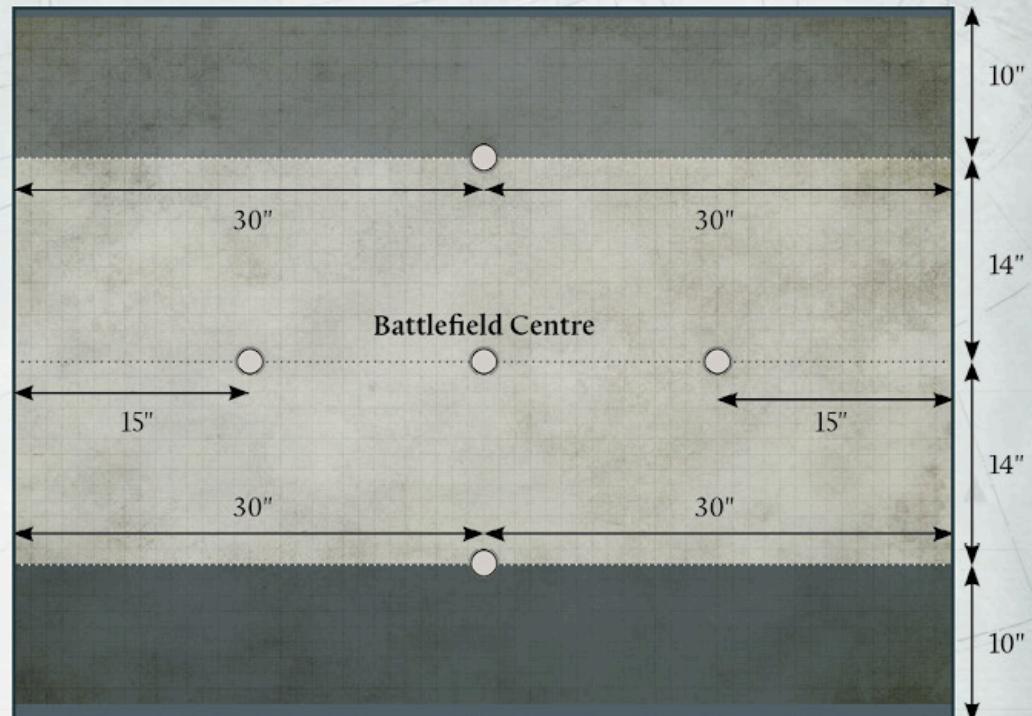
*"Warfare is not clean. Strike from every angle. Bleed them with a thousand cuts.  
Do what must be done to achieve victory – honour and dignity are for the weak."*

Attributed to a Princeps of Legio Audax during the Lorin Alpha Massacres

## Scoring

At the end of each round, you score:

- 2 VPs if you control the Objective marker in your deployment zone and it is Uncontested.
- 4 VPs for each Uncontested neutral Objective marker you control; if you control two or more Uncontested neutral Objective markers, you gain 6 VPs for each one you control instead.
- 8 VPs if you control the Objective marker in your opponent's deployment zone and it is Uncontested.



# ◆ RETRIEVAL ◆

*"If I am guilty of anything, it is the pursuit of knowledge."*

Attributed to Magnus the Red, Primarch of the XV<sup>th</sup> Legion

## Scoring

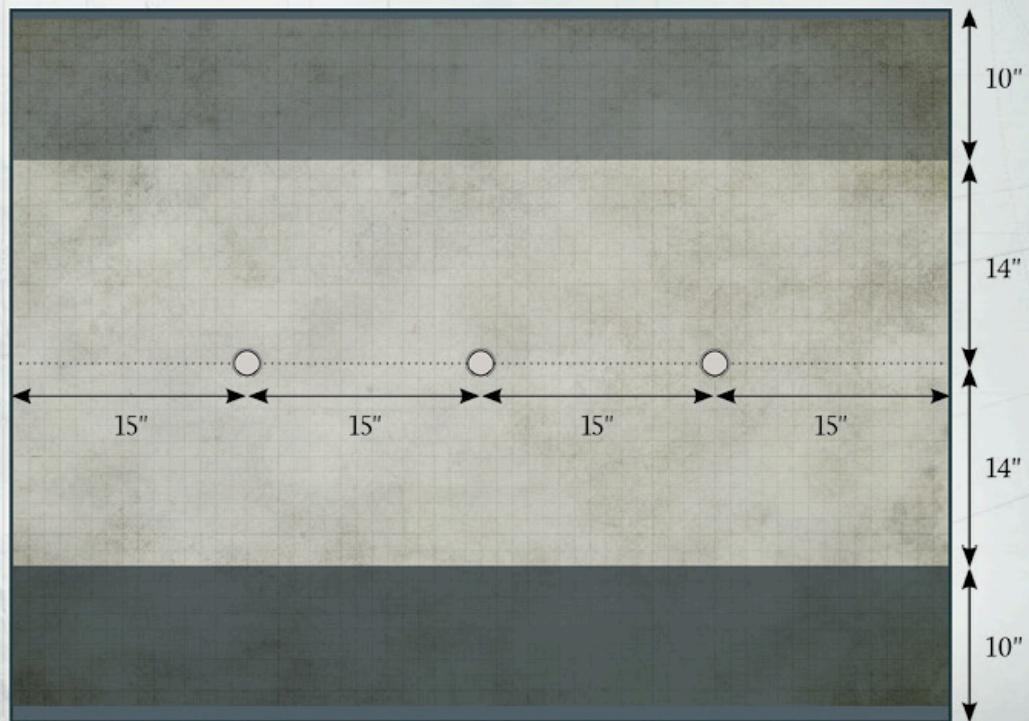
At the end of each round, you score:

- 5 VPs for each Uncontested Objective marker you control.

## Special Rule: Protect the Intel

At the end of each round, after Victory Points have been scored, if a player controls one or more Uncontested Objective markers, they can move them – if both players control Uncontested Objective markers, the player with the Initiative moves their markers first.

Each Objective marker can move a maximum of 5" in any direction. The Objective marker cannot move through enemy models, cannot end its movement overlapping its base with any other model, a Structure or an area of Impassable terrain, and cannot move off the battlefield.



# FORWARD PUSH

*"Guns up, eyes front, kick 'em in the teeth."*

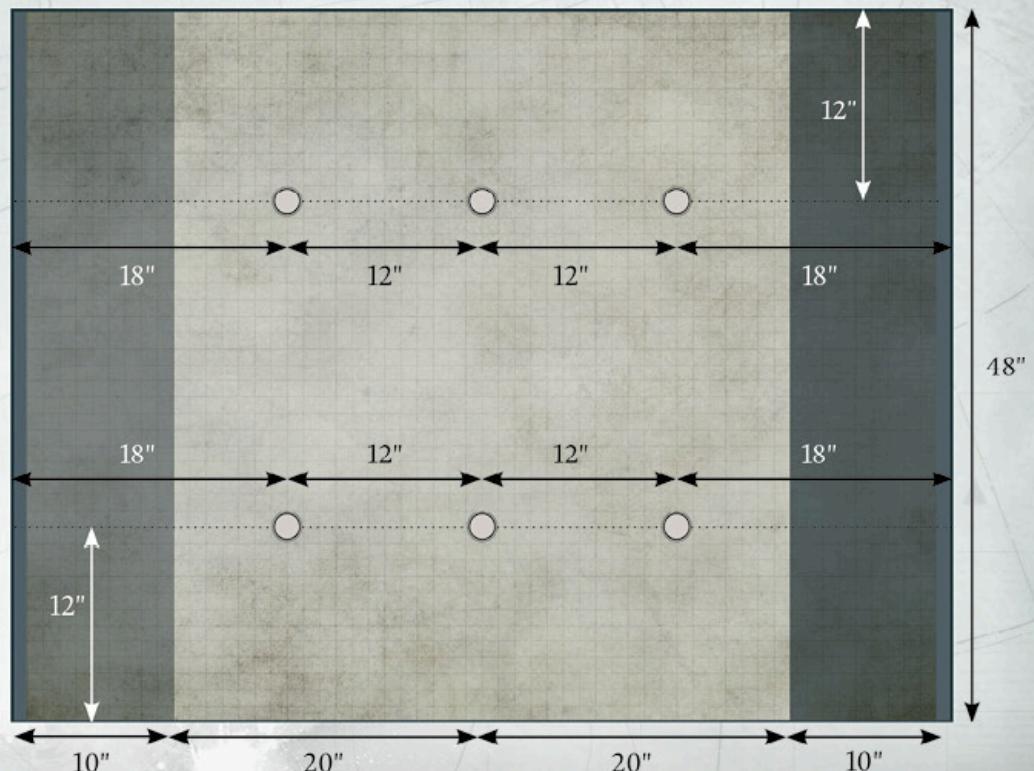
Regimental Motto of the 71<sup>st</sup> Yarrdile Rifles, Solar Auxilia

## Scoring

The further an Objective marker is from a player's battlefield edge, the greater the number of VPs it is worth to that player.

At the end of each round, you score:

- 3 VPs for each Uncontested Objective marker that you control that is 18" away from your battlefield edge.
- 5 VPs for each Uncontested Objective marker that you control that is 30" away from your battlefield edge.
- 9 VPs for each Uncontested Objective marker that you control that is 42" away from your battlefield edge.



# CONQUEST

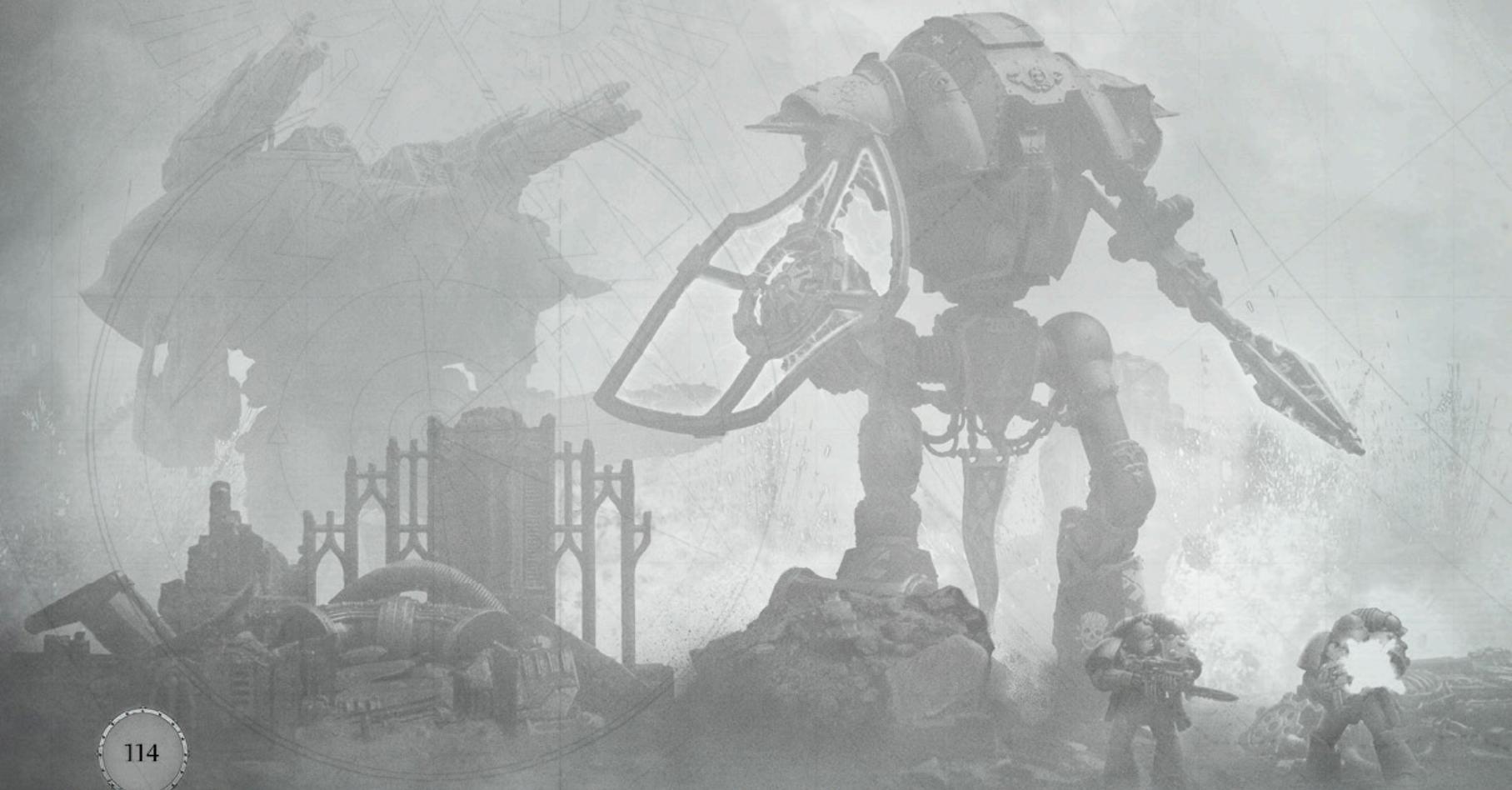
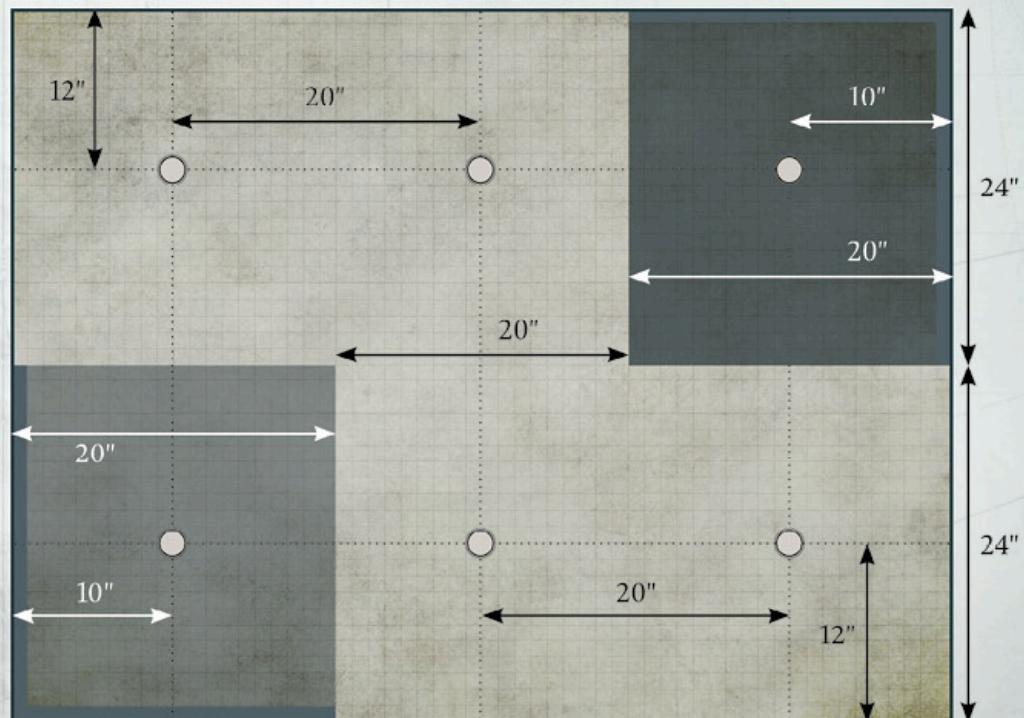
*"No world shall be beyond my rule; no enemy shall be beyond my wrath."*

The Emperor of Mankind, speaking atop Mount Vengeance

## Scoring

At the end of each round, you score:

- 4 VPs for each Uncontested Objective marker you control.
- An additional 5 VPs if you control at least three Uncontested Objective markers; if one of those markers is within your opponent's deployment zone, you score an additional 9 VPs instead.



# ALL OUT WAR

*"Make war and move on, and again, and again, until nothing breathes which stands against us.  
All else is sophistry and pretty lies."*

Attributed to Ferrus Manus, Primarch of the X<sup>th</sup> Legion

## Objective Makers

Once both players have chosen their deployment zones, they take it in turns, starting with the player with control of the battlefield, to deploy an Objective marker until both players have deployed three Objective markers.

Players can deploy Objective markers anywhere in their deployment zone more than 8" from any battlefield edge and more than 10" from a previously deployed Objective marker.

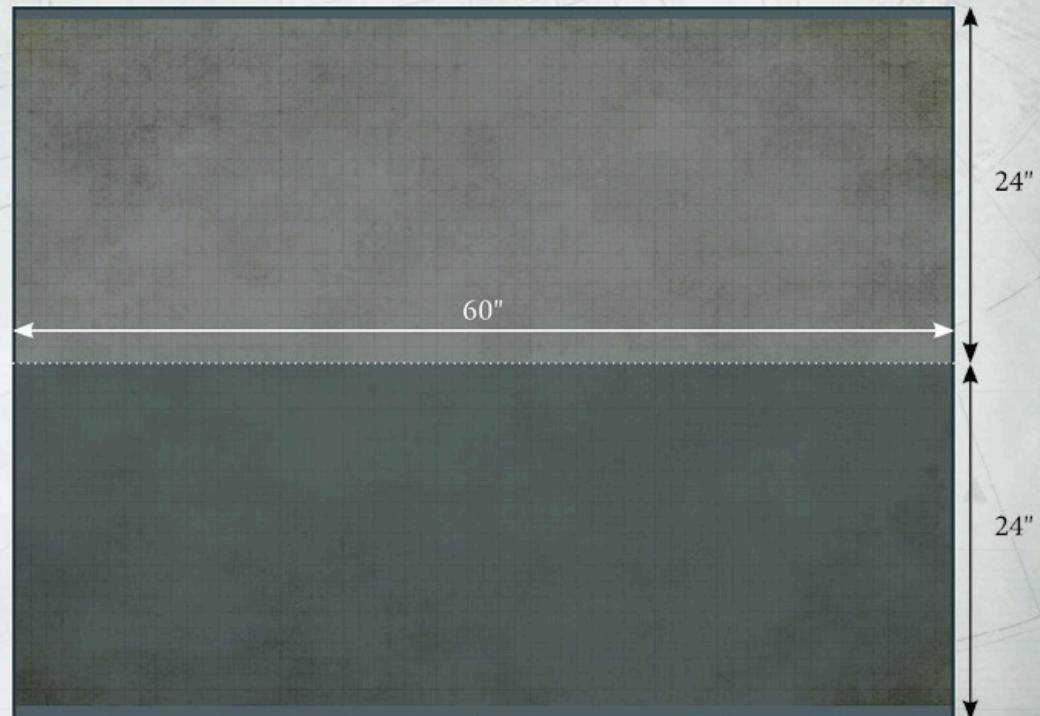
## Deployment

During the deployment step, all models must be deployed at least 8" away from any previously deployed enemy models. Detachments with the Infiltrate special rule can be deployed in the opposing player's deployment zone but must still be placed at least 4" from enemy models.

## Scoring

At the end of each round, you score:

- 3 VPs for each Uncontested Objective marker in your deployment zone that you control.
- 7 VPs for each Uncontested Objective marker in your opponent's deployment zone that you control.





# POINT ASSAULT

*"Every worthy thing is difficult."*

Attributed to Jaghatai Khan, Primarch of the V<sup>th</sup> Legion

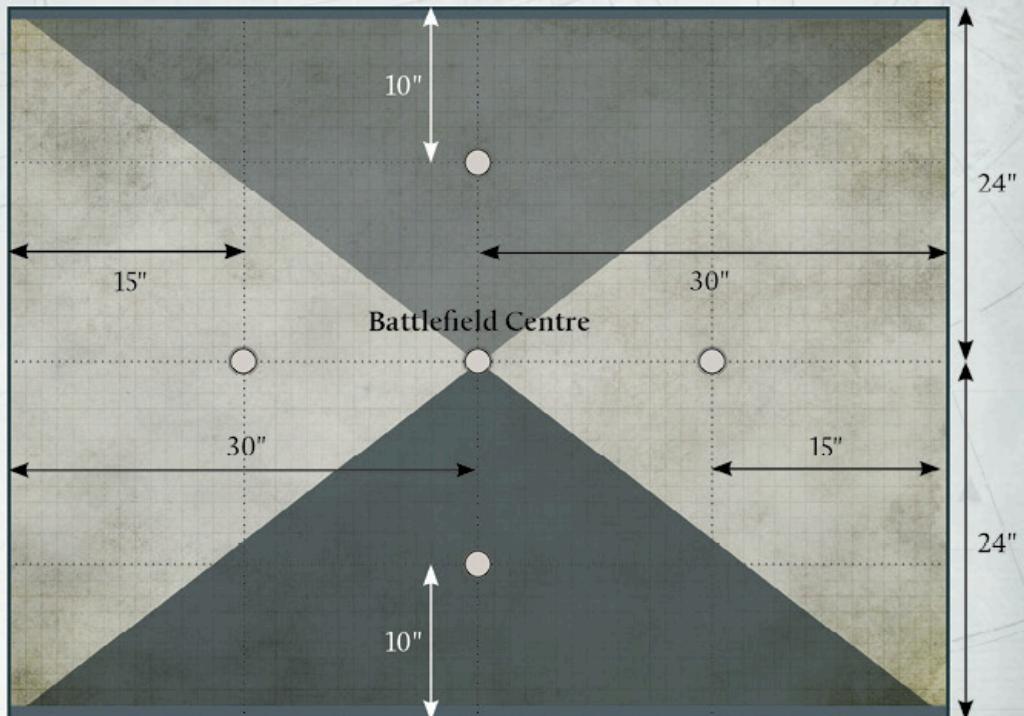
## Deployment

During the deployment step, all models must be deployed at least 3" away from any previously deployed enemy models.

## Scoring

At the end of each round, you score:

- 2 VPs if you control the Objective marker in your deployment zone and it is Uncontested.
- 7 VPs if you control the Objective marker in your opponent's deployment zone and it is Uncontested.
- 4 VPs each for any Uncontested neutral Objective marker you control; the Objective marker in the centre of the battlefield is counted as a neutral Objective. If you control two or more Uncontested neutral Objective markers, and one of these is the Objective in the centre of the battlefield, you gain an additional 4 VPs.



## SECONDARY OBJECTIVES



In addition to the possible ways to score Victory Points described in each Mission, each player has a Secondary Objective. Secondary Objectives are chosen as described on page 102.

Each of the Secondary Objectives are described over the following pages. If a Secondary Objective requires the placement of an Objective marker, then the marker must be clearly indicated as different from the Mission Objective markers. Any time a Secondary Objective marker is placed, either while setting up the battlefield or during the course of a game, it cannot be placed within an area of Impassable Terrain, overlapping a Structure or overlapping the base of any model. If the marker must be placed but does not meet these rules, move the marker the shortest possible distance to allow it to be placed.

Objective markers placed as part of a Secondary Objective do not score VPs due to the Mission rules – they are used solely for the Secondary Objective. However, players should still determine who is in control of each marker during the End phase of each round.

### CARNAGE

At the end of the battle, calculate the total points value of enemy Detachments that have been destroyed; Detachments that have lost half or more of their starting models count as half their total points value (rounding down to the nearest whole number).

The player with this Secondary Objective scores VPs depending on the percentage of enemy Detachments that have been destroyed relative to the total starting points value of the enemy Army, as follows:

- If at least 35% of the total starting points value of the enemy Army has been destroyed, you score 5 VPs.
- If at least 65% of the total starting points value of the enemy Army has been destroyed, you score 10 VPs instead.
- If at least 80% of the total starting points value of the enemy Army has been destroyed, you score 15 VPs instead.

## VITAL INTEL

At the start of the first round, before any Order tokens are placed, the opponent of the player with this Secondary Objective deploys an Objective marker anywhere as close as possible to the centre of the battlefield. This is the vital intel that must be retrieved. The marker cannot be deployed within an area of Impassable terrain or overlapping a Structure.

If a Detachment controlled by the player with this Secondary Objective ends its activation in the Movement phase within 1" of the Objective marker and more than 1" from any enemy models, it may pick up the Intel – remove the marker from the battlefield. Models with the Flyer special rule, or the Skimmer and Hover special rules, cannot pick up the Intel, though a model carrying it can subsequently Embark upon a Transport with these special rules.

If the Detachment carrying the marker is destroyed, the opposing player places the Objective marker back on the battlefield in the centre of where one model in the Detachment's base was. If the Detachment carrying the Intel was destroyed due to an Overwatch, the opposing player places the Intel marker within 3" of the destroyed model's starting position (i.e., before it began moving). If the Detachment carrying the Intel was destroyed while within an area of Impassable terrain or Structure, the opposing player places the marker in base contact with the boundary of the Impassable terrain/Structure, so it is outside of either.

During the Calculating Victory Points stage of the End phase of any round, a Detachment carrying the marker, or a Transport the Detachment is Embarked upon, that is within 1" of their battlefield edge can recover the Intel – remove that Detachment from the battlefield. This can only be done if the Detachment is in Coherency. The removed Detachment, and any Transports it was Embarked upon, does not count as destroyed but plays no further part in the battle. If a model carrying the Intel leaves the battlefield for any other reason (e.g., due to fleeing), place the Intel marker touching the battlefield edge at the point where the Detachment left the battlefield.

## Objectives and Tournaments

Missions and Secondary Objectives add an extra tactical layer to Legions Imperialis, requiring players to push towards completing their own objectives while countering their opponent, who often has a different goal in mind.

If running a tournament, an event organiser may wish to choose which Mission is in play for each game, ensuring all players are playing the same Mission. They can do the same for Secondary Objectives as well, either through letting players choose from one of two pre-selected Secondary Objectives or by assigning a single Secondary Objective for all players.

An alternative option for Secondary Objectives, which allows players more choice, is to create an objective pool. An objective pool is a set of Secondary Objectives that all players can draw from during their games, selecting one when they would normally roll for their Secondary Objective. Once a Secondary Objective has been chosen, it cannot be picked again for the remainder of the event. This means players must carefully choose which Secondary Objective to play when but ensures all players are using the same Secondary Objectives over the course of the event.

If a model carrying the Intel marker is Embarked upon a Transport with the Flyer special rule and that Transport leaves the battlefield, it also counts as having recovered the Intel; both the Detachment carrying the Intel marker and the Transport play no further part in the battle (i.e., are put to one side).

## Scoring

At the end of the battle, the player with this Secondary Objective scores 15 VPs if the Intel has been recovered, 10 VPs if the Intel has not been recovered but is being carried by a friendly Detachment or 5 VPs if the Intel marker is on the battlefield and no enemy models are within 8" of the Objective marker.

## CONTROL THE BATTLEFIELD

At the end of the battle, divide the battlefield into equal quarters and calculate the total Tactical Strength (see page 103) of each player's models wholly within each quarter. The player with the greatest total Tactical Strength in each quarter is said to be in control of it – if the total Tactical Strength is the same, no player controls it.

### Scoring

At the end of the battle, the player with this Secondary Objective scores 5 VPs if they control at least one battlefield quarter, 10 VPs if they control at least two battlefield quarters and 15 VPs if they control three or more battlefield quarters.

## BREAKTHROUGH

At the start of the first round, before any Order tokens are placed, the player with this Secondary Objective secretly notes down up to five friendly Detachments that are either deployed on the battlefield or Embarked within a Transport to be carrying some supplies. Models with the Flyer special rule cannot be chosen, nor can models Embarked upon a Transport with the Flyer special rule.

During the Calculating Victory Points stage of the End phase of any round, a Detachment carrying supplies that is within 1" of the enemy battlefield edge can break through the enemy line – remove that Detachment from the battlefield. The removed Detachment does not count as destroyed but plays no further part in the battle. A Transport that has a Detachment carrying supplies Embarked within it may leave the battlefield in this way with the Detachment inside – both the Transport and any Embarked Detachment play no further part in the battle if this happens.

Models Embarked within a Flyer cannot leave the battlefield in this way.

### Scoring

At the end of the battle, the player with this Secondary Objective scores 5 VPs if one friendly Detachment carrying supplies broke through the enemy line, 10 VPs if two friendly Detachments carrying supplies broke through the enemy line and 15 VPs if three or more friendly Detachments carrying supplies broke through the enemy line.

## PLANT THE STANDARD

At the start of the first round, before any Order tokens are placed, the player with this Secondary Objective nominates one of their models, whether on the battlefield or in Reserve, to be carrying a standard. Titans and models with the Flyer, Hover and/or Transport special rule cannot be chosen to carry the standard, nor can they pick it up in battle.

At the end of its activation in any Movement phase, the model carrying the standard may plant it – place an Objective marker in base contact with the model from the Detachment. The marker must be placed so it is wholly within 12" of your opponent's battlefield edge (or 18" if playing the Forward Push Mission) or the standard cannot be planted.

Once the standard has been planted, it functions like a normal Secondary Objective marker.

If the model carrying the standard is destroyed, place a marker on the battlefield, where the centre of the base of the model was. A friendly model that ends its activation in the Movement phase within 1" of the marker can pick up the standard – remove the marker from the battlefield. Once a standard has been deliberately planted, it cannot be picked up again.

### Scoring

At the end of the battle, the player with this Secondary Objective scores 5 VPs if the standard is being carried by a friendly Detachment but has not been planted, 10 VPs if the standard has been planted but is contested or 15 VPs if the standard has been planted, is uncontested and under your control.

If the standard is under the opposing player's control or is not being carried and has not been planted, you score no VPs.

## DEFIANT

At the end of the battle, calculate the total Tactical Strength (see page 103) of each player's models wholly within the deployment zone of the player with this Secondary Objective.

The player with the greatest total Tactical Strength in the deployment zone is said to be in control of it – if the total strength is the same, no player controls it.

### Scoring

At the end of the battle, the player with this Secondary Objective scores 15 VPs if no enemy models are within their deployment zone and no enemy Detachments are within 12" of their battlefield edge (18" if playing the Forward Push mission), 10 VPs if the total Tactical Strength of friendly models in their deployment zone is double that of the total Tactical Strength of enemy models, or 5 VPs if the total Tactical Strength of friendly models within their deployment zone is greater than the total Tactical Strength of enemy models within the player's deployment zone.

## BATTLEFIELD SHOWCASE

# INDUSTRIAL CITY

Mankind has built many cities across the galaxy. Some are ancient bastions of civilisation, dating back to the Dark Age of Technology, while others have sprung up in the wake of the Great Crusade and lack the grandeur of those ancient cities. All would feel the brutal grasp of the Horus Heresy, some broken for the crime of harbouring armies loyal to the Emperor or pledging allegiance to Horus, and others simply collateral damage in the vast conflict that had enveloped the galaxy.

Industrial city battlefields use the full range of Citadel buildings in epic scale, combining the Civitas Imperialis, Civitas Imperialis Spire and Manufactorum Imperialis to create a vast cityscape. Buildings provide strongholds for Detachments of Infantry to garrison and block line of sight and movement, while roads offer clear routes for Vehicle Detachments at the risk of leaving them vulnerable. The modular nature of the Legions Imperialis terrain allows infinite possibilities, ranging from the sparse outer edges of a city to the dense city centre.





Roads provide clear access routes for vehicles, such as this Leman Russ Squadron, enabling them to reach the front line faster.



Infantry and Walkers can manoeuvre through the narrow alleys of manufactoria terrain, sheltering from enemy fire until the moment is right.



# BATTLEFIELD SHOWCASE

# RUINED CITY

When battles rage across a city, it is rare for the infrastructure to remain intact; artillery barrages, airstrikes and the relentless march of god-engines reduce entire districts to rubble and smoking craters. Left behind is a ruined landscape where every building is a potential deathtrap and enemies can be lurking around every corner. Infantry fortify themselves within the husk of buildings, constructing barricades from the rubble to shelter behind the cover while debris-strewn roads slow down the advance of armour. Battles amongst ruined cities are rarely long-ranged affairs, favouring mobile Detachments with deadly close-quarter weapons.

The easiest way to construct a ruined city is with the Civitas Imperialis Ruins, which can be used on their own to create areas of Obstructing terrain or combined with the Civitas Imperialis building to create partially ruined Structures that Infantry can garrison. Careful manoeuvring is required on such battlefields, as Detachments dart between the crumbling buildings and establish crossfires for approaching enemies.





*Reinforced Obstacles prevent Vehicles from moving down certain roads, creating chokepoints where both sides meet in armoured clashes.*



*Large ruined Structures provide garrison points for Infantry Detachments blocking line of sight and dividing the battlefield, forcing armies to split up and push along multiple routes.*



## MUSTERING AN ARMY



In Legions Imperialis, players take command of epic armies consisting of a wide array of Detachments ranging from massed ranks of infantry supported by armoured tank columns to battlegroups of Titans drawn from the Collegia Titanica.

When playing a game of Legions Imperialis, each player controls an Army. Each Army is made up of a number of Formations, each of which is a group of Detachments that works together on the battlefield. This system of Formations and their component Detachments allow a player to select a flexible force, capable of countering the strategies of their opponent and taking on a variety of Missions and battlefield challenges.

The process of selecting an Army differs depending on the type of game being played. An Open Play game (see page 100) does not impose any restrictions on which models may be included in an Army, and players are free to select whichever models they choose before beginning the battle. In Matched Play and Narrative Play (see page 100), players must use a specific method of selecting armies for play, with a number of restrictions imposed upon which models may be selected in order to ensure a balanced game that reflects the armies of the Horus Heresy.

When playing a Matched or Narrative Play game, both players use a points limit to determine the size of the game that is to be played. The 'standard' points limit for games of Legions Imperialis is 3,000 points – this is a guideline, however, and players can agree upon whatever points limit they wish.

### MUSTERING AN ARMY

Once a points limit for a game has been agreed upon, players can begin mustering their armies. To do so, both players follow the Army Selection Steps detailed below, completing each in turn.

#### Army Selection Steps

1. Declare Allegiance
2. Choose Primary Army List
3. Assemble Compulsory Formations
4. Complete the Army

The sum total of points values of all Detachments in an Army can never be greater than the agreed upon points limit. A player can have fewer total points than the points limit, however there is no benefit for doing so, thus players are encouraged to get as close to the limit as they can.

## I. DECLARE ALLEGIANCE

The first step to assembling an Army is for the player to declare its Allegiance. Players can declare its Allegiance as either **Loyalist** or **Traitor**.

An Army that has the Loyalist Allegiance may not include any Formations or Detachments that contain models with the Traitor special rule and an Army with the Traitor special rule may not include any Formations or Detachments that contain models with the Loyalist special rule. In all cases a Formation or Detachment will indicate if it has a set Allegiance – any Formation or Detachment that does not list a specific Allegiance may be included in any Army, regardless of Allegiance.

Future supplements may explore additional Allegiances – such supplements will detail in full any rules for such Allegiances.

## 2. CHOOSE PRIMARY ARMY LIST

Once a player has declared the Army's Allegiance, they must choose an Army List from which to select the majority of their force. This is referred to as the Army's Primary Army List and represents the main faction upon which a player's Army is based, such as the Legiones Astartes or Solar Auxilia. The Army is referred to as a [Army List name] Army (e.g., Legiones Astartes Army). This rulebook includes basic Army Lists for the Legiones Astartes and Solar Auxilia – future supplements will expand upon these lists as well as introduce new ones.

A player must spend at least 70% of the points available from the agreed Points Limit on Formations and Detachments from their Primary Army List.

Most Army Lists have a number of special rules that apply to all Formations and Detachments selected from that Army List. Unless instructed otherwise, these rules do not apply to any Allied Contingents (see page 129) which are selected from another Army List, such formations instead use any special rules that are a part of the Army List from which they were selected.

## 3. ASSEMBLE COMPULSORY FORMATIONS

Once an Allegiance has been declared and a Primary Army List chosen, players can begin to select the models that will compose their armies. These armies are formed of two distinct components: Formations and Detachments.

Formations are the primary tool by which armies are assembled and organised. Formations are strategic groupings of Detachments that determine the composition of an Army and affect Detachment Morale (see the Morale and Break Point rules on page 64). In general, larger Formations have a higher Break Point and are more advantageous on the battlefield.

Formations represent the main building blocks of an Army; each Army must include a minimum of 1 Formation from its Primary Army List for each full 1,500 points of the agreed points limit for each Army (i.e., an Army assembled to a 3,000 points limit must include at least 2 Formations, a 4,500 point Army must include at least 3 Formations etc.).

Each Army List includes a number of Formations that are available to a player; future supplements may add additional Formations for various Army Lists.

### Formation Organisation Charts

Each Formation is represented by a Formation Organisation chart – which Detachments a Formation can, or must, include are detailed there. Each Formation Organisation chart has a number of slots, split between Compulsory slots and Optional slots.

Compulsory slots are slots that must be filled with the appropriate Detachment for that Formation to be fielded. Optional slots are slots the player can fill with the appropriate Detachments but they do not have to.

Each slot represents either a specific Detachment, such as a Legion Tactical Detachment, or a Detachment Role, such as 'Core Detachments'. Where a specific Detachment is listed, the slot must be filled with that Detachment. In the case of a Detachment Role, any Detachment from that Role can fill the slot; each datasheet has an icon which represents the relevant Detachment's Role, which informs which Detachments can be taken in which slots (see page 128 for more details on Detachment Roles). A Formation's slots can only be filled by Detachments drawn from the same Army List as the Formation unless instructed otherwise.

Some slots may offer choices, such as '*Choose one Detachment from the following:*', listing either multiple specific Detachments or Detachment Roles. Where this is the case, the slot may be filled with any Detachment from the list or from the listed Detachment Roles. Additionally, some Formation Organisation charts might allow multiple slots to be filled with a choice of Detachments or Detachment Roles, such as '*Choose a maximum of three Detachments from the following:*'. Where this is the case, the slots may be filled with any combination of the listed Detachments or Detachment Roles, up to the maximum allowed.

## Formations & Detachments

Detachments are tactical groupings of models, forming the primary fighting units on the battlefield. All models in a Detachment must maintain Coherency and are activated at the same time, moving and attacking as a distinct group.

All Armies will include a number of Detachment Roles, shown in the list that follows. A Detachment's Role will be denoted by the appropriate symbol in the Detachment's entry. Each Role represents a distinct type of asset available to an Army. Future supplements will add new Detachments to expand each Role, allowing you to field a variety of Detachments in various Roles.

 **HQ Detachments:** These are the leaders and generals of any army. Often few in number and with limited strategic weaponry, they rely on keen tactical acumen and special abilities to affect the flow of battle.

 **Core Detachments:** These warriors are the mainstay forces of an army, most often the foot soldiers that must weather the harshest fighting on the battlefield. Holding key objectives in the face of the enemy is the task that falls most often to these units.

 **Support Detachments:** Composed of specialised units intended to support the core of an army, Support Detachments take a variety of forms. Regardless of composition, they serve to eliminate key threats in the ranks of the enemy army.

 **Bastion Detachments:** Bastion Detachments include static weapon platforms, gun emplacements and units typically utilised in garrison forces. Designed to lock down portions of a battlefield with heavy firepower, they are often difficult to deploy in a timely manner.

 **Vanguard Detachments:** Vanguard Detachments represent the forward elements of an army, who strike fast and without mercy. Some are trained to range ahead of a marching army and secure key positions, while others form the tip of the spear, plunging directly into the enemy line to open the way for those that follow.

 **Light Armour Detachments:** Designed as support elements for ground forces, Light Armour is often fast and manoeuvrable. Their role is often to counter unexpected threats and provide heavy firepower in timely fashion

 **Battle Tank Detachments:** The mainstay armoured elements of a force. Extensively field tested, Battle Tanks are capable of responding to a myriad of threats and plunging into the thickest of fighting.

 **Heavy Armour Detachments:** The hammer that breaks open the toughest of foes, Heavy Armour represents many of the largest war machines within an army. Though often slow, they more than make up for it with weapons that can shatter battlelines in a single volley.

 **Artillery Detachments:** Covering both stationary and mobile long-ranged weaponry, Artillery Detachments are designed to soften up the enemy from a distance, relentlessly bombarding the enemy position in preparation of the main assault.

 **Air Support Detachments:** Air elements, both those stationed at local airfields and those on orbital ships, provide rapid close support to armies. Their role is to clear the skies of enemy aircraft and unleash destruction upon enemy ground troops.

 **Transport Detachments:** These special Detachments are composed of transport vehicles, and are attached to other Detachments to provide fast moving transport for slower infantry units. Unless instructed otherwise, Transport Detachments have a maximum Detachment size of 8 unless chosen as Dedicated Transports.

 **Knight Detachments:** Most commonly represented by the Knight armours of the Questoris Familia, Knight Detachments are technological marvels that can turn the tide of a battle.

 **Titan Detachments:** The god-engines of the Mechanicum frequently took to the field alongside the armies of both the Emperor and the Warmaster; as the war progressed, darker aberrations similar in power were also seen. Capable of sundering whole armies on their own, Titan Detachments represent the most powerful forces that can be mustered.

## Dedicated Transport Detachments

Formation Organisation charts may include Transport sections, which will list any Transport options available for Detachments within the Formation. Transports purchased for a Detachment are referred to as Dedicated Transports. All Dedicated Transports purchased for a Detachment form a single Detachment but do not take up a Detachment slot within a Formation and so are not counted against the minimum or maximum number of Detachments within one.

If a Detachment with Dedicated Transports is joined by another Detachment (such as one with the Command special rule) that has its own Dedicated Transport, the latter Dedicated Transport joins the Dedicated Transport Detachment – this can result in Detachments with different models (e.g., three Legion Rhinos and one Spartan Assault Vehicle). Detachments that have a Dedicated Transport with the Flyer special rule cannot join Dedicated Transports without the Flyer special rule.

A Detachment must purchase the minimum number of Dedicated Transports needed to carry all models within the Detachment; it cannot purchase fewer, nor can it purchase more than necessary.

*For example, a Legion Tactical Detachment with a Detachment Size of 10 is upgraded with Legion Rhinos as Dedicated Transports. As a Rhino is Transport (2), meaning*

*each Rhino can carry two models, the Legion Tactical Detachment must purchase 5 Rhinos; no more, no less.*

A Detachment can only purchase a Dedicated Transport if it is eligible to Embark upon that Transport.

*For example, if a Formation allows Legion Rhinos to be purchased as Dedicated Transports for Infantry Detachments in a Formation, a Legion Terminator Detachment cannot purchase a Rhino as, due to the Bulky special rule, it cannot Embark upon a Rhino.*

Dedicated Transports can only carry models from the Detachment they were purchased as an upgrade for. Dedicated Transports are ignored for the purposes of calculating Break Point.

*For example, a Formation with 26 models from HQ, Core or Support Detachments plus 10 models from Transport Detachments would have a Break Point of 13, not 18.*

Models with the Transport (X) special rule (or variation of) that fill a Transport Detachment slot are not Dedicated Transports; they function as a normal Detachment, and count towards the Break Point of the Formation. Any eligible Detachment with the Formation can Embark upon these Transports; models from outside the Formation or within an Allied Contingent cannot.

## 4. COMPLETE THE ARMY

An Army must include the minimum number of Formations drawn from the Primary Army List, after which additional Formations can be added; the total points value of the Army cannot be greater than the agreed upon points limit. In addition, once all Compulsory Formations have been added, Allied Contingents may be included in the Army.

### Allied Contingents

Allied Contingents represent forces from the Army List available to other armies, such as battlegroups of Legiones Astartes warriors lending their strength to a Solar Auxilia force.

For each Formation drawn from the Primary Army List, an Army can include a single Allied Contingent by choosing a Formation from a different Army List or the Strategic Assets list on page 198. This Formation is assembled in the normal way using Detachments from that Army List or the Strategic Assets list – Detachments from the Primary Army List cannot fill slots in an Allied Contingent.

Each Allied Contingent in an Army can be drawn from a different list if the player wishes. The total points cost of all Detachments within Allied Contingents in an Army cannot be greater than 30% of the points limit of the Army. An Allied Contingent functions like any other Formation on the battlefield.

*For example, Owen is building a Legiones Astartes Army with a 3,000 points limit. As such, he must include a minimum of two Formations drawn from his Primary Army List – he chooses a Legion Demi-Company and a Legion Garrison Force.*

*With the minimum Compulsory Formations filled, Owen can now include additional Formations drawn from the Legiones Astartes or Allied Contingents. Having assembled two Formations from his Primary Army List, Owen can include a maximum of two Allied Contingents. As such, he assembles an Auxilia Sub-Cohort Formation from the Solar Auxilia Army List and a Legio Support from the Strategic Asset Army List. If Owen has points remaining, he cannot include additional Allied Contingents until he adds another Formation from the Legiones Astartes Army List.*

# THE LEGIONES ASTARTES

*"They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear."*

The Emperor of Mankind

**T**he Legiones Astartes are the work of the Emperor's extended labours in genetic manipulation. When he first set out to conquer Terra, he unleashed his 'Thunder Warriors', gen-hanced soldiers named for the thunderbolt and raptor's head heraldry of their master. They were unprecedented in their physical strength and endurance yet deeply flawed, inevitably leading to both mental and biological degradation.

To rectify such flaws, the Emperor sought a more permanent and stable force of enhanced warriors. As he waged war to unify Terra beneath his rule, the Emperor gathered around Him an order of savants and gene-wrights to forge a new army suited to his purpose. This labour went on for decades and was conducted in absolute secrecy. Eventually, the Legiones Astartes project created an army of toughened warriors, strong of arm and iron in will, that were unflinchingly loyal to Him. The process was quickly refined and systematised, and the numbers of these new enhanced warriors grew swiftly, leading them to be organised into twenty distinct regiments that in turn grew into the twenty Space Marine Legions. Only eighteen would survive to grow into vast forces – as to the fate of those that did not, this record does not speak.

When the Emperor's ambitions turned to the stars, it was the Legiones Astartes that formed the principal fighting force of his armies. As the Great Crusade reached out across the galaxy, each Space Marine Legion was reunited with its Primarch, with each one given command over the Legion which shared their genetic heritage. In time, the Legions underwent great changes, both logically and psychologically, as each Primarch shaped those under their command to their will. Loyalty to the Primarch was near-absolute thanks to the bond a Legion shared with their primogenitor; whether such a bond was due to a notion of paternal loyalty, a brotherhood of arms forged over countless battles, or the genetic legacy held within each Space Marine, is impossible to determine. Regardless of the source, the intense loyalty a Legion held for its Primarch no doubt contributed to nine of the Legions turning against the Emperor and waging war upon the Imperium.

## THE LEGIONS

A Space Marine Legion is a frontline force of shock infantry consisting of tens of thousands of super-warriors armed and equipped with the finest wargear the Imperium can supply. Each member of the Legiones Astartes carries the martial worth of many times their number in terms of regular troops, for each is a killing machine bred for war – tireless, faster, and more disciplined and clear-sighted than any mortal warrior. A Legion assembled in its full might can conquer worlds in days, and wields the power to doom entire civilisations and species to extinction.

The early Legions owed much of their organisation to the ancient and proven Terran patterns of strategy combined with the Emperor's own tactical genius. Over the two centuries of the Great Crusade, the structure and personality of each Legion evolved in innumerable ways, influenced by the worlds they recruited from, the customs and hierarchies that naturally developed within their ranks, and the tenets of their Primarch. By the outbreak of the Horus Heresy, each Legion had its own distinct character and divergent order of battle. These unique divisions would birth rivalries and, over time, lead to feuds which would erupt with the advent of the Horus Heresy.



## LEGION COMMAND

Primarch

Praetorate or Ancients of the Legion (Senior Staff Officer Cadre)

Consular Representatives<sup>†</sup>

[<sup>†</sup>Senior representatives of the Armourium, Astropathic Chamber, Navigators-Plenipotentiary, Librarius (when present), Apothecarion, Masters of the Fleet, Castrum of Ordnance, Castellans of Domain, et al]

Vexillarius (Legion Standard Bearers, Subalterns and Equerries)

Honour Guard (Praetorian Bodyguard Formations—number and structure varied by Legion)

Chapter  
I

Chapter  
II

Chapter  
III

Chapter  
IV

Chapter  
V

Chapter  
VI

Originally each Chapter was comprised roughly of a thousand line Legionaries, but as the Legions grew this itself began to vary substantially by Legion, and also through the vicissitudes of war and the availability of replacement recruits.

Battalion\*

I

Battalion

II

BATTALION COMMAND (EXAMPLE)

(Battalions were alternatively designated as Cohorts, Regiments, Battle Groups, etc)

Lieutenant Commander

(Alternatively designated as Commander, First Captain, Shadow Captain, Marshal, Legate, etc)

Battalion Consuls (Senior Specialists and Advisors)

Battalion Vexillarius (Standard Bearers, Subalterns and Equerries)

Battalion Command Bodyguard

Company  
I

Company  
II

Company  
III

### BATTALION ASSETS

- Strike Cruisers
- Navigators Ordinary
- Drop Pods and Rams
- Light Gunship Squadrons
- Super-heavy Detachments
- Skimmer Strike Detachments
- Support Artillery Detachments
- Techmarine Covenants
- Apothecarion Sections
- Dreadnought Talons
- Reconnaissance Sections

\*Nominally Battalions numbered five companies each of a hundred Legionaries  
– Battalion I was composed of Veterans and other elite units, II, III and IV were line companies and the V<sup>th</sup> Company comprised entirely of specialist troops such as dedicated assault, outrider or destroyer units. However in practice many larger Legions regularly exceeded this, maintaining battalions with seven or ten companies each folded under a particular command, while individual companies also varied in strength.

Company, battalion and even Chapter-level strike forces can be created by assigning higher-level assets to subordinate line units in order to create forces designed to undertake a myriad of specific battlefield tasks. As a result, the standardised administrative organisation shown here would rarely serve as a tactical battlefield formation, and in practice individual forces would be temporarily combined in numerous different configurations.

## LEGION ASSETS

- Planetary Domains
- Capital Class War Ships
- Secondary Escort Squadrons
- Legion Armourium
- Legion Apothecarion
- Legion Librarius (where present)
- Auxiliary Forces (Non-Space Marine)
- Legion Support Corps (Virtuallers, Commissary, Serfs, Indentures, Servitors, etc).

# STRATEGIC DISPOSITION OF A SPACE MARINE LEGION

Notional Organisation Late Great Crusade Era

Chapter VII Chapter VIII Chapter IX Chapter X Chapter XI Chapter XII(etc)

## CHAPTER COMMAND (EXAMPLE)

(Chapters were alternatively designated as Great Companies, Harrows, Millennials, etc)

### Lord Commander

(Alternatively Chapter Master, Khan, Warsmith, Magister, etc)

Chapter Consuls (Senior Specialists and Advisors to the Lord Commander)

Chapter Vexillarius (Chapter Standard Bearers, Subalterns and Equeeries)

### Chapter Command Bodyguard

#### Battalion I

#### Battalion II

Nominally each Battalion was composed of five hundred line Legionaries each, as well as various specialists and support staff.

Company IV

Company V

Company VI

Company VII (etc)\*

## COMPANY COMMAND (EXAMPLE)

(Companies were alternatively designated as Maniples, Bands, Brotherhoods, etc)

Company Captain (alternatively Centurion, Prime, Wolf Lord, Bloody, etc)

Company Standard Bearer

### Company Command Bodyguard Squad

1<sup>st</sup> Demi-Company

2<sup>nd</sup> Demi-Company

3<sup>rd</sup> Demi-Company

1<sup>st</sup> Lieutenant

2<sup>nd</sup> Lieutenant

3<sup>rd</sup> Lieutenant

(Lieutenants were the most junior officers of the Legion. They also differed in designations such as Dominar, Decurion, Pack Leader or Chieftain, and in some Legions the numerical positioning of the officer within the Company indicated seniority or ceremonial role and had further titles in rank).

Tactical Squad  
(10-20 Space Marine Legionaries)

Tactical Squad  
(10-20 Space Marine Legionaries)

Support Squad  
(5-10 Space Marine Legionaries)

## CHAPTER ASSETS

- Chapter Flagship Battle Barge/ Capital Ship
- Planetary Assault Craft and Drop Ships
- Escort Squadrons
- Gunship Squadrons
- Chapter Armourium
- Legion Armoured Divisions

## COMPANY ASSETS

- Heavy Support Squads (5-10 Space Marine Legionaries)
- Assigned Veteran or Specialist Squads (Various)
- Gunships
- Rhino Armoured Transports
- Tank Detachments
- Support Weapons Batteries
- Dreadnoughts
- Techmarines
- Apothecaries

Reinforced companies may field additional Demi-Companies. By the later period of the civil war these would often be rapidly constituted 'Inductii' reinforcement units.

# LEGIONES ASTARTES DEMI-COMPANY

## DEATH GUARD

*One example of a Demi-Company constituted in later Great Crusade-era approved mechanised infantry configuration.*

### LEGION COMMAND SQUAD

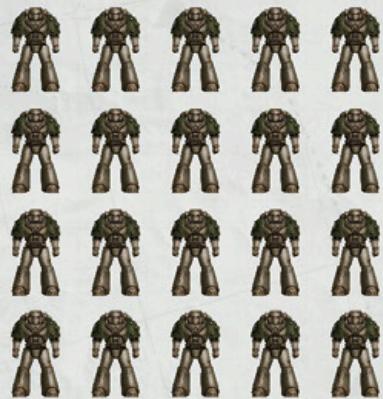


*Commanded by a junior Centurion-level 'line officer' holding the standardised Legiones Astartes rank of 1<sup>st</sup> or 2<sup>nd</sup> Lieutenant. Accompanied by bodyguard of veteran Legionaries who also serve as aides-de-camp and who undertake various support roles outside of combat.*

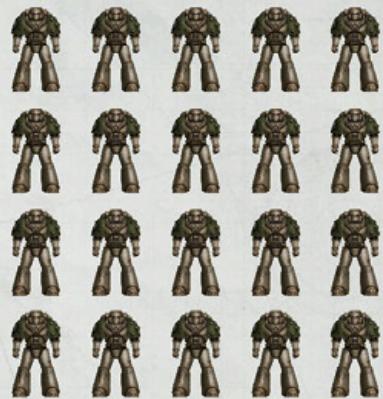
### LEGION TACTICAL SQUAD



### LEGION TACTICAL SQUAD



### LEGION TACTICAL SUPPORT SQUAD



### LEGION FIRE RAPTOR GUNSHIPS



*Close air support provided by gunships assigned from company or battalion-level air assets.*

### LEGION PREDATOR TANKS



*Detached from company-level armoured support echelon.*

### LEGION RHINO TRANSPORTS



*Transports drawn from company transport squadron and assigned to individual units as required.*

# LEGIONES ASTARTES GARRISON FORCE

## DEATH GUARD

One example of a Demi-Company constituted in later Great Crusade era approved main line / bastion defence configuration.

### LEGION COMMAND SQUAD

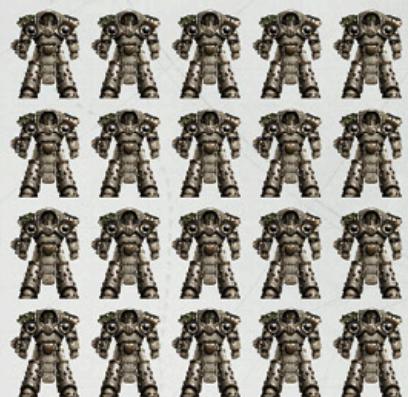


Commanded by a junior Centurion-level 'line officer' holding the standardised Legiones Astartes rank of 1<sup>st</sup> or 2<sup>nd</sup> Lieutenant. Accompanied by bodyguard of veteran Legionaries who also serve as aides-de-camp and who undertake various support roles outside of combat.

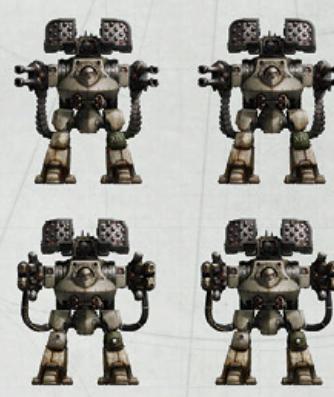
### LEGION TACTICAL SQUAD



### LEGION TERMINATOR DETACHMENT



### LEGION DEREDEO DREADNOUGHTS



### LEGION RAPIER BATTERY DETACHMENT



Rapiers provide heavy fire support in static defence, but can be rapidly relocated to respond to enemy attack vectors.

### LEGION XIPHON INTERCEPTORS



Sector-assigned combat air patrol assets undertake patrol and interdiction duties in defence of static ground forces as required.

### LEGION KRATOS TANKS



Heavy tanks detached from company or battalion armoured support echelons provide dynamic defence and rapid counter-attack capability to otherwise static formations.

## LEGIONES ASTARTES ARMY LIST

The following section presents the Legiones Astartes Army List, reflecting the Space Marine Legions during the final years of the Great Crusade and through the Horus Heresy. Within you'll find all the rules needed to build a Legiones Astartes Army.

### Legiones Astartes Special Rules

When building a Legiones Astartes Army, the following special rules apply. Some rules will mention Legiones Astartes Formations, Detachment and/or models – this refers to any Formation, Detachment or model drawn from the Legiones Astartes list, and not other Formations, Detachments and models that are part of the same Army only.

*The Space Marine Legions: Before the Great Crusade, the Emperor created twenty Primarchs in his vaults beneath Ancient Terra and, from their genetic line, the twenty Space Marine Legions. By the onset of the Horus Heresy, eighteen Legions remained, with half betraying their oaths to the Imperium and joining forces with the Warmaster.*

When a player musters an Army using a Legiones Astartes Army List as the Primary Army List, that player must select a Legion for each Legiones Astartes Formation within it. The Formation is referred to as a [Legion Name] Formation and all Detachments and models within it are referred to as [Legion Name] Detachments or models. Detachment and models within that Formation may gain special rules associated with the chosen Legion (see page 154).

No Formation, Detachment or model can benefit from more than one set of Legion rules. Different Formations within the same Legiones Astartes Army may be from different Legions.

If Legiones Astartes Formations are included in a non-Legiones Astartes Army through Allied Contingents, then they too must choose a Legion and gain the special rules associated with it. All Legiones Astartes Allied Contingents within an Army must be drawn from the same Legion.

*For example, Tom selects the Legiones Astartes Army List as his Primary Army List, and chooses the Thousand Sons Legion for two of his Formations. As such, all Detachments within those Formations are referred to as Thousand Sons Formations, Detachments and models. If a third Formation is added and Tom decides they will be Dark Angels, then all Detachments within the Formation are referred to as Dark Angels Detachments.*

Certain Formations presented in future supplements may be exclusively available to certain Legions, and thus can only include models with that Legion special rule. Similarly, some Detachments might only be available to certain Legions, and thus can only be included in Formations of that Legion. Where this is the case it will always be clearly stated as part of the Detachment's datasheet.

A player can declare their Formations are drawn from any Legion, regardless of the Army's Allegiance – though certain Legions sided with the Emperor or the Warmaster, it was not unknown for disparate elements to go against the will of their Primarch and choose a different path during the Horus Heresy. The only restrictions are units that are specifically Loyalist or Traitor (see the Loyalist and Traitors special rules in the Special Rules section).





## LEGIONES ASTARTES FORMATIONS

### Legion Demi-Company

Demi-Companies were the heart of every Legion, formed of several contingents of Tactical Legionaries working in concert with support units. Tactically flexible, Demi-Companies were trained to fight alongside other Legion assets, such as aerial support or armoured units, to ensure battle readiness in the face of myriad threats.

#### COMPULSORY DETACHMENTS



#### OPTIONAL DETACHMENTS



**Dedicated Transports:** Any Legiones Astartes Detachment within the Formation that contains only Infantry models may be upgraded with Legion Rhinos as Dedicated Transports.

**Heart of the Legion:** Compulsory Core Detachment slots in this Formation must be filled with Legion Tactical Detachments. All non-Infantry models within this Formation increase their Tactical Strength by 1 when contesting an Objective marker that an Infantry model within this Formation is also contesting.

One of the following:



One of the following:



### Legion Garrison Force

Elements of the Legiones Astartes were tasked with garrisoning planets on the Imperium's frontier or securing strongholds in an active theatre of war. Rapier Batteries, Legionaries with heavy weapons and Legion aerial assets were common support elements amongst such forces, reinforcing the formation's ability to throw back assailants.

#### COMPULSORY DETACHMENTS



#### OPTIONAL DETACHMENTS



One of the following:



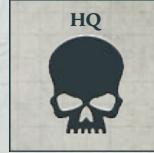
### Legion Armoured Company

Armoured Companies were dedicated sub-sections of armoured units deployed to oppose enemy armour formations and to destroy fortified positions. Each Legion could call upon an array of war machines, including numerous Predator variants and the Sicaran battle tank.

COMPULSORY DETACHMENTS	OPTIONAL DETACHMENTS
  	   
	One of the following:  

### Legion Aerial Assault

A Legion's aerial units were designed to support its methods of war and included numerous patterns of gunships which provided overwhelming firepower and the capacity for rapid troop deployment.

COMPULSORY DETACHMENTS	OPTIONAL DETACHMENTS
   	     

**Dedicated Transports:** Any Legiones Astartes Detachment within a Legion Aerial Assault Formation can be upgraded with Legion Storm Eagles or Legion Thunderhawks as Dedicated Transports, at a cost of +100 points per Storm Eagle and +150 points per Legion Thunderhawk.

**Aerial Assault:** All Detachments within the Formation that do not have the Flyer special rule must begin the game Embarked upon a Transport with the Flyer special rule.

# HQ DETACHMENTS

LEGION COMMAND		25 POINTS			
INFANTRY (1)		DETACHMENT SIZE: 1			
Name	Movement	Sv	CAF	Morale	W
Command Squad	5"	4+	+4	2+	I
<b>Weapons</b>					
• Legion combi-bolters					
Weapon	Range	Dice	To Hit	AP	Traits
Legion combi-bolters	8"	I	5+	0	Accurate, Assault, Light
<b>Special Rules</b>					
Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician, Medicae					

## TRANSPORT DETACHMENTS

LEGION RHINO DETACHMENT		10 POINTS PER RHINO			
VEHICLE (2)		DETACHMENT SIZE: VARIABLE			
Name	Movement	Sv	CAF	Morale	W
Rhino	9"	4+	+0	3+	I
<b>Weapons</b>					
• Pintle Mounted twin-linked bolter					
Weapon	Range	Dice	To Hit	AP	Traits
Pintle Mounted twin-linked bolter	8"	I	5+	0	Arc (Front), Assault, Light, Point Defence
Pintle Mounted multi-melta	6"	I	5+	-3	Anti-tank, Arc (Front)
Pintle Mounted havoc launcher	15"	I	4+	0	Arc (Front), Light AT, Point Defence
<b>Upgrades</b>					
A Rhino may exchange its Pintle Mounted twin-linked bolter for one of the following:					
• Pintle Mounted havoc launcher .....+2 points per model					
• Pintle Mounted multi-melta .....+4 points per model					
<b>Special Rules</b>					
Transport (2)					

## HQ DETACHMENTS

Space Marine commanders are the mightiest warriors and battle-leaders of the Space Marine Legions, second only to the god-like Primarchs in martial skill and generalship. Within their ranks can be found chapter masters and lord commanders, first captains, khan and tribunes, as the traditions of the Legion dictate, as well as Centurions and specialised commanders providing operational depth and strategic flexibility. It is common for Space Marine commanders to be accompanied in battle by a squad of highly disciplined and worthy warriors that serve both as a bodyguard and are entrusted to carry one of the Legion's standards.

## TRANSPORT DETACHMENTS

The Rhino is the most widely used armoured personnel carrier in the Imperium. Based upon ancient STC technology the fundamental design is robust, reliable and easy to maintain, and its adaptive power plant can run off a wide variety of fuels. Within the Space Marine Legions, the Deimos pattern was the most widespread, serving as the basic armoured transport available to the Legiones Astartes and the foundation from which a number of other war machines were produced.

# CORE DETACHMENTS

## CORE DETACHMENTS

Tactical detachments are the mainstay of the Space Marine Legions and the force by which the Great Crusade had reconquered much of the galaxy. Each is a highly flexible unit able to attack or defend, assault heavily fortified positions, take and hold strategic objectives or simply slaughter an enemy comprehensively in almost any terrain or situation.

On the battlefield, Tactical detachments were frequently augmented by both mobile fire support units that replaced the utilitarian bolter with more specialised weapons and more heavily armed units carrying Space Marine-portable firepower sufficient to bring down hordes of enemy troops or smash apart armoured vehicles. Thousands of such warriors existed within every Legion, capable of fighting within the harshest environments against the deadliest of foes.

### LEGION TACTICAL DETACHMENT

**35 POINTS**

#### INFANTRY (I)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Tactical Legionaries	5"	5+	+2	3+	I
<b>Weapons</b>					
• Legion bolters					
Weapon	Range	Dice	To Hit	AP	Traits
Legion bolters	8"	1	5+	0	Assault, Light
Plasma guns	10"	1	4+	-1	Light AT
Missile launchers	20"	2	4+	0	Ignores Cover, Light
	20"	1	4+	-1	Anti-tank

#### Upgrades

A Legion Tactical Detachment can purchase up to four upgrades chosen from the list below. It may purchase the same upgrade multiple times. Each upgrade increases the Detachment size by 2, adding the respective models:

- **Tactical Legionaries** .....+12 points
- **Plasma Tactical Support Legionaries** .....+15 points\*
- **Missile Launcher Heavy Support Legionaries** .....+15 points†
- **Legion Terminators** .....+15 points‡
- **Assault Marines** .....+12 points‡

\*Models added via this upgrade are Tactical Legionaries that exchange Legion bolters for plasma guns.

†Models added via this upgrade are Tactical Legionaries that exchange Legion bolters for missile launchers.

‡Models added via this upgrade use the respective profiles on the following page.



## DETACHMENT UPGRADES

### LEGION TERMINATORS

### INFANTRY (I)

Name	Movement	Sv	CAF	Morale	W
Legion Terminators	5"	4+	+4	3+	I

#### Weapons

- Legion combi-bolters

Weapon	Range	Dice	To Hit	AP	Traits
Legion combi-bolters	8"	I	5+	0	Accurate, Assault, Light

#### Special Rules

- Bulky, Deep Strike, Implacable, Invulnerable Save (6+), Steadfast

### ASSAULT MARINES

### INFANTRY (I)

Name	Movement	Sv	CAF	Morale	W
Assault Marines	7"	5+	+3	3+	I

#### Weapons

- Legion bolt pistols

Weapon	Range	Dice	To Hit	AP	Traits
Legion bolt pistols	6"	I	5+	0	Light

#### Special Rules

- Independent, Jump Packs

## DETACHMENT UPGRADES

Tactical units were frequently supported by more specialised Legion infantry, such as Terminators or Assault Marines. The former possessed heavily armoured suits capable of weathering almost any form of attack, making them the ideal spearpoint for assaults upon heavily fortified positions or in heavy close-quarter fighting. Conversely, Assault Marines provided a rapid attack force and hit-and-run tactics, harrying the foe while Tactical units deployed into advantageous firing positions. Equipped with jump packs that allowed Legionaries to move with great speed across the battlefield, Assault units were capable of bypassing intervening terrain and defences to fall upon the enemy from above.



# SUPPORT DETACHMENTS

## SUPPORT DETACHMENTS

Legion support units were tailored towards specific threats, equipped with a wide array of mobile fire support weapons or heavy weaponry to provide Space Marine infantry with the tools necessary to combat any threat. The deployment of plasma guns as close support weapons became increasingly common during the Horus Heresy, the weapon favoured for its effectiveness against enemy Legionaries. The advance of Tactical detachments was often covered by missile launcher-bearing support units carrying both anti-personnel and anti-tank missiles who were adaptable to a wide array of threats.

### LEGION PLASMA GUN SUPPORT DETACHMENT

**35 POINTS**

#### INFANTRY (I)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Support Legionaries	5"	5+	+2	3+	I

#### Weapons

- Plasma guns

Weapon	Range	Dice	To Hit	AP	Traits
Plasma guns	10"	I	4+	-I	Light AT

#### Upgrades

A Legion Plasma Gun Support Detachment can purchase one of the following upgrades:

- Increase the Detachment size by 2.....+15 points
- Increase the Detachment size by 4.....+30 points

### LEGION MISSILE LAUNCHER SUPPORT DETACHMENT 40 POINTS

#### INFANTRY (I)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Support Legionaries	5"	5+	+I	3+	I

#### Weapons

- Missile launchers

Weapon	Range	Dice	To Hit	AP	Traits
Missile launchers	20"	2	4+	0	Ignores Cover, Light
	20"	I	4+	-I	Anti-tank

#### Upgrades

A Legion Missile Launcher Support Detachment can purchase one of the following upgrades:

- Increase the Detachment size by 2.....+15 points
- Increase the Detachment size by 4.....+30 points



# SUPPORT DETACHMENTS

LEGION ASSAULT DETACHMENT		30 POINTS			
INFANTRY (I)		DETACHMENT SIZE: 4			
Name	Movement	Sv	CAF	Morale	W
Assault Marines	7"	5+	+3	3+	I
<b>Weapons</b>					
• Legion bolt pistols					
Weapon	Range	Dice	To Hit	AP	Traits
Legion bolt pistols	6"	1	5+	0	Light
<b>Upgrades</b>					
A Legion Assault Detachment can purchase one of the following upgrades:					
• Increase the Detachment size by 2.....+12 points					
• Increase the Detachment size by 4.....+24 points					
<b>Special Rules</b>					
Jump Packs					

LEGION TERMINATOR DETACHMENT		50 POINTS			
INFANTRY (I)		DETACHMENT SIZE: 4			
Name	Movement	Sv	CAF	Morale	W
Legion Terminators	5"	4+	+4	3+	I
<b>Weapons</b>					
• Legion combi-bolters					
Weapon	Range	Dice	To Hit	AP	Traits
Legion combi-bolters	8"	1	5+	0	Accurate, Assault, Light
<b>Upgrades</b>					
A Legion Terminator Detachment can purchase one of the following upgrades:					
• Increase the Detachment size by 2.....+15 points					
• Increase the Detachment size by 4.....+30 points					
<b>Special Rules</b>					
Bulky, Deep Strike, Implacable, Invulnerable Save (6+), Steadfast					

## SUPPORT DETACHMENTS

Assault Marines were often fielded in large numbers when rapid ground assaults were required in terrain-heavy environments. The mobility offered by the jump pack allowed Legionaries to bypass enemy defences and descend into the midst of the foe, engaging them in bloody melee. Legions such as the Raven Guard and Night Lords fielded Assault units extensively, relying on rapid strike forces to destroy the enemy before they could respond.

Each Space Marine clad in Terminator armour was a veteran of many battles equipped with the finest personal armour available to the Legions. Though different patterns of Terminator suits existed, all provided extensive protection and were capable of withstanding almost any form of attack. When deployed en-masse, Terminators were a nigh-unstoppable avalanche of hardened ceramite that would deliver a hammer blow to crush the foe with ruthless power.



# SUPPORT DETACHMENTS

## SUPPORT DETACHMENTS

Rapier carriers are semi-automated tracked weapon carriers with on-board targeting systems and power generators. Designed to mount support weapons too cumbersome for even a Space Marine to carry into battle, the relatively small size and mobility of the Rapier makes it a perfect support weapon in both a defensive and offensive capacity where armoured vehicles and large artillery could not be deployed.

### LEGION RAPIER BATTERY DETACHMENT

**40 POINTS**

#### INFANTRY (1)

**DETACHMENT SIZE: 2**

Name	Movement	Sv	CAF	Morale	W
Legion Rapier	4"	5+	+1	3+	I

#### Weapons

- Laser destroyer array or quad launcher

Weapon	Range	Dice	To Hit	AP	Traits
Laser destroyer array	15"	2	4+	-2	Anti-tank
Quad launcher	6"-30"	2	4+	-1	Barrage, Light
	16"	1	4+	-1	Demolisher, Light AT

#### Upgrades

A Legion Rapier Battery Detachment can purchase one of the following upgrades:

- Increase the Detachment size by 2 .....+30 points
- Increase the Detachment size by 4 .....+60 points
- Increase the Detachment size by 6 .....+90 points

#### Special Rules

Bulky

### LEVIATHAN SIEGE DREADNOUGHT DETACHMENT

**75 POINTS**

#### WALKER (1)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Leviathan Dreadnought	5"	4+	+5	3+	I

#### Weapons

- Leviathan storm cannon or cyclonic meltab lance
- Twin-linked volkite caliver
- Leviathan siege claw

Weapon	Range	Dice	To Hit	AP	Traits
Leviathan storm cannon	10"	2	5+	-1	Light AT, Rapid Fire
Cyclonic meltab lance	6"	1	4+	-3	Anti-tank, Demolisher
Twin-linked volkite caliver	12"	1	4+	0	Accurate, Deflagrate, Light
Leviathan siege claw	-	-	-	-4	Rend, Wrecker (2)

#### Upgrades

A Leviathan Siege Dreadnought Detachment can purchase one of the following upgrades:

- Increase the Detachment size by 2 .....+35 points
- Increase the Detachment size by 4 .....+70 points

#### Special Rules

Armoured, Invulnerable Save (5+)

# SUPPORT DETACHMENTS

LEGION DREADNOUGHT TALON		70 POINTS			
WALKER (I)		DETACHMENT SIZE: 4			
Name	Movement	Sv	CAF	Morale	W
Contemptor Dreadnought	5"	4+	+5	3+	I
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>Kheres assault cannon or twin-linked lascannon</li> <li>In-built twin-linked bolter</li> </ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Kheres assault cannon	10"	1	5+	-1	Light AT, Rapid Fire
Twin-linked lascannon	22"	1	4+	-1	Accurate, Anti-tank
In-built twin-linked bolter	8"	1	5+	0	Assault, Light, Point Defence
<b>Upgrades</b>					
A Legion Dreadnought Talon can purchase up to three upgrades chosen from the list below. It may purchase the same upgrade multiple times. Each upgrade increases the Detachment size by 2, adding the respective models:					
<ul style="list-style-type: none"> <li><b>Contemptor Dreadnoughts</b>.....+30 points</li> <li><b>Leviathan Siege Dreadnoughts</b>.....+35 points*</li> </ul>					
*Models added via this upgrade use the respective profiles below.					
<b>Special Rules</b>					
Armoured, Invulnerable Save (6+)					

## DETACHMENT UPGRADES

LEVIATHAN SIEGE DREADNOUGHT		WALKER (I)			
Name	Movement	Sv	CAF	Morale	W
Leviathan Dreadnought	5"	4+	+5	3+	I
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>Leviathan storm cannon or cyclonic meltal lance</li> <li>Twin-linked volkite caliver</li> <li>Leviathan siege claw</li> </ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Leviathan storm cannon	10"	2	5+	-1	Light AT, Rapid Fire
Cyclonic meltal lance	6"	1	4+	-3	Anti-tank, Demolisher
Twin-linked volkite caliver	12"	1	4+	0	Accurate, Deflagrate, Light
Leviathan siege claw	-	-	-	-4	Rend, Wrecker (2)
<b>Special Rules</b>					
Armoured, Invulnerable Save (5+)					

## SUPPORT DETACHMENTS

Regarded by many as the most advanced and powerful pattern of Dreadnought in the arsenal of the Great Crusade, the Contemptor is a relatively recent design that melds together traditional Dreadnought technology with systems drawn from the ancient and guarded lore of the Legio Cybernetica of the Mechanicum. Each Dreadnought is a highly mobile weapon platform that provides close-ranged support to infantry advances capable of sundering enemy infantry, defensive positions and armoured vehicles.

On occasion, Contemptor talons were known to include Leviathan Dreadnoughts, the two patterns temporarily bound together to obliterate the foe.

# BASTION DETACHMENTS

## BASTION DETACHMENTS

The most common design of automated weapon platforms and sentry gun batteries utilised by the Imperium's diverse armed forces was the Tarantula, employed primarily for the mundane duties of point defence and security. The Space Marine Legions make use of Tarantulas in a forward deployment role and see them as entirely disposable assets, often utilising them in the thick of battle to defend a forward position, draw out enemy forces for attack or even to guard a withdrawal or pin an enemy force during a feint.

### LEGION TARANTULA BATTERY

**36 POINTS**

#### INFANTRY (1)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Legion Tarantula	-	5+	-3	-	I

#### Weapons

- Tarantula lascannon battery or Hyperios air-defence missile launcher

Weapon	Range	Dice	To Hit	AP	Traits
Tarantula lascannon battery	22"	2	5+	-1	Anti-tank
Hyperios air-defence missile launcher	25"	1	4+	-1	Skyfire, Tracking

#### Upgrades

A Legion Tarantula Battery can purchase one of the following upgrades:

- Increase the Detachment size by 2 .....+15 points
- Increase the Detachment size by 4 .....+30 points

#### Special Rules

Automated Sentry

### LEGION DEREDEO DREADNOUGHT DETACHMENT

**85 POINTS**

#### WALKER (1)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Deredeo Dreadnought	5"	4+	+2	3+	I

#### Weapons

- Hellfire plasma cannonade or Anvilus autocannon battery
- Aiolos missile launcher
- Sarcophagus Mounted weapons

Weapon	Range	Dice	To Hit	AP	Traits
Sarcophagus Mounted weapons	8"	1	6+	0	Light, Point Defence
Aiolos missile launcher	25"	1	4+	-2	Anti-tank, Skyfire
Hellfire plasma cannonade	14"	2	4+	-2	Light AT
Anvilus autocannon battery	16"	2	5+	-1	Accurate, Light AT

#### Upgrades

A Legion Deredeo Dreadnought Detachment can purchase one of the following upgrades:

- Increase the Detachment size by 2 .....+40 points
- Increase the Detachment size by 4 .....+80 points

#### Special Rules

Armoured, Invulnerable Save (5+), Tracking Array

# BATTLE TANK DETACHMENTS

LEGION PREDATOR SQUADRON		115 POINTS			
VEHICLE (2)	DETACHMENT SIZE: 3				
Name	Movement	Sv	CAF	Morale	W
Legion Predator	9"	3+	+2	3+	I
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>Predator cannon or Predator lascannon</li> <li>Sponson Mounted heavy bolters or Sponson Mounted lascannon</li> </ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Predator cannon	18"	2	5+	-1	Light AT
Sponson Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Predator lascannon	22"	1	4+	-1	Accurate, Anti-tank
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
<b>Upgrades</b>					
A Legion Predator Detachment can purchase any of the following upgrades. It may purchase the same upgrade multiple times, to a maximum Detachment size of 9:					
<ul style="list-style-type: none"> <li>• Increase the Detachment size by 1 .....+35 points</li> <li>• Increase the Detachment size by 3 .....+95 points</li> <li>• Increase the Detachment size by 6.....+185 points</li> </ul>					

## BATTLE TANK DETACHMENTS

The Predator is perhaps the most ubiquitous and well known variant of the basic Rhino chassis, equipped with superior firepower and armour protection in exchange for sacrificing the Rhino's transport bay. The strength of the Predator lies in its versatility, combining a good balance of speed, firepower and protection along with a wide array of possible turret weapons available.



## BATTLE TANK DETACHMENTS

Designed in concert between the Primarchs Ferrus Manus and Roboute Guilliman, the Sicaran battle tank is one of the most advanced armoured units in the arsenal of the Great Crusade. Each Sicaran was a mobile fire unit designed to operate at the fore of a Legion advance, most commonly armed with a rapid fire Herakles pattern accelerator autocannon. Retrofitting allowed the use of an Omega plasma array, which sacrificed precision in favour of overwhelming force to reduce enemy armour to wrecks.

# BATTLE TANK DETACHMENTS

## LEGION SICARAN SQUADRON

105 POINTS

### VEHICLE (2)

DETACHMENT SIZE: 2

Name	Movement	Sv	CAF	Morale	W
Legion Sicaran	10"	3+	+2	3+	I
<b>Weapons</b>					
<ul style="list-style-type: none"><li>Hull Mounted heavy bolter</li><li>Twin-linked accelerator autocannon or Omega plasma array</li><li>Sponson Mounted heavy bolters or Sponson Mounted lascannon</li></ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Hull Mounted heavy bolter	12"	2	5+	0	Arc (Front), Light, Point Defence
Twin-linked accelerator autocannon	16"	3	5+	-1	Tracking
Omega plasma array	12"	1	4+	-2	Accurate
Sponson Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)

### Upgrades

A Legion Sicaran Squadron can purchase any of the following upgrades. It may purchase the same upgrade multiple times, to a maximum Detachment size of 6:

- Increase the Detachment size by 1 .....+40 points
- Increase the Detachment size by 2 .....+70 points
- Increase the Detachment size by 4 .....+140 points

# HEAVY ARMOUR DETACHMENTS

LEGION KRATOS SQUADRON		150 POINTS			
VEHICLE (2)	DETACHMENT SIZE: 2				
Name	Movement	Sv	CAF	Morale	W
Legion Kratos	8"	2+	+3	3+	2
Weapons					
<ul style="list-style-type: none"> <li>Kratos battlecannon with co-axial autocannon or meltablastgun with co-axial autocannon</li> <li>Two Hull Mounted heavy bolters or two Kratos lascannon or two Kratos autocannon</li> <li>Sponson Mounted heavy bolters or Sponson Mounted lascannon</li> </ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Kratos battlecannon	20"	2	4+	-1	
	10"	1	4+	-4	Anti-tank, Armourbane
Co-axial autocannon	16"	2	5+	-1	Co-axial, Light AT
Melta blastgun	8"	1	4+	-4	Anti-tank, Armourbane, Bunker Buster
Hull Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Kratos autocannon	16"	2	5+	-1	Accurate, Arc (Front), Light AT
Kratos lascannon	22"	1	4+	-1	Accurate, Arc (Front), Anti-tank
Upgrades					
A Legion Kratos Squadron can purchase any of the following upgrades. It may purchase the same upgrade multiple times, to a maximum Detachment size of 6:					
<ul style="list-style-type: none"> <li>• Increase the Detachment size by 1 .....+60 points</li> <li>• Increase the Detachment size by 2 .....+110 points</li> <li>• Increase the Detachment size by 4 .....+200 points</li> </ul>					

## HEAVY ARMOUR DETACHMENTS

The Kratos is based on an Ancient Terran pattern, originally used in large numbers during the Unification of Old Earth. After the Emperor's treaty was signed with the Lords of Mars, the Kratos was redesigned to serve as the spearhead of the Great Crusade, a line-breaker and foe hammer. Though slower than many later Legion armoured units, the Kratos is all but impervious to enemy weapons fire and is capable of fielding a deadly array of anti-armour and anti-fortification weaponry.



# AIR SUPPORT DETACHMENTS

## AIR SUPPORT DETACHMENTS

The Xiphon is a void/atmospheric combat craft with an ancient lineage, with many unique variations on the base design encountered on lost human colonies across the galaxy. Potent and heavily armed, the Xiphon had largely fallen out of frontline service by the end of the Great Crusade; tens of thousands of retired aircraft were swiftly pressed into service once more with the outbreak of the Horus Heresy.

The Storm Eagle Assault Gunship is a dedicated tactical strike unit primarily used in the orbital assault deployment of Legion infantry forces and low-level ground attack. Rugged and durable, the power of the Storm Eagle lay in its versatility, serving capably as a long range transport, orbital shuttle, scout and an interceptor in addition to its primary roles.

### LEGION XIPHON INTERCEPTOR SQUADRON

**95 POINTS**

#### VEHICLE (2)

**DETACHMENT SIZE: I**

Name	Movement	Sv	CAF	Morale	W
Xiphon Interceptor	30"	3+	+0	-	I

#### Weapons

- Xiphon lascannon array
- Xiphon rotary missile launcher

Weapon	Range	Dice	To Hit	AP	Traits
Xiphon lascannon array	22"	2	4+	-1	Arc (Front), Accurate, Anti-tank, Skyfire
Xiphon rotary missile launcher	24"	2	4+	-1	Arc (Front), Skyfire, Tracking

#### Upgrades

A Legion Xiphon Interceptor Squadron can purchase one of the following upgrades:

- Increase the Detachment size by 1 .....+85 points
- Increase the Detachment size by 2 .....+160 points
- Increase the Detachment size by 3 .....+215 points

#### Special Rules

Flyer, Interceptor, Jink (5+)

### LEGION STORM EAGLE SQUADRON

**100 POINTS**

#### VEHICLE (2)

**DETACHMENT SIZE: I**

Name	Movement	Sv	CAF	Morale	W
Storm Eagle	25"	3+	+0	-	I

#### Weapons

- Storm Eagle heavy bolter
- Vengeance launcher
- Wing Mounted lascannon
- Tempest rockets

Weapon	Range	Dice	To Hit	AP	Traits
Storm Eagle heavy bolter	12"	3	5+	0	Arc (Front), Light, Point Defence, Skyfire
Vengeance launcher	25"	2	4+	-1	Arc (Front), Light AT
Tempest rockets	35"	1	2+	-2	Arc (Front), Skyfire
Wing Mounted lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire

#### Upgrades

A Legion Storm Eagle Squadron can purchase one of the following upgrades:

- Increase the Detachment size by 1 .....+100 points
- Increase the Detachment size by 2 .....+190 points

#### Special Rules

Assault Transport (5), Flyer, Hover, Jink (5+)

LEGION FIRE RAPTOR SQUADRON		100 POINTS			
VEHICLE (2)		DETACHMENT SIZE: 1			
Name	Movement	Sv	CAF	Morale	W
Fire Raptor	25"	3+	+0	-	I
<b>Weapons</b>					
• Avenger bolt cannon		• Tempest rockets			
• Quad heavy bolter batteries, lascannon batteries or Gravis autocannon batteries					
Weapon	Range	Dice	To Hit	AP	Traits
Avenger bolt cannon	16"	5	5+	-1	Arc (Front), Light AT, Rapid Fire, Skyfire
Tempest rockets	35"	1	2+	-2	Arc (Front), Skyfire
Quad heavy bolter batteries	12"	4	5+	0	Light, Point Defence, Skyfire
Gravis autocannon batteries	16"	3	5+	-1	Light AT, Skyfire
Lascannon batteries	22"	2	4+	-1	Anti-tank, Skyfire
<b>Upgrades</b>					
A Legion Fire Raptor Squadron can purchase one of the following upgrades:					
• Increase the Detachment size by 1 .....+100 points					
• Increase the Detachment size by 2 .....+190 points					
<b>Special Rules</b>					
Flyer, Hover, Jink (5+)					

LEGION THUNDERHAWK GUNSHIP		150 POINTS			
VEHICLE (2)		DETACHMENT SIZE: 1			
Name	Movement	Sv	CAF	Morale	W
Thunderhawk Gunship	25"	2+	+0	-	2
<b>Weapons</b>					
• Turbo-laser destructor		• Thunderhawk lascannon			
• Thunderhawk heavy bolters		• Hellstrike missiles			
Weapon	Range	Dice	To Hit	AP	Traits
Turbo-laser destructor	40"	2	4+	-3	Accurate, Arc (Front)
Thunderhawk heavy bolters	12"	3	5+	0	Arc (Front), Light, Point Defence, Skyfire
Thunderhawk lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
<b>Upgrades</b>					
A Legion Thunderhawk Gunship can purchase one of the following upgrades:					
• Increase the Detachment size by 1 .....+150 points					
• Increase the Detachment size by 2 .....+280 points					
<b>Special Rules</b>					
Flyer, Hover, Jink (5+), Large Assault Transport (8)					

## AIR SUPPORT DETACHMENTS

A variant of the *Storm Eagle*, the *Fire Raptor* gunship was created with the aim of providing overwhelming aerial firepower to Legiones Astartes assault forces. These relentless craft can reduce any target to ruin in a devastating rain of bolt shells and high explosive rockets, and are in use amongst virtually every one of the Legions.

The *Thunderhawk Gunship* was a development of the later Great Crusade, intended to bridge the gap in size and capacity between smaller designs such as the *Storm Eagle* and the larger and more costly *Stormbird* and *Argo* drop ships. Capable of operating in atmosphere and void space, the *Thunderhawk* proved a successful addition to the Legion's fleet and production was ramped up during the Horus Heresy.

# LEGIONES ASTARTES SPECIAL RULES



## THE I<sup>ST</sup> LEGION – DARK ANGELS

**Primogenitor:** Lion El'Jonson

**Cognomen:** (Prior) The Angels of Death,  
(archaic) The Uncrowned Princes

**Noteworthy Domains:** Caliban, Gramarye,  
Terran Enclaves

**Observed Strategic Tendencies:** None;  
within the Legion there was at least one Host  
or Order dedicated to each discipline of war

**Allegiance:** Fidelitas Constantus

Stark and uncompromising, the Dark Angels were the first of the Emperor's Legions and the truest to the mould from which the Legiones Astartes had been struck. They were killers of the purest and most refined kind, for whom there could be no other destiny but a lifetime of war and death in the name of the Imperium and Mankind. The I<sup>st</sup> Legion's greatest battles are to be found in no catalogue of Compliance or roll of honour, for they fought against foes so monstrous it was deemed necessary that their existence be erased from history. Such was the nature of the Dark Angels, to stand as both prosecutors of the Great Crusade and the Imperium's most potent bulwark against the unknown terrors that lurked between the stars.

### LEGION SPECIAL RULES

The following special rules apply to all Dark Angels models in a Legiones Astartes Army.

**Formations of the Hexagrammaton:** At the start of the battle, before any Detachment is deployed, determine which Dark Angels Formations contain a total of three or more different Detachment types – Dedicated Transports are ignored for the purposes of this calculation.

Any Formation that meets these requirements gains one of the following benefits, chosen by the controlling player from the list below:

- All Detachments within the Formation that contain only Dark Angels Infantry models gain the Phosphex and Implacable special rules.
- All Detachments within the Formation that contain only Cavalry models gain the Outflank special rule.
- All Detachments within the Formation that contain only Vehicle models gain the Nimble special rule.

If a Formation has a Dedicated Transport, the model types gain the relevant special rules but the Transports do not.

*For example: A Dark Angels Formation contains two Legion Tactical Detachments, a Legion Dreadnought Detachment and a Legion Predator Detachment. Therefore it meets the requirements of the Formations of the Hexagrammaton special rule and chooses one of the special rules to apply. If the Formation had two Legion Tactical Detachments and two Legion Dreadnought Detachments, it would not meet the requirements, even if the Tactical Detachments had Dedicated Transports.*



I<sup>st</sup> Legion battle plate is black with heraldic elements and motifs rendered in white or red.  
Each member of this secretive Legion bears the mark of one of the six Wings of the Hexagrammaton.



## THE III<sup>RD</sup> LEGION – EMPEROR'S CHILDREN

**Primogenitor:** Fulgrim

**Cognomen:** (Prior) None

**Noteworthy Domains:** Chemos (Primary),  
Terra (Tertiary rights)

**Observed Strategic Tendencies:** Combined Arms Warfare, the use of Complex Manoeuvre and Discursive Tactical Planning, Asymmetrical Assault

**Allegiance:** Traitoris Perdita

The Legionaries of the Emperor's Children have always strived to be exemplars above all others in the arts of war, becoming paragons of martial virtue and excellence that scorned those who did not meet their standards. This led them to develop into a fluid, lightning-quick force whose battles were preordained victories brought about by a combination of acute strategic planning and flawless execution. From this vaunted height, the III<sup>rd</sup> Legion would descend into treachery and become the most vile of creatures, enslaved to pride and consumed by desires that no natural power could fulfil.

### LEGION SPECIAL RULES

The following special rules apply to all Emperor's Children models within a Legiones Astartes Army.

**Exemplars of War:** Once per battle, an Army that includes at least one Formation consisting entirely of Emperor's Children models (ignoring models within an Allied Contingent) may choose to win Initiative instead of rolling. They must declare they are doing this before rolling. If both players have this rule, the player who did not have Initiative last round chooses if they use the rule first – if they do so, no other player can use it this round.

If an Army includes at least one Allied Contingent comprised entirely of Emperor's Children Detachments then once per battle the controlling player may re-roll the dice roll for Initiative instead. They can only do this if at least one Emperor's Children Detachment is on the battlefield or in Reserve; if all have been destroyed or left the battlefield due to other special rules, this rule has no effect.



*The III<sup>rd</sup> Legion wears the tyrian purple of the rulers of Ancient Terran Roma, with secondary elements including white enamel panels, platinum inlay and black.*



## THE IV<sup>TH</sup> LEGION – IRON WARRIORS

**Primogenitor:** Perturabo

**Cognomen:** None officially recognised. A suppressed, informal designation for the Legion is the ‘Corpse Grinders’, one categorised as an infraction of duty and ‘corrosive to Crusade morale’

**Noteworthy Domains:** The satrapy of the Mereatar Cluster, Olympia Majoris system (primary home world: Destroyed). Primus-grade garrisons, keeps and

bastion-holds established on at least seventy planets plus unknown numbers of secondary outposts and watch stations

**Observed Strategic Tendencies:** Siege and Trench Warfare, Coordinated Mass-theatre Warfare, Armoured Assault, Planetary Decimation, Attrition, Retribution and Counter-insurgency Campaigns

**Allegiance:** Traitoris Perdita

The IV<sup>th</sup> Legion was the cold-hearted battering ram of the Great Crusade, used to tear down every fortress said to be impregnable that dared to stand against the Emperor’s will. The Iron Warriors saw war only in terms of cold logic, ensuring the arithmetic and calculus of bodies and machines sent onto the battlefield was forever in their favour. Defeat was anathema to the Legion and victory worth any price paid in blood. The IV<sup>th</sup> Legion was ever dutiful and reliable but never lauded. Time and time again its efforts and victories were overshadowed, becoming a shining blade blunted in the mud of hundreds of worlds. Over time, the warriors of the IV<sup>th</sup> Legion became embittered and distrusting, leading resentment to fester in their hearts, opening a path to treachery.

### LEGION SPECIAL RULES

The following special rules apply to all Iron Warriors models in a Legiones Astartes Army.

**The Bitter End:** When determining which player controls a neutral Objective marker, Iron Warriors Infantry and Walker models count their Tactical Strength as 1 higher than normal. In addition, when determining who controls an Objective marker in a deployment zone, Iron Warriors Infantry and Walker models count their Tactical Strength as 2 higher than normal if within their own deployment zone.

*For example, an Iron Warriors Legion Tactical Detachment model would contribute 7 to the total Tactical Strength instead of 5 while in its own deployment zone, for the purposes of determining which player controls an objective within that deployment zone (but not for other reasons unless stated).*



*The IV<sup>th</sup> Legion bears livery appropriate to its grim personality and to its moniker – dull iron, with black inset elements and banding of dark bronze or gold; the use of yellow hazard markings were common.*



## THE V<sup>TH</sup> LEGION – WHITE SCARS

**Primogenitor:** Jaghatai Khan

**Cognomen:** (Prior) Various (e.g., The Pioneers, Star Hunters, Blood Debt, Vanguard, Grey Ghosts)

**Noteworthy Domains:** Chogoris/Mundus Planus (Primary), Terra (tertiary rights), the Kolarne Cluster (multiple tributary domains)

**Observed Strategic Tendencies:** Shock Assault Strikes, Highly Mobile Hit-and-run Campaigns, and Extended Unsupported Operations within Hostile Domains

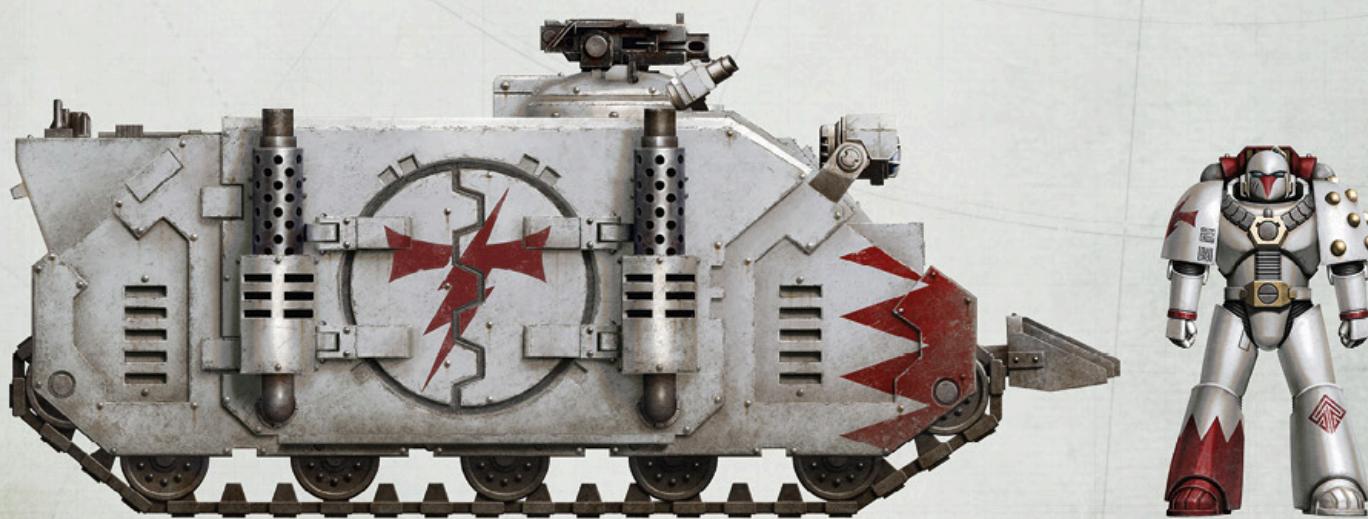
**Allegiance:** Fidelitas Scindo

The warriors of the V<sup>th</sup> Legion were the pathfinders of the Great Crusade, ever forging a path through uncharted territory far beyond the expanding Imperium. Organising into small, mobile units, the White Scars served as a vanguard across the stars, sowing confusion and death amongst their foes. They were the swift blade that probed for weakness before a sudden and deadly strike. Theirs was the lightning that struck from clear skies and withdrew without a trace, leaving only ashes behind. The White Scars were often overlooked and considered the outcasts of the Legiones Astartes, operating as they did far from the Imperium's Core and being so culturally distinct from the Terran norm. Though alternatively disdained or unremembered by most, it would be the V<sup>th</sup> Legion that would balance the scales of destiny itself, defending Terra in the final days of the Horus Heresy.

### LEGION SPECIAL RULES

The following special rules apply to all White Scars models in a Legiones Astartes Army.

**Born in the Saddle:** All White Scars models with the Jink (X) special rule improve their Jink Save (the number shown in brackets) by 1 (i.e., a model with Jink (6+) would become Jink (5+), etc.), to a maximum of 3+.



*The V<sup>th</sup> Legion wears battle plate of ivory white, often adding a chevron patterning in red. Banding is either gold, bronze or occasionally enamelled red.*



## THE VI<sup>TH</sup> LEGION – SPACE WOLVES

**Primogenitor:** Leman Russ

**Cognomen:** (Prior) None officially recorded. Various informal and idiomatic cognomens inconsistently used such as Vlka Fenryka, The Sky Warriors, The Emperor's Executioners

**Noteworthy Domains:** Fenris (Enforced Dominion), Lucan (Tertiary rights)

**Observed Strategic Tendencies:** Shock Assaults, Search and Destroy, Pursuit Operations, Punitive and Excoriation Campaign.

**Allegiance:** Fidelitas Sine Recursu

The VI<sup>th</sup> Legion always remained apart from its fellows, its origins shrouded and its reputation fearsome. Unexpected violence was its calling card, the Legion's campaigns unsubtle but brutally swift. Like its namesake, the wolves of Old Earth, the VI<sup>th</sup> Legion's assaults resembled calculated exercises in ferocity aimed to tear and rend until the foe lay in ruins or was driven to its death. The Legion's warriors were hunters unleashed at the Emperor's command as a bloody-handed tool of punishment; the Space Wolves were not builders or philosophers but simple predators, and woe betide any who fell into their jaws.

### LEGION SPECIAL RULES

The following special rules apply to all Space Wolves models in a Legiones Astartes Army.

**Preternatural Sense:** Enemy Detachments with the Infiltrate special rule cannot be deployed within 16" of a Space Wolves model. In addition, an enemy model with the Outflank special rule may not be placed on the battlefield within 8" of any Space Wolves model when arriving from Reserve, unless it is arriving from its own battlefield edge.



*The colours of the VI<sup>th</sup> Legion were a brooding dark grey, often complemented with banding and other details dark gold and bronze.*



## THE VII<sup>TH</sup> LEGION – IMPERIAL FISTS

**Primogenitor:** Rogal Dorn

**Cognomen:** (Prior) None. Informally: The Stonemen, The Iceborn, Sentinels of the Void, The Defenders of Terra, His Protectors

**Noteworthy Domains:** Terra, Inwit and the Solar Domains

**Observed Strategic Tendencies:** Ship-borne Assaults and Boarding Actions, Defensive and Fortification Operations in Extremis, Stronghold Assaults, the Conquest and Forced Compliance of Void-faring Civilisations

**Allegiance:** Fidelitas Totalis

The Imperial Fists were driven foremost by the ideals of unity. They stood as a pillar of stability upon which the foundations of the Imperium were built. They were ever true, unswerving from the toll demanded by war and bearing the weight of loyalty without breaking. To the VII<sup>th</sup> Legion, no sacrifice in the line of duty was too grave and they refused to flinch in the fulfilment of their oaths. Theirs was a Legion of stoic crusaders, architect war-masons and voidsmen without equal, masterful in attack and defence. As the Imperium expanded ever outwards, the Imperial Fists were always found at the leading edge, constructing mighty fortresses at the sites of their victories to act as both garrisons and beacons of Unification. In light of their achievements, the Emperor chose the Legion to fortify the Imperial Palace on Terra and the VII<sup>th</sup> Legion stood upon its walls when the treasonous Warmaster and his forces descended upon the Throneworld.

### LEGION SPECIAL RULES

The following special rules apply to all Imperial Fists models in a Legiones Astartes Army.

**Disciplined Fire:** If an Imperial Fists Infantry Detachment is issued with the First Fire Order, any weapons models within the Detachment have that are listed below gain the Accurate trait until the end of that round:

- Legion bolters
- Legion combi-bolters
- Legion bolt pistols
- Missile launchers
- Plasma cannon
- Lascannon
- Autocannon
- Heavy bolters



*The Imperial Fists wear yellow, banded with black and occasional details in red or white. Alternative schemes include the inverted heraldry, with battle plate of black, with yellow helms and pauldrons, worn by the 1<sup>st</sup> Company elite.*



## THE VIII<sup>TH</sup> LEGION – NIGHT LORDS

**Primogenitor:** Konrad Curze (the Night Haunter)

**Cognomen:** (Prior) None recognised.  
Informally: The Night's Children, The Terror

**Noteworthy Domains:** Nostramo  
(destroyed), Tsagualsa

**Observed Strategic Tendencies:** Punitive Actions, Decimation, Enforced Pacification, Terror Assaults, Psychological Warfare

**Allegiance:** Traitoris Perdita

The VIII<sup>th</sup> Legion was a force that shaped cruelty and fear into a weapon. It was known foremost for its disproportionate and merciless application of violence – its first blow an atrocity of such wanton brutality that it often forced entire populations to surrender in an effort to avoid such a fate. Any who still refused to capitulate were subjected to an extended campaign of terror and murder that the Night Lords possessed a singular talent for. The VIII<sup>th</sup> Legion was a tool of necessity, a terrifying force of monsters created to drag a barbaric age into the light. However, such warriors would not long stay leashed to the Imperium. By the end of the Great Crusade, the Night Lords had become an undisciplined mob that saw cruelty as its goal, not a means to an end. As was fitting for a Legion of such ill-repute, it did not go meekly to meet its fate. Instead, amid the turmoil and destruction of the Horus Heresy, the Legion would turn against the Imperium and itself, beginning an orgy of violence intended to sever itself from a singular curse – its own Primarch.

### LEGION SPECIAL RULES

The following special rules apply to all Night Lords models in a Legiones Astartes Army.

**Seeds of Dissent:** If a Night Lords model destroys an enemy model with the Commander or the Solar Auxilia HQ (X) special rule, each enemy Detachment within 4" of the destroyed model suffers a number of Hits equal to three times the starting Wounds characteristic of the destroyed model (e.g., a model with a starting Wounds characteristic of 1 would generate 3 Hits).

When making Save rolls against these Hits, models count their Save characteristic as equal to their Morale characteristic and cannot use any additional saves, such as an Invulnerable Save, Cover Save, etc., nor can these Hits be allocated to Void Shields. Models that are part of a Detachment that is Broken subtract 2 from the result of these Save rolls.

Knights, Titans and models with a Morale characteristic of '-' are unaffected by this rule.



*The sons of the Night Haunter are known for a heraldry of the dark blue of midnight. Secondary elements are picked out in black or red, and armour banding is gold or bronze.*



## THE IX<sup>TH</sup> LEGION – BLOOD ANGELS

**Primogenitor:** Sanguinius

**Cognomen:** (Prior) The Revenant Legion, The Eaters of the Dead (informal), the Charnel Feast; after Sanguinius assumed his place as sire of the Legion, these once commonplace names became considered an insult to the pride of the IX<sup>th</sup> Legion

**Noteworthy Domains:** Baal, Terran Enclaves, Canopus IV, Saiph

**Observed Strategic Tendencies:** Orbital Drop Operations, Shock Assault Campaigns and Macro-scale Decapitation Strikes

**Allegiance:** Fidelitas Constantus

The beatific warriors of the IX<sup>th</sup> Legion were the sons of transformation and duality, once the very worst of Mankind, remade bright and true. Its Legionaries were rage incarnate, unconstrained and wrathful, yet they were paladins of the highest nobility. By fate's will they were accursed, yet by their Primarch's hand they were blessed. In war, the Blood Angels were the incarnation of the Emperor's wrath upon those who rejected the offer of unity, their coming nothing less than apocalyptic judgement delivered from on high. They inspired their allies and forced their foes to kneel, cowering before the Legion's wrath and splendour. An air of sophistication and artistry surrounded the IX<sup>th</sup> Legion, one that concealed an internal fury that only its Primarch could truly hold at bay.

### LEGION SPECIAL RULES

The following special rules apply to all Blood Angels models in a Legiones Astartes Army.

**Encarmine Fury:** All models within a Blood Angels Detachment that win a Combat may move up to 3" after all Withdrawal moves have been completed, so long as the Detachment is not Engaged. Models can move into base contact with enemy models during this move. They may not Embark or Garrison a Structure as part of this move.

If a Detachment Engages an enemy Detachment in this way that is in a Combat but has yet to Fight, the Blood Angels Detachment may Fight again this round. Otherwise, do not resolve the Combat. A Detachment can only move via the Encarmine Fury rule once per round and cannot move if it is still Engaged after the Combat is won.



*The Blood Angels make war resplendent in vermillion red, with banding and other details in shining gold. Individual segments, as well as cloth details are often black.*



## THE X<sup>TH</sup> LEGION – IRON HANDS

**Primogenitor:** Ferrus Manus (also known as 'The Gorgon')

**Cognomen:** (Prior) None officially recognised. Informally, the 'Iron Tenth'

**Noteworthy Domains:** The Medusa System (Primary), sixteen other systems held in tributary fiefdom at the closure of the Great Crusade

**Observed Strategic Tendencies:** Armoured and High-intensity Warfare, Line-breaker Attacks, Planetary Pacifications and Suppression Campaigns, Anti-materiel Operations

**Allegiance:** Fidelitas Constantus

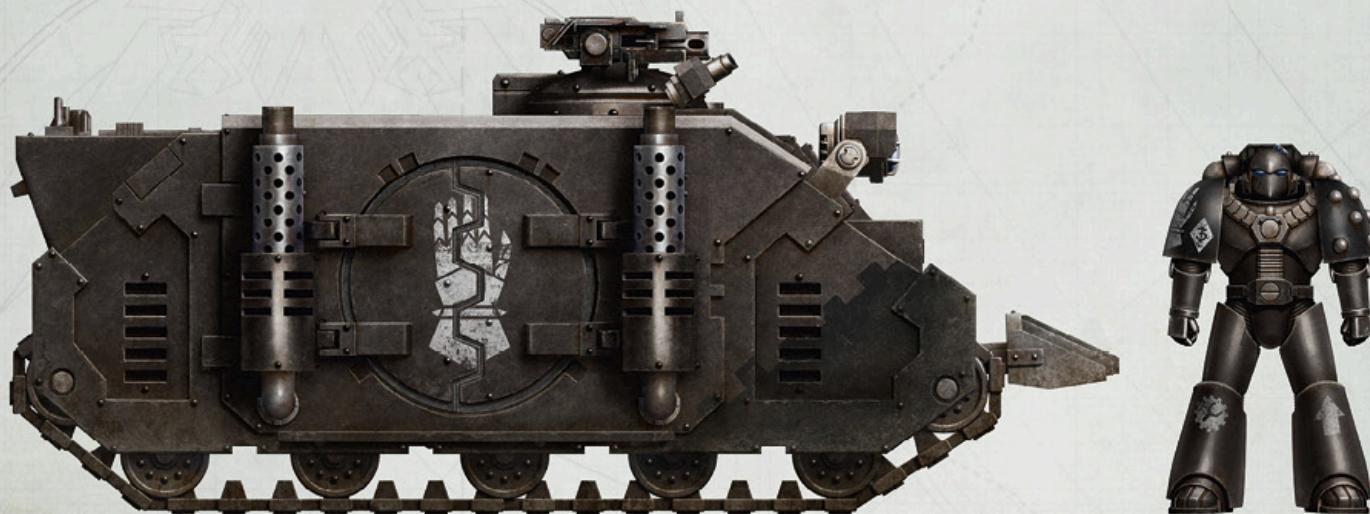
The X<sup>th</sup> Legion were renowned for their pride, their cold-hearted ferocity and their utter remorselessness in battle. These traits made the Iron Hands ideal warriors to serve as a hammer that shattered countless foes in the Emperor's quest to liberate Mankind from the darkness of Old Night. Their Primarch was Ferrus Manus, a bellicose and uncompromising warlord and a peerless weapon-smith from whom the X<sup>th</sup> Legion took its name. For the Iron Hands, the Horus Heresy was to be their darkest hour, for the Legion was undone by hubris and the machinations of the Traitors. Upon the fields of Istvan V, the Legion was broken and pushed to the edge of extinction, its Primarch brutally slain by the hand of one he had called his dearest brother. Yet the shattered remnants of the X<sup>th</sup> Legion did not relent, the cold fury of its bitter vengeance making its mark across the stars.

### LEGION SPECIAL RULES

The following special rules apply to all Iron Hands models in a Legiones Astartes Army.

**Inviolate Armour:** Iron Hands models with the Feel No Pain special rule benefit from its effects when they suffer a Wound from a weapon with the Light or Light AT trait, instead of just the Light trait. In addition, any Hits scored against an Iron Hands Vehicle or Super-heavy Vehicle issued with a First Fire Order worsen their AP by 1, to a minimum of 0, e.g., a weapon with an AP of -2 would become -1.

The First Fire Order must still be in effect (i.e., it cannot have Overwatched or fired yet this round) for this rule to take effect. This does not affect the AP if Hits are allocated to Void Shields.



*The Iron Hands are ill-disposed towards superfluous adornment, favouring varying tones of black and iron with polished chrome accents and minimal ornamental details save clan markings.*



## THE XII<sup>TH</sup> LEGION – WORLD EATERS

**Primogenitor:** Angron the Conqueror

**Cognomen:** (Prior) The War Hounds

**Noteworthy Domains:** Bodt (Muster World), Sarum (Temporary Fortress Station), recruitment rights to several feral worlds in the Segmentum Solar and Ultima Segmentum

The XII<sup>th</sup> Legion were aggression made manifest long before Horus' rebellion. Of all the Space Marine Legions of the Great Crusade, none were so savage and violent. They were the hounds of war that brought death, more akin to beasts, madmen and butchers than the mould of the Legiones Astartes. Tales of their predations and massacres were numberless and their reputation well-earned. In their early days, the XII<sup>th</sup> Legion were an unrelentingly macabre but disciplined fighting force which could adapt to meet any foe. Under their Primarch, the World Eaters were stripped of what little restraint they still held, becoming weapons of war without nuance or wisdom. Their coming meant only brutal extermination by chainaxe and bolt shells, and worlds were drowned one by one in the blood of their inhabitants.

**Observed Strategic Tendencies:** Shock Assault, Exterminatus Operations, Close-quarters Actions

**Allegiance:** Traitoris Perdita

### LEGION SPECIAL RULES

The following special rules apply to all World Eaters models in a Legiones Astartes Army.

**Incarnate Violence:** Whenever they make a Fight Roll, all World Eaters Infantry, Cavalry and Walker models can re-roll a single D6 when making Fight rolls.



*At the onset of the galactic civil war the World Eaters were clad in livery of white, with secondary elements in blue. As the war ground onwards, the blue was replaced by the red of clotted blood.*



## THE XIII<sup>TH</sup> LEGION – ULTRAMARINES

**Primogenitor:** Roboute Guilliman

**Cognomen:** (Prior) No single recognised cognomen, however several XIII<sup>th</sup> Legion sub-divisions held widely acknowledged de facto cognomen shortly before reuniting with the Legion's primogenitor (ref. the Aurorans, the Nemesis, the Desert Lions, etc.)

**Noteworthy Domains:** The Realm of Ultramar, a semi-autonomous administrative region of the Ultima Segmentum, accorded full rights of governance

and muster by decree of the Emperor. Primary Legion headquarters centred on the world of Macragge

**Observed Strategic Tendencies:** Mass Assault, Targeted Decimation, Planetary Interdiction, Liberation and Limited Theatre Compliance Campaigns

**Allegiance:** Fidelitas Constantus

The Ultramarines stood as one of the most powerful military forces in the Imperium. By the end of the Great Crusade, the XIII<sup>th</sup> Legion could call upon an active fighting strength estimated in the region of a quarter of a million Legiones Astartes, a sector-spanning domain over which it held overlordship and an unparalleled supply and training infrastructure that allowed it to withstand losses that would have crippled other Legions. It would be the Legion's very strength and power that made it a prime target for the Traitors' conspiracy, leading to a campaign of destruction that brought widespread ruin to the Five Hundred Worlds of Ultramar.

### LEGION SPECIAL RULES

The following special rules apply to all Ultramarines models in a Legiones Astartes Army.

**Interlocking Tactics:** An Ultramarines model may re-roll any Hit rolls of a 1 when firing upon an enemy Detachment that has already had one or more Hits scored against it this round by an Ultramarines model from the same Formation as the firing model.



*The Ultramarines wear battle plate of azurite blue, with gold banding and other insignia rendered in white or black.*



## THE XIV<sup>TH</sup> LEGION – DEATH GUARD

**Primogenitor:** Mortarion the Reaper

**Cognomen:** (Prior) The Dusk Raiders

**Noteworthy Domains:** Barbarus

**Observed Strategic Tendencies:** Heavy Infantry  
Assault, Attritional Warfare, Hazard/Death Zone  
Warfare, Xenos Eradication and Purgation Operations

**Allegiance:** Traitoris Perdita

The warriors of the XIV<sup>th</sup> Legion were the implacable heroes of Unification. They were stalwart fighters who made endurance under fire the noblest of pursuits, ever overcoming the most nightmarish foes in the most inhospitable of war zones. Their ordinal became synonymous with resilience, unshakable courage and the determination to achieve victory by any means. Few Legions had beginnings as glorious as the Death Guard, nor ends as tragic. From heights of splendour, the Legion and its warriors would become the very thing they once fought tirelessly against – inhuman, soulless monsters, little more than nightmares made manifest.

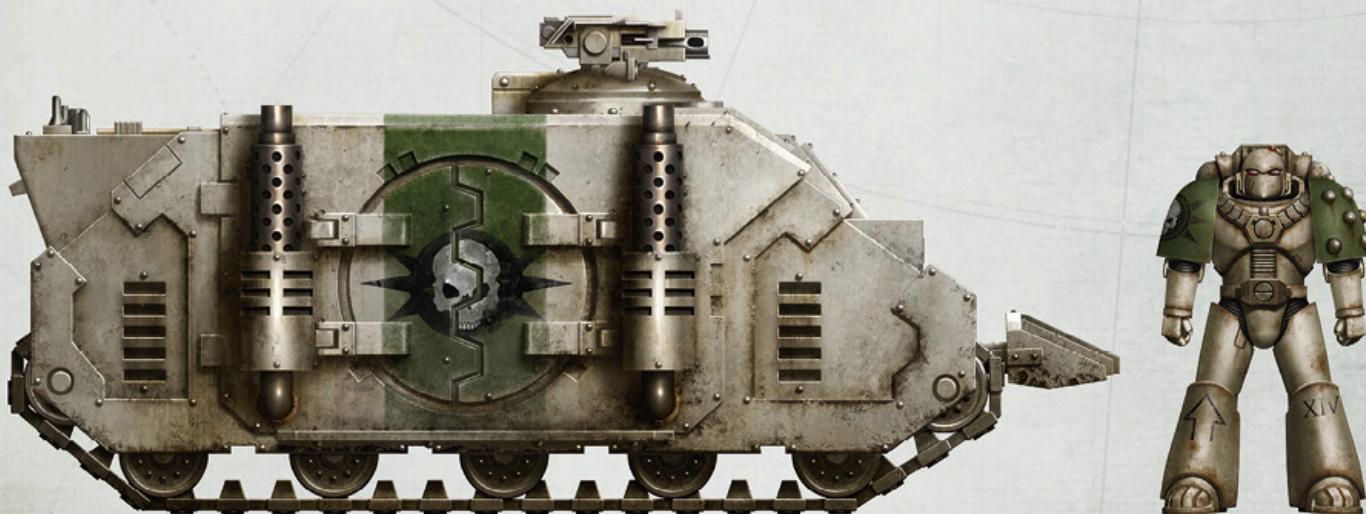
### LEGION SPECIAL RULES

The following special rules apply to all Death Guard models in a Legiones Astartes Army.

**Sons of Barbarus:** Death Guard Detachments do not suffer Hits for moving through Dangerous terrain.

In addition, at the start of the battle, before any Detachments are deployed, a player may pick up to two areas of terrain if their Army contains at least one Death Guard Formation. For the remainder of the battle, these areas count as Dangerous terrain, in addition to any other rules that apply.

Two Structures can be selected in place of a single area of terrain. Each time a model Garrisons or leaves a Structure designated as Dangerous terrain, it counts as having moved 1" through it.



*The Death Guard wear a livery of off-white, with secondary elements in green and banding of dull gold or bronze. Superficial surface wear and weathering was left unattended until a campaign's resolution.*



## THE XV<sup>TH</sup> LEGION – THOUSAND SONS

**Primogenitor:** Magnus the Red

**Cognomen:** (Prior) None

**Noteworthy Domains:** Prospero

**Observed Strategic Tendencies:** Psychic Warfare, Precision Assaults, Misdirection, Lore Culling, Macro-coordination Multi-theatre Campaigns

**Allegiance:** Traitoris Perdita

The Thousand Sons were a Space Marine Legion bound up with occult lore, mysticism and the otherworldly powers of the psyker. It was these esoteric arts of war that made it one of the most formidable Legions, but also one of the most distrusted, and ultimately saw it become subject to the Emperor's judgement. When it was decreed that the Legiones Astartes would cease the practice of 'sorcery', Magnus the Red, Primarch of the Thousand Sons, and the XV<sup>th</sup> Legion continued their studies in secret. In doing so, they set in motion a chain of events that would bring ruin to the Emperor's secret labours upon Terra and cast the Legion into infamy, its world destroyed and its warriors forever marred by their own pride and insatiable quest for knowledge.

### LEGION SPECIAL RULES

The following special rules apply to all Thousand Sons models in a Legiones Astartes Army.

**Kine Shields:** Thousand Sons models with the Commander special rule gain the Shield Generator (6+) special rule.



*The primary colour of the Thousand Sons livery is a distinctive red, with secondary elements picked out in black, white or gold.*



## THE XVI<sup>TH</sup> LEGION – SONS OF HORUS

**Primogenitor:** Horus Lupercal

**Cognomen:** (Prior) The Luna Wolves

**Noteworthy Domains:** Cthonia, Serenax, resource tithe rights on 37 other primary worlds

**Observed Strategic Tendencies:** Shock Assault, Harrowing Actions and Strategic Decapitation Strikes

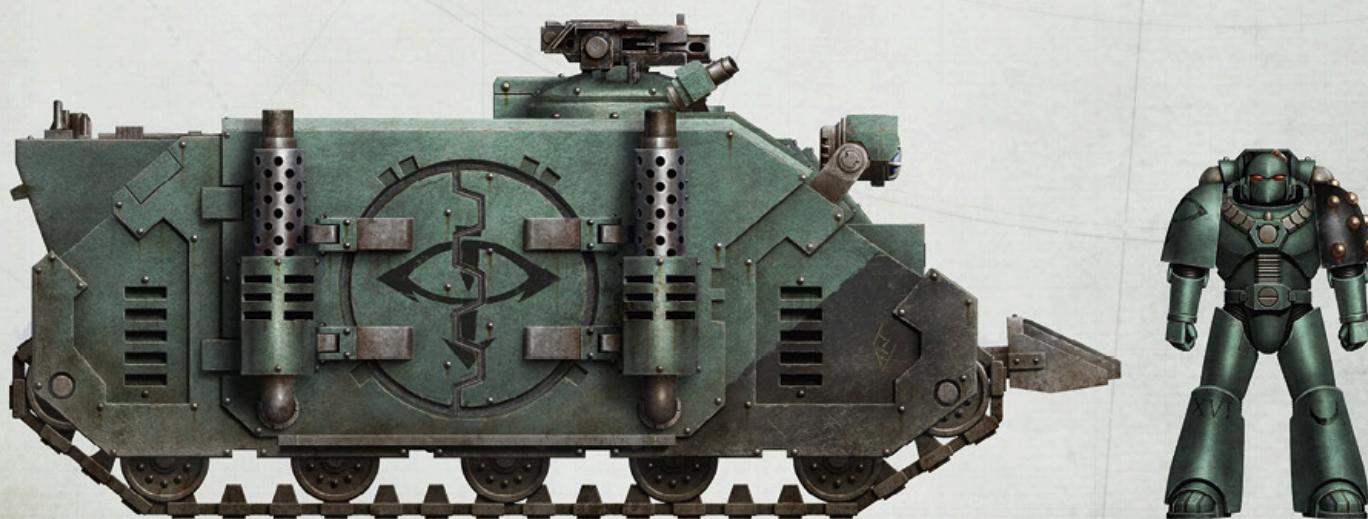
**Allegiance:** Traitoris Maximus

The XVI<sup>th</sup> Legion was born on Terra, rose to greatness as the Luna Wolves and descended into the abyss of treachery and infamy as the Sons of Horus. For much of the early Great Crusade, the XVI<sup>th</sup> Legion fought at the Emperor's side and their Primarch stood as favoured son. The Legion's warriors were stalwart and indefatigable, their actions serving to exemplify all that it was to be a warrior of the Legiones Astartes. Yet in time this mien became corrupted. When the Emperor returned to Terra and Horus Lupercal was bequeathed the title of Warmaster, the fate of the Legion was all but sealed. In time, the Sons of Horus would stand alongside their Primarch in declaring war upon the Imperium and its Emperor, setting alight the galaxy with their ambition and shattering the dreams of Unification and peace amongst the stars.

### LEGION SPECIAL RULES

The following special rules apply to all Sons of Horus models in a Legiones Astartes Army.

**Death Dealers:** When a Sons of Horus model issued with an Advance Order is firing at a target within 6" of it, it may re-roll Hit rolls of a 1 when firing a weapon with the Light or Light AT trait while the Order is in effect.



*Upon the elevation of the Warmaster, the XVI<sup>th</sup> Legion assumed the metallic green of a sea in storm as its colours. Among the Warmaster's own Legion black came to signify the warrior elite, while red marked captains and commanders.*



## THE XVII<sup>TH</sup> LEGION – WORD BEARERS

**Primogenitor:** Lorgar the Urizen, also known as Lorgar Aurelian

**Cognomen:** (Prior) The Imperial Heralds, Iconoclasts (informal)

**Noteworthy Domains:** Colchis, Melkeji, Ipisa, Golkoron, garrison oversight and tithing rights on fifty-three other worlds

**Observed Strategic Tendencies:** Mass Assault, Policing Actions, Gnoetic Purgation, Suppression of Ideological Revolt

**Allegiance:** Traitoris Maximus

There is little doubt that the Word Bearers stand amongst the highest circle of treachery. Once, the XVII<sup>th</sup> Legion were the most devoted and rigorous of the Emperor's armies yet this did not stop them falling and dragging their brother Legions with them. From the Legion's founding, its devotion to the Imperium and the Great Crusade was beyond question, for they were the bearers of the ideals of the Imperium and its vision for humanity. Yet it was the methods of devotion that were questioned, for they were anathema to the tenets of the Imperial Truth, leading the Emperor to chastise the Word Bearers and its Primarch Lorgar. In doing so, he ignited the Legion's quest for a new source of devotion, leading them to dark powers that lurked beyond the veil. In the final decades of the Great Crusade the faith of the Word Bearers was unbroken, but it no longer lay with the Emperor and, through poisoned words and sinister machinations, Lorgar and the XVII<sup>th</sup> Legion steered Horus to his fall and the beginning of the Horus Heresy.

### LEGION SPECIAL RULES

The following special rules apply to all Word Bearers models in a Legiones Astartes Army.

**True Believers:** Detachments within a Word Bearers Formation never count as Broken for the purposes of being issued an Order, i.e., they can be issued any Order they normally could instead of just the Advance Order or March Order. In addition, all Word Bearers Detachments ignore the effects of the Dread Aura (X) special rule.



*As the Age of Darkness progressed, the traditional grey of the Word Bearers was replaced by the deep red shown here, with secondary elements of black and banding of gold.*



## THE XVIII<sup>TH</sup> LEGION – SALAMANDERS

**Primogenitor:** Vulkan

**Cognomen:** (Prior) None officially recognised (see ref:  
The Manticore Cataclysm – informal designation  
'The Fearless' used by Imperial Army units)

**Noteworthy Domains:** The Nocturne System  
(Nocturne Primary, Moon of Prometheus Legion-Fortress), Caldera (Protectorate), Battle Station Geryon Deep (Ateraxis System)

**Observed Strategic Tendencies:** High-intensity or Asymmetric Warfare, Zone Mortalis Engagements, Planetary Interdiction, Liberation and Defensive Operations

**Allegiance:** Fidelitas Totalis

The XVIII<sup>th</sup> has long been a Legion of hardy survivors, known from its earliest days for achieving victory against impossible odds. Key to the Legion's victories was its unrelenting standards of valour and service, standards which saw the XVIII<sup>th</sup> Legion pay heavily in blood for their distinguished honours. These traits were codified and actively promoted through the Legion following the rediscovery of the Primarch Vulkan, who established the Promethean Cult, a body of doctrine he desired his Legion follow. Core to the Cult's tenets was the conviction that the Legiones Astartes had been created to liberate and protect Mankind, with each Space Marine a savage weapon given physical and spiritual form to fulfil such a purpose. The unwavering loyalty and honour of the Salamanders saw it suffer greatly during the opening blows of the Horus Heresy, with much of its strength destroyed upon the basalt sands of Isstvan V. Yet even driven to the edge of extinction, its warriors refused to relent, arising from the ashes of war to take the battle to the Traitors once more.

### LEGION SPECIAL RULES

The following special rules apply to all Salamanders models in a Legiones Astartes Army.

**Strength of Will:** When making a Morale check, a Detachment that contains only Salamanders models rolls two D6 and chooses which result they prefer. In addition, all Salamanders Detachments in the Army gain the Implacable special rule.



*The Salamanders wear heraldry of chromium-oxide green, with elements of flame-orange and black; prominent black hull plates on vehicles indicate assignment to a Salamanders command unit. Banding is bronze or gold and often highly sculptural.*



## THE XIX<sup>TH</sup> LEGION – RAVEN GUARD

**Primogenitor:** Corvus Corax, the Raven Lord

**Cognomen:** (Prior) None officially recognised (early Great Crusade era, informally: Pale Nomads, Dust Clad)

**Noteworthy Domains:** Deliverance (formerly Lycaeus)/ Kiavahr and associated system realm. Former Terran central Asiatic Dustfields tithe rights renounced 998.M30

**Observed Strategic Tendencies:** Rapid Deployment Operations, Strategic Interdiction Operations

**Allegiance:** Fidelitas Constantus

The XIX<sup>th</sup> Legion were named for an Ancient Terran herald of fate and messenger of death, for it is such a spirit that the Raven Guard exemplify. Throughout the glories of the Unification and the Great Crusade, the Raven Guard were ever ready to overthrow the tyrant and the oppressor, and to liberate the scattered realms of Mankind in the name of justice. From its earliest days, the warriors of the Legion were known as cunning and patient hunters, adept at biding their time until the moment to strike was at hand. As masters of reconnaissance and infiltration, their doctrines exemplified speed, stealth and precision above all else. Such skills proved invaluable following the Dropsite Massacre on Isstvan V, with the scattered remnants of the Legion striking from the shadows to bleed the Traitors with a thousand cuts.

### LEGION SPECIAL RULES

The following special rules apply to all Raven Guard models in a Legiones Astartes Army.

**By Wing and Talon:** All Detachments that contain only Raven Guard Infantry models gain the Infiltrate special rule – if the Formation has Dedicated Transports, it does not gain this rule. All Detachments that contain only Raven Guard Cavalry or Walker models, or Raven Guard Infantry models with Dedicated Transports, gain the Forward Deployment special rule.



*The Raven Guard value stealth above all, and so go to war clad in the umbral black of night, with minimal markings in white, grey or sometimes gloss black, while banding was dulled steel or bronze.*



## THE XX<sup>TH</sup> LEGION – ALPHA LEGION

**Primogenitor:** Alpharius Omegon

**Cognomen:** (Prior) 747 informal cognomen are listed, including: The Harrowing, The Ghost Legion, The Unbroken Chain, The Strife Wrought, The Hydra, The Azure Serpent, The Amaranth Coil and simply 'Legion'

**Noteworthy Domains:** Unknown/Unconfirmed

Any study of the XX<sup>th</sup> Legion is fraught with difficulty, for it is a Legion wreathed in falsehood, supposition and paradox. Much is told about the Alpha Legion yet little is known, truths and facts proving mutable in the face of a Legion that relies upon deception to complete its work. During the Great Crusade, the Alpha Legion were a highly independent weapon that neither the Emperor, nor later the Warmaster, could fully control. The XX<sup>th</sup> is a force dedicated to the arts of guile, subterfuge, infiltration and counter-intelligence, intended to sow dismay and dismantle a foe's resolve and defences piecemeal before landing the final killing blow. Like all of its motives, the reasoning behind the Legion's decision to side with the Warmaster during the Horus Heresy is unknown; reports of Alpha Legion strike forces hindering both Loyalist and Traitor forces, sometimes in the same war zone, are rife during the Horus Heresy, prompting speculation that perhaps they fought for neither the Emperor or Horus, but for their own shrouded reasons.

**Observed Strategic Tendencies:** Surprise Assault, Sabotage, Infiltration, Insurgency and Counter-insurgency Warfare, Multi-vector Attack, Interplanetary Pursuit, Decimation Campaigns and Deep-range Raiding Operations

**Allegiance:** Traitoris Perdita

### LEGION SPECIAL RULES

The following special rules apply to all Alpha Legion models in a Legiones Astartes Army.

**Mutable Tactics:** For each Formation in an Army made up entirely of Alpha Legion Detachments (ignoring Allied Contingents) the controlling player may select up to 3 Alpha Legion Detachments in the Army to be affected by Mutable Tactics. For each Allied Contingent in an Army made up entirely of Alpha Legion Detachments, the controlling player may select up to 1 Alpha Legion Detachment to be affected by Mutable Tactics. Detachments with the Flyer special rule cannot be chosen.

A Detachment chosen to be affected by Mutable Tactics gains a special rule dependent on the Detachment Type. If a selected Detachment is made up of Infantry, Cavalry, Walker or Vehicle models, all models within it gain either the Infiltrate, Outflank or Forward Deployment special rule – this is chosen by the controlling player and different Detachments can choose different rules. If the selected Detachment is of another type, it gains the Forward Deployment rule.



*The primary livery of the Alpha Legion was metallic or iridescent blue-green, with secondary elements of black and banding of gold or silver.*

## THE SOLAR AUXILIA

*"Let my epitaph be this;  
I was born nameless and  
abandoned in the gutter of a  
sunless pit, but I have died a  
conqueror of worlds."*

Reputed last words of  
Lord Militant Erais Slathe,  
Commander,  
74<sup>th</sup> Expeditionary Fleet,  
The Fall of Golgotha Terax,  
0322884.M30

**A**s formidable as the Legiones Astartes were, their numbers remained far too small to conquer and protect an entire galaxy. In answer, the Emperor established an order known as the Excertus Imperialis, a title that encompassed the billions of second line and support troops, functionaries, labourers, void crew, logisticians and the myriad of other personnel necessary to make the Great Crusade a reality. The Solar Auxilia was but one highly specialised division assembled under this title.

Where the Legiones Astartes were intended to serve as standard bearers of the Great Crusade, the Solar Auxilia were to be the finest fighting force of the Imperial Army. Elite, disciplined and well-equipped, it was conceived as a large body of frontline soldiers serving both in support of the Legiones Astartes and in independent operations. Amongst the commanders of the Great Crusade, the Solar Auxilia were considered second only to the Legiones Astartes for military effectiveness in battle.

By the second century of the Great Crusade, Solar Auxilia forces formed an estimated one-fifth of the overall Imperialis Auxilia's void-faring first-line armies. By the time of the Horus Heresy, around two-thirds of this force was stationed permanently within the Imperium's boundaries and split between taskforce and garrison commands, while the remaining strength operated within various Expeditionary fleets, Rogue Trader detachments and as deep-range pathfinders. The immense size of the Imperium meant it became exceedingly common for the military strength of Expeditionary fleets to not feature any substantial Legiones Astartes presence, with a core of Solar Auxilia assigned to lead the fleet's war efforts.

Throughout the Great Crusade, immense efforts were placed on separating newly raised Solar Auxilia cohorts from their origin star in order to reduce any potential for later rebellion. Thus, the onset of the Horus Heresy saw many cohorts hold loyalty solely to their commanders and the Imperium, with the former a far more tangible reality than the latter. Many cohorts simply followed the whims of their Lord Marshall, fleet commander or planetary governor, with those that held direct links to the Traitor Primarchs, such as the numerous Cthonian Headhunters cohorts, eagerly supporting the Warmaster in his treachery.

In some rarer cases, a Solar Auxilia regiment incited rebellion within systems it stood watch over, undertaking a military coup that enforced martial law and placed the regiment as de facto power within the region. While the pivotal moments of the conflict would be decided in a war between demi-gods and their sons, countless human lives would rest on the actions of the Solar Auxilia. It remains impossible to accurately tally the number of petty kingdoms and short-lived empires that rose during the Horus Heresy, often brought into being by Solar Auxilia cohorts loyal to the Emperor, the Warmaster or simply themselves. Regardless, its position as the foremost fighting force outside of the Legiones Astartes ensured the Solar Auxilia left a lasting mark on the galaxy, both during the Great Crusade and the blood-drenched conflict that followed.

## THE ORIGINS AND PRINCIPLES OF THE SOLAR AUXILIA

As its name suggests, the origins of the Solar Auxilia lie in the Sol System. Indeed, the first ten cohorts of the Solar Auxilia, known collectively as the 'Saturnyne Rams' were formed from the reorganised and expanded Void Hoplites of the Saturnyne Order, militarised tech-enclaves that served as a principal power within the Sol System before the coming of the Legiones Astartes. The tactical principles and military doctrines of the Solar Auxilia were derived from the knowledge of the Saturnyne Order and the distilled lessons of thousands of years of warfare upon Old Earth. As military demands increased, further cohorts of Solar Auxilia were recruited, first from Terra and Luna and then from the worlds brought to Compliance.

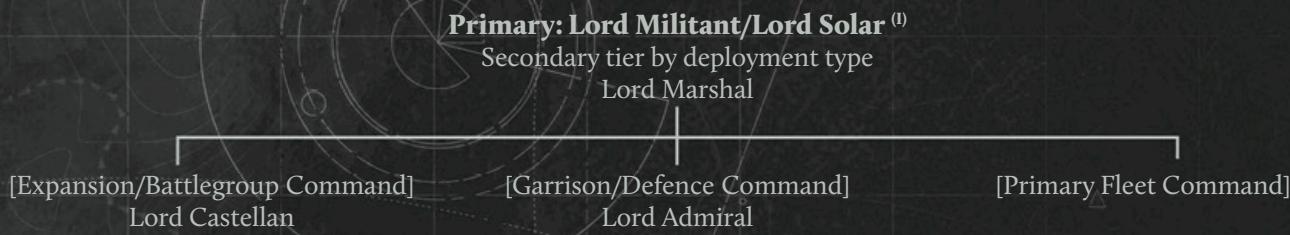
Over time, the doctrines of the Solar Auxilia changed, organically adapting to the demands of the Great Crusade. In a manner similar to the Space Marine Legions, the exact tactics and composition of different Solar Auxilia cohorts varied depending on the culture from which it was derived and the necessities placed upon it by their principal theatres of war. Nevertheless, the most overriding principle of all cohorts lay in the notion of 'aggressive defence' – the seizure of key defensive locations followed by the fortification and protracted defence of said points. Other common doctrines were 'lightning assault', consisting of massed forces assaulting divided portions of an enemy line, and the deployment of armoured companies to obliterate a foe with overwhelming firepower.

Regardless of its organisation, composition and specialisation, the most vital assets for a Solar Auxilia regiment was its discipline and the sophistication of its armaments. Over the course of the Great Crusade, the Solar Auxilia as a whole earned a reputation for its ability to 'hold the line' even when fighting alone against a far more numerous foe of unknown capacity on unfamiliar terrain. Each regiment was a valuable asset to the Expeditionary fleet or garrison it was stationed with, their manpower and armaments contributing to some of the greatest victories of the Great Crusade and most infamous battles of the Horus Heresy.



# FORCES OF THE GREAT CRUSADE: EXCERTUS IMPERIALIS

## Strategic Disposition: Macro-command Level – Expeditionary Fleet/Dedicated Battlegroup



Individual assets of a Lord Militant of any kind will vary widely, but will commonly include personal flagship (Capital class), various escort vessels, retainer cohorts, life guard elite, specialised irregular regiments, full general staff and analytical cadres, indentured servants and hirelings, bursary and iterator trains, emissaries from various potentates and divisions of the Imperium's body politic, etc.

**Strategic Operational Command**  
Centralised resource of strategic operations and general staff for the Expeditionary fleet/Battlegroup, as distinct from private retainer counterparts operating as part of the Lord Militant's personal retinue.

Tribunes General and Subordinate Staff Officers, Officio Locum Strategos, Senior Representatives of the Armourium, Artillerists, Munitoria, Officio Medicae, Lectato and Discipline Corps.

### Subordinate Office of the Admiralty & Fleet of the Armada Imperialis

*Includes all detached vessels, stations, crews and assets of the Armada Imperialis under the purview of the Lord Militant, including its commensurate parallel Naval strategic chain of command (Admiral Primaris and subordinate). Also, any attached high ranking members of the Astra Telepathica and Navis Nobile.*

### Mechanicum Assigned Detachment

Comprising the independent command structure of permanently or semi-permanently detached Mechanicum forces, and their sub-factions.

[Primary] Magos Militant, Engineer Covenant Excerptus, Emissaries Mechanicum

[Secondary] Allied Taghmata, Ordo Reductor, Legio Cybernetica, Legio Titanicus

**Extra-Incorporate Assigned Forces**  
Varied and diverse operatives, agencies and irregular forces operating under the authority of the Lord Militant, but outside of the usual chain of command, are notionally located in this division of authority.

- Agents of the Imperial Court, Agents of the Assassinorum, Plenipotentiary Representatives of the Council of Terra, {prohibited}
- Assigned detachments of the Legiones Astartes, Households of the Knights Questoris
- Rogue Traders Minoris, Chartist Captains, Refugators, Ordnancers Assay & Provender, Justicars Arbites and their respective staffs and cadres
- Deputations of the Orders of Iterators, Remembrancers and Savants Logos
- Warden Charonate, {prohibited}, {prohibited}

### Cohort and Regimental Command Structure [Simplified Overview]

The bulk of the Excertus Imperialis armed forces are made up of independently operating regiments, Militia Legions Minoris and Cohort structured 'sub-armies'. Each of these varies by their internal structure, size, muster and strategic use (and thereby their equipment and training) as well as their world/system of raising and/or origin. These are broadly classified and ranked in order of military power and seniority by the Principia Militaris as follows:

#### Cohorts and Regiments Primus<sup>(II)</sup>

#### Cohorts and Regiments Secundus<sup>(III)</sup>

#### Militia Legions Minoris<sup>(IV)</sup>

#### Provender & Labour Auxiliaries

#### Penitentiary and Punishment Cohorts and Legions Minoris

Depending on their size and deployment, battlegroups and Expeditionary fleets may order between a dozen and over a hundred such independent formations, potentially therefore numbering in the tens of millions of men and women under arms.

### Additional Notation

<sup>(I)</sup>A Lord Militant ranks as one of the highest authorities in the Imperium, equal to the Imperial Commanders of major worlds, and highest officers of the Imperial Court, in effect, subordinate only to the will of the Emperor, his personal representatives and, by extension, the Primarchs.

<sup>(II)</sup>Primary level Cohorts and regiments are the most powerful forces within the Excertus, comprising elite formation such as the Solar Auxilia, Pioneer Regiments, Armoured Cohorts and Regiments of Renown.

<sup>(III)</sup>Secondary level Cohorts and regiments represent a second tier of ability and force, including many indentured forces from Compliant worlds, lightly equipped 'regular' forces intended for non-critical Compliance garrisons, as well as frontline auxiliaries considered to be liable in some way, such as feral worlders and abhuman regiments.

<sup>(IV)</sup>Militia Legions Minoris are forces raised in extremis from subordinate local populations, and are often poorly equipped and poorly trained, often for the purpose of planetary defence emergencies, etc.

# STRATEGIC DISPOSITION OF A SOLAR AUXILIA COHORT

Notional Organisation Late Great Crusade Era  
Exemplar Unit - 278<sup>th</sup> Cohort 'Arkadian' Muster, Solar Pattern

- Cohort Level Assigned Strategic Assets
- Warships of the Line (Light and Heavy Cruiser, Frigate, Bastion and Corvette classes)
  - Warp-capable Troop Transport Vessels
  - Boarding Craft (Shark pattern – most common)
  - Planetary Landers and Combat Drop Vessels, Orbital Lighters and Shuttle Craft
  - Light Interface Gunships and Strike Fighter Wings
  - Void Interceptors
  - Super-heavy Tank Detachments
  - Support Artillery and Ordnance Corps
  - Medicae Corps
  - Assigned Mechanicum Enginseer Covenants

## 278<sup>th</sup> Arkadian Cohort

### Cohort Strategic Hierarchy

Comprising the overall independent strategic and battlefield command and control functions of the Cohort, as well as its general governance and logistical directorate.

#### Cohort Supreme Command

Cohort Marshal/Marshal Solar Legate Marshal/Tribune Ordinate

#### Cohort Vexillarius

(Core of veterans and retainers entrusted with the relics and standards of the Cohort; Standard Bearers, Signifiers, Subalterns, Bodyguards and Equeeries).

#### Cohort Operations Command

Tribunes (Dictatus, Strategos or Logos)

High Commanders

Legate Commanders

(Cohort general staff officer and functional cadre, also attached advisors and representatives of other arms of the Excertus Imperialis/Armada Imperialis, etc.).

#### Officers of the Fleet

Officers and parallel command structure of any vessels of the Armada Imperialis given under the Permanent authority of the Cohort's Marshal. Commonly of no higher independent rank than Captain of the second rating (Captain-Commander) operating at equivalent rank to a Cohort Tribune.

### SUB-COHORT TACTICAL COMMAND

Sub-Commander

Lieutenant/Strategos

Sub-Lieutenant/Proclaimator

Ensign/Declurion/Vexillarii (Sub-Cohort)

### Nominal Strength 278<sup>th</sup> Solar Auxilia Cohort

Lasrifle Sections (70,000)  
Veletaris Sections (3,000)  
Specialist Weapon Sections (7,000)  
Crew, Ancillary, Pioneer, Labour and Support (22,000)  
Staff and Command Cadre (1,200)  
Fleet Officer Cadre and Voidsman (10,000)  
Other (5,000)

### TERCIO STRUCTURE OF COHORT'S RANK AND FILE

The bulk of the Cohort is divided up into Tercio pattern troop formations as its essential building blocks of tactical use and logistical support.

#### Tercio Class: Optimate

Veletaris Squads and other elite formations  
Veteran Infantry Units  
Dedicated Transportation Crew

#### Tercio Class: Militaris

Line Infantry Sections (Lasrifle, I-III)  
Dedicated Transportation Crew  
Pioneer Sections

#### Tercio Class: Ancillary

Special Weapons Sections  
Assigned Light Field Support Weapons (Rapier, Tarantula, etc)  
Dedicated Transportation Crew  
Ogrym Charonite Units and other irregular forces attached to general structure

Sub-Cohorts are often 'brigaded' into multiples when a larger force is required to attain a specific objective. This temporary formation will be commanded by the most senior-ranked legate present in the brigade.

# SOLAR AUXILIA SUB-COHORT

*One example of a Sub-Cohort constituted in later Great Crusade era approved combined arms configuration. In these proportions the Lasrifle Sections would most likely be serving in support of the Leman Russ battle tanks rather than the other way around.*

## LEGATE COMMANDER



*Commanded by a junior legate-level field officer holding one of many possible titles. Accompanied by a companion bodyguard of veteran Auxiliaries, some of whom may perform specialist duties such as vox and augury operators or hold the honour of bearing the Sub-Cohort's vexilla in battle.*

## LASRIFLE SECTIONS



## LASRIFLE SECTIONS



## CHARONITE OGRYN SECTION



*Detached from Sub-Cohort Ancillary Support Tercio.*

## LEMAN RUSS BATTLE TANKS



*Reinforced/amalgamated strength. Detached from Armoured Sub-Cohort to meet specific tactical objectives.*

## AUXILIA AETHON HEAVY SENTINEL PATROL



*Detached from Sub-Cohort Ancillary Support Tercio.*

## AUXILIA THUNDERBOLT SQUADRON



*Legate commanders are able to call on Cohort-level air support assets to perform specific localised support missions.*

## AUXILIA ARVUS LIGHTER



*Detached from Cohort-level Light Interface Transport echelon to provide additional battlefield mobility for rapid redeployment, reinforcement and resupply tasks.*

# SOLAR AUXILIA ARMOURED COMPANY

*One example of a Sub-Cohort level formation constituted in later Great Crusade era approved Armoured Company configuration.*

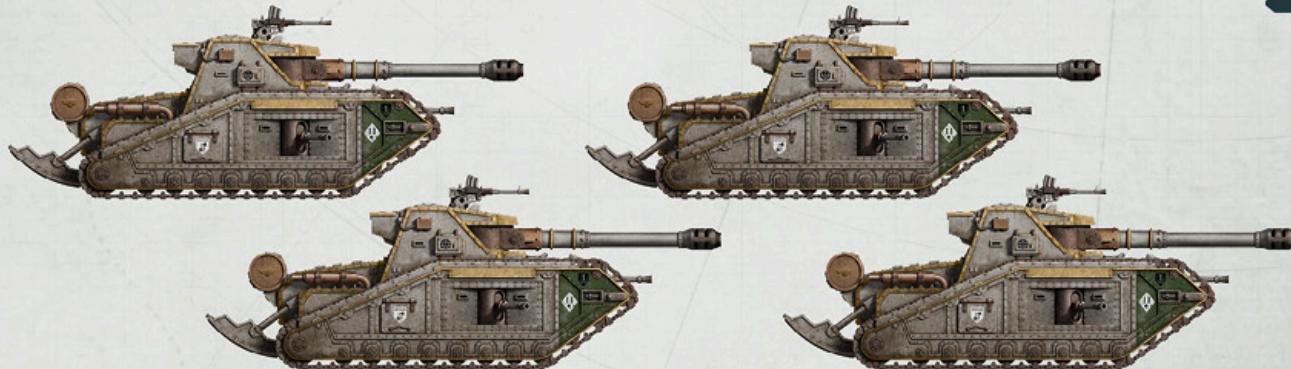
## BANEBLADE SUPER-HEAVY TANKS



## LEMAN RUSS BATTLE TANKS



## MALCADOR TANKS



*There are many possible configurations for an Armoured Company; in this example the Baneblade super-heavy tanks would be commanded by the company's commanding field officer and their second in command.*

## THUNDERBOLT FIGHTERS



*Cohort-level air support assets on call for immediate support taskings.*

## SOLAR AUXILIA ARMY LIST

The following section presents the Army List for the Solar Auxilia, reflecting the foundation upon which the various Solar Auxilia cohorts were based. Within you'll find all the rules needed to build a Solar Auxilia Army.

A Solar Auxilia force can include a maximum of 1 Legate Commander per full 1,500 points of the points limit (e.g., a 2,000 point Army can include a single Legate Commander, a 3,000 point Army can include 2 Legate Commanders, etc.).

**Close Formation Fighting:** The Solar Auxilia train to fight shoulder to shoulder, each warrior supporting those next to them to present an unyielding wall. A Solar Auxilia Infantry model increases its CAF by 1 while in base to base contact with one or more friendly Solar Auxilia Infantry models. If a Detachment is Garrisoned within a Structure, it is presumed to be in base contact with at least one other model from that Detachment.

**Solar Auxilia Command Structure:** Many Solar Auxilia Detachments have the Chain of Command special rule, which limits the Orders they can be issued with unless they are in range of a Detachment with the Solar Auxilia HQ (X) special rule. These rules can be found in the Special Rules section to the right.

**Tank Commander:** Certain Formations and/or Detachments allow a model to be upgraded to a Tank Commander – where applicable, this will be stated in the relevant description. A model upgraded to a Tank Commander gains the Solar Auxilia HQ (6") special rule and increases its Morale characteristic by 1, to a maximum of 2+.

Where possible, a model upgraded to a Tank Commander should be clearly visible – this can be done through having an officer in the cupola, a small banner, an alternative paint scheme or similar identifiable method.

**Chain of Command:** Detachments with the Chain of Command special rule can only be issued an Advance Order unless instructed otherwise. If an Independent Unit (see page 91) contains only models without this rule, then that Independent Unit can be issued another Order, even if the larger Detachment can only be issued with the Advance Order.

**Solar Auxilia HQ (X):** If a Detachment with the Chain of Command special rule has at least one model wholly within the Command Range of a model with the Solar Auxilia HQ (X) special rule, it can be issued with any Order it would be eligible to be issued (i.e., First Fire Order, Charge Order, March Order or Advance Order), instead of just an Advance Order. A model's 'Command Range' is a number of inches equal to the value in brackets noted as part of this special rule. This special rule does not allow a Broken Detachment to be issued an Order other than the Advance Order or Charge Order.





## SOLAR AUXILIA FORMATIONS

### Solar Auxilia Sub-Cohort

A Cohort's strength was commonly divided into 'Sub-Cohorts', each one assigned its own command structure and support elements to allow it to operate independently across a theatre of war. The core of each Sub-Cohorts were the Infantry Tercios, with armoured elements, aerial squadrons and other ancillary units temporarily assigned.

**Disciplined Ranks:** Compulsory Core Detachment slots within this Formation must be filled with Auxilia Lasrifle Tercio Detachments.

#### COMPULSORY DETACHMENTS



#### OPTIONAL DETACHMENTS



### 1349<sup>TH</sup> SOLAX AUXILIA COHORT, MAGNATHAN THUNDER LORDS

The 1349<sup>th</sup> Cohort, primarily operated as a mechanised company, relying on a combination of mobile infantry, armoured batteries and tank destroyer squadrons to overcome the foe. During the pacification of the Mourne Uprising, the Cohort earned the title of 'Thunder Lords' through their success in massed armoured warfare against dissident formations on Aramek IV. Despite their enemies' vast numbers, the 1349<sup>th</sup> reported a casualty ratio of one hull per ten enemy slain, and the complete eradication of their enemy in just three orbital cycles. During the Horus Heresy, the 1349<sup>th</sup> Cohort returned to Aramek IV to engage the Night Lords; this conflict saw considerably greater losses, though the Traitors were ultimately repulsed.

One of the following:



One of the following:



### Solar Auxilia Armoured Company

Armoured Companies were the hammer of Solar Auxilia Cohorts, each one consisting of dedicated tank squadrons commanded by a seasoned veteran. When assembled in number, the massed ranks of Solar Auxilia armour were capable of grinding all resistance beneath their treads.

COMPULSORY DETACHMENTS	OPTIONAL DETACHMENTS
  	  
<p><b>Tank Commander:</b> One Vehicle model from a Compulsory Detachment must be upgraded to a Tank Commander for +10 points (see page 178).</p>	<p>One of the following:</p>   

### Solar Auxilia Pioneer Company

Formed around a core of Veleteris veterans, and reinforced with heavier weapons, reconnaissance units and a small number of armour units, Pioneer Sub-Cohorts were designed to secure and hold forward positions, preparing the ground for the advance of the remainder of the Cohort's strength.

COMPULSORY DETACHMENTS	OPTIONAL DETACHMENTS
   	    
<p><b>Forward Positions:</b> Compulsory Core Detachment slots in this Formation must be filled with Auxilia Veleteris Storm Sections. All Solar Auxilia Detachments within a Solar Auxilia Pioneer Company that consist entirely of Infantry models gain the Infiltrate special rule. All other Solar Auxilia Detachments within the Solar Auxilia Pioneer Company gain the Forward Deployment special rule.</p>	<p>One of the following:</p>   

# HQ DETACHMENTS

## HQ DETACHMENTS

*Legate Marshals are tough and experienced fighters, masters of tactics and strategy and, most importantly, inspirational leaders upon whose orders the Solar Auxilia would march into hell itself. During the Horus Heresy, they were often the singular force binding a Solar Auxilia Cohort together, guiding the actions and allegiance of their warriors across the war-torn galaxy.*

### LEGATE COMMANDER DETACHMENT

16 POINTS

#### INFANTRY (1)

DETACHMENT SIZE: 1

Name	Movement	Sv	CAF	Morale	W
Auxilia Commander	5"	6+	+3	2+	I

#### Weapons

- Archaeotech pistols
- Volkite chargers

Weapons	Range	Dice	To Hit	AP	Traits
Archaeotech pistols	6"	I	5+	-1	Accurate, Light
Volkite chargers	8"	I	5+	0	Deflagrate, Light

#### Special Rules

Commander, Inspire (8"), Invulnerable Save (6+), Master Tactician, Solar Auxilia HQ (10")

### AUXILIA TACTICAL COMMAND DETACHMENT

10 POINTS

#### INFANTRY (1)

DETACHMENT SIZE: 1

Name	Movement	Sv	CAF	Morale	W
Tactical Command	5"	6+	+1	3+	I

#### Weapons

- Auxilia lasrifles

Weapon	Range	Dice	To Hit	AP	Traits
Auxilia lasrifles	10"	I	5+	0	Light

#### Special Rules

Commander, Inspire (8"), Solar Auxilia HQ (6")





# CORE DETACHMENTS

## CORE DETACHMENTS

*Solar Auxiliaries are recruited from all over the Imperium, from void-born asteroid miners and the children of noble families to underhive scum and the incarcerated, and such cultures are the fuel of the Imperium's growth. Those pressed into the Emperor's service that display the right combination of aggression, discipline and skill-at-arms are earmarked for the Solar Auxilia cohorts, affording them an undreamed-of escape from an unfulfilling past into a life of service across the myriad battlefields of the war-torn galaxy.*

*The Solar Auxilia is defined by the rigid discipline and well-equipped nature of its soldiers, representing the forefront of the Imperial Army and, in lieu of a force of Legiones Astartes, the finest warriors within a given Expeditionary fleet. The rank and file Solar Auxilia infantry were often deployed in Infantry Tercios, flexible sub-groups formed around a core of Auxiliaries armed with lasguns and as capable fighting in 'Zone Mortalis' environments as they were launching massed assaults across the galaxy's most hostile battlefield.*

### AUXILIA LASRIFLE TERCIO

30 POINTS

#### INFANTRY (I)

DETACHMENT SIZE: 4

Name	Movement	Sv	CAF	Morale	W
Auxiliaries	5"	6+	+0	4+	I

#### Weapons

- Auxilia lasrifles

Weapon	Range	Dice	To Hit	AP	Traits
Auxilia lasrifles	10"	I	5+	0	Light
Flamers	6"	I	4+	0	Ignores Cover, Light

#### Upgrades

An Auxilia Lasrifle Tercio can purchase up to six upgrades chosen from the list below. It may purchase the same upgrade multiple times. Each upgrade increases the Detachment size by 2, adding the respective models:

- **Auxiliaries** .....+12 points
- **Auxiliaries with Flamers** .....+12 points\*
- **Veletrarii** .....+12 points†
- **Ogrym Charonites** .....+15 points†

\*Models added via this upgrade are Auxiliaries that exchange Auxilia lasrifles for flamers.

†Models added via these upgrade use the respective profiles on the following page.

#### Special Rules

Chain of Command, Line

## DETACHMENT UPGRADES

### VELETARII

### INFANTRY (I)

Name	Movement	Sv	CAF	Morale	W
Veletarii	5"	6+	+1	4+	I

#### Weapons

- Auxilia laspistols
- Power axes

Weapon	Range	Dice	To Hit	AP	Traits
Auxilia laspistols	6"	1	5+	0	Light
Power axes	-	-	-	-	Rend

#### Special Rules

- Independent, Line

### CHARONITE OGRYNS

### INFANTRY (I)

Name	Movement	Sv	CAF	Morale	W
Charonite Ogryns	5"	6+	+3	4+	I

#### Weapons

- Charonite claws

Weapon	Range	Dice	To Hit	AP	Traits
Charonite claws	-	-	-	-	Rend

#### Special Rules

- Furious Charge, Independent

## DETACHMENT UPGRADES

The Tercio's strength lies in its adaptability, working in concert with more specialised infantry elements to overcome battlefield threats. Ogryn Charonites and Veletarii are common attachés to Infantry Tercios when position assaults are called for, operating as shock troops alongside the massed ranks of the Solar Auxilia to break open enemy lines. Once a foothold on an enemy position is secured, Rifle and Flamer Sections would scour the zone for survivors, rooting them out and ensuring they no longer posed a threat.



# SUPPORT DETACHMENTS

## SUPPORT DETACHMENTS

Charonites are biochemically and cybernetically altered Ogryn abhumans, mutilated in mind and body and left entirely creatures of brute obedience and drug-induced frenzy. The technology used in their creation is considered proscribed by the Mechanicum, but, thanks to their strong connection to the Saturnyne enclaves of Terra and the celestial keeps of Pavonis, the Solar Auxilia retained a dispensation for the creation and use of Charonites in limited numbers. As the Horus Heresy raged, many Solar Auxilia commands turned to the creation of Charonites to strengthen their forces to match against the power of Traitor Legiones Astartes and Dark Mechanicum forces, although the difficulty of their creation ensured they did not become widespread.

The Veletarii are the most skilled and dedicated warriors in the Solar Auxilia, often serving as their commander's household guard, under their direct command. The Veletaris are deployed as shock troops and as a line reserve, able to shatter the enemy lines or bolster a wavering defence.

### AUXILIA OGRYN CHARONITE SECTION

**50 POINTS**

#### INFANTRY (I)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Charonite Ogryns	5"	6+	+3	4+	I

#### Weapons

- Charonite claws

Weapon	Range	Dice	To Hit	AP	Traits
Charonite claws	-	-	-	-	Rend

#### Upgrades

An Auxilia Ogryn Charonite Section can purchase one of the following upgrades:

- Increase the Detachment size by 2.....+15 points
- Increase the Detachment size by 4.....+30 points

#### Special Rules

Furious Charge

### AUXILIA VELETARIS STORM SECTION

**40 POINTS**

#### INFANTRY (I)

**DETACHMENT SIZE: 4**

Name	Movement	Sv	CAF	Morale	W
Veletarii	5"	6+	+1	4+	I

#### Weapons

- Auxilia lascannisters
- Power axes

Weapon	Range	Dice	To Hit	AP	Traits
Auxilia lascannisters	6"	I	5+	0	Light
Power axes	-	-	-	-	Rend

#### Upgrades

A Veletaris Storm Section can purchase one of the following upgrades:

- Increase the Detachment size by 2.....+10 points
- Increase the Detachment size by 4.....+20 points

#### Special Rules

Steadfast

# BASTION DETACHMENTS

AUXILIA RAPIER BATTERY		50 POINTS			
INFANTRY (I)		DETACHMENT SIZE: 3			
Name	Movement	Sv	CAF	Morale	W
Auxilia Rapier	4"	6+	+0	4+	I
<b>Weapons</b>					
• Laser destroyer array, quad launcher or mole mortar					
Weapon	Range	Dice	To Hit	AP	Traits
Laser destroyer array	15"	2	4+	-2	Anti-tank
Quad launcher	6"-30"	2	4+	-1	Barrage, Light
	16"	1	4+	-1	Demolisher, Light AT
Mole mortar	20"	1	4+	-1	Burrowing
<b>Upgrades</b>					
An Auxilia Rapier Battery can purchase one of the following upgrades:					
• Increase the Detachment size by 3 .....+40 points					
• Increase the Detachment size by 6.....+70 points					
<b>Special Rules</b>					
Bulky, Chain of Command					

AUXILIA TARANTULA BATTERY		36 POINTS			
INFANTRY (I)		DETACHMENT SIZE: 4			
Name	Movement	Sv	CAF	Morale	W
Auxilia Tarantula	-	5+	-3	-	I
<b>Weapons</b>					
• Tarantula lascannon battery or Hyperios air-defence missile launcher					
Weapon	Range	Dice	To Hit	AP	Traits
Tarantula lascannon battery	22"	2	5+	-1	Anti-tank
Hyperios air-defence missile launcher	25"	1	4+	-1	Skyfire, Tracking
<b>Upgrades</b>					
An Auxilia Tarantula Battery can purchase one of the following upgrades:					
• Increase the Detachment size by 2 .....+15 points					
• Increase the Detachment size by 4.....+25 points					
<b>Special Rules</b>					
Automated Sentry					

## BASTION DETACHMENTS

The Solar Auxilia makes extensive use of the Rapier weapons carrier, its rugged track assembly able to transport support weaponry too heavy for an auxiliary to carry, employing a number of different weapon systems including the laser destroyer and the 'Thudd Gun' multi-launcher. Utilised in both attack and defence, Rapier batteries supplied overwhelming firepower to Infantry sections, providing the tools to combat any foe.

The Solar Auxilia use the Tarantula automated weapons platform to guard exposed flanks and rear line positions where it is judged less likely that an enemy will attack. They are sometimes pressed into service in the front line itself when manpower is stretched dangerously thin. The histories of some of the oldest cohorts contain tales, no doubt elaborated over the decades, of Tarantula weapons batteries granted honorary induction into a regiment following a close fought battle where their presence contributed greatly to the tally of enemy dead.

## VANGUARD DETACHMENTS

The Sentinel Walker is a ubiquitous pattern of bipedal walker piloted by a single individual, employed across the Imperium by both civilian and military operations. Within the Solar Auxilia, the Aethon Heavy Sentinel was the main fire support unit available for vanguard units, mounting formidable weaponry for its size, and also saw use as a heavy reconnaissance unit in hostile environments unsuitable for lighter Sentinels, such as the Hermes. Aethon Heavy Sentinels are formed into patrols of up to eight walkers, each piloted by a veteran of a pioneer company, that range ahead of a cohort's main strength, to locate enemy positions, assess terrain and thwart potential ambushes.

To facilitate their role each Aethon Heavy Sentinel can carry an array of anti-infantry and anti-armour weaponry, with patrols capable of obliterating the majority of enemy reconnaissance units they might encounter. Limited power supply and ammunition storage hampered the deployment of Aethon Heavy Sentinels on the front line and patrols were most commonly used as flanking elements in concert with the main advance.

# VANGUARD DETACHMENTS

## AUXILIA AETHON HEAVY SENTINEL PATROL

**35 POINTS**

### WALKER (1)

**DETACHMENT SIZE: 2**

Name	Movement	Sv	CAF	Morale	W
Aethon Heavy Sentinel	7"	4+	+0	4+	I

### Weapons

- Multi-laser
- Sentinel missile launcher

Weapon	Range	Dice	To Hit	AP	Traits
Multi-laser	14"	2	5+	0	Light AT
Sentinel missile launcher	20"	2	4+	0	Light, Ignore Cover
	20"	1	4+	-1	Anti-tank

### Upgrades

An Auxilia Aethon Heavy Sentinel Patrol can purchase one of the following upgrades:

- Increase the Detachment size by 2.....+25 points
- Increase the Detachment size by 4.....+45 points
- Increase the Detachment size by 6.....+65 points

### Special Rules

Forward Deployment

# BATTLE TANK DETACHMENTS

## LEMAN RUSS STRIKE SQUADRON

175 POINTS

### VEHICLE (2)

DETACHMENT SIZE: 4

Name	Movement	Sv	CAF	Morale	W
Leman Russ Tank	8"	2+	+2	4+	I

### Weapons

- Leman Russ battlecannon or Vanquisher battlecannon
- Hull Mounted heavy bolter or Hull Mounted lascannon

Weapon	Range	Dice	To Hit	AP	Traits
Leman Russ battlecannon	25"	I	4+	-1	
Vanquisher battlecannon	32"	I	4+	-2	Anti-tank, Armourbane
Hull Mounted heavy bolter	12"	2	5+	0	Arc (Front), Light, Point Defence
Hull Mounted lascannon	22"	I	4+	-1	Anti-tank, Arc (Front)

### Upgrades

A Leman Russ Strike Squadron can purchase one of the following upgrades:

- Increase the Detachment size by 2.....+85 points
- Increase the Detachment size by 4.....+160 points
- Increase the Detachment size by 6.....+220 points

### Special Rules

Chain of Command, Explorator Adaptation

## BATTLE TANK DETACHMENTS

The Leman Russ battle tank is a reliable and proven armoured vehicle named after the Primarch of the Legiones Astartes Space Wolves in honour of his savage ferocity in war. Numerous sub-patterns, including the anti-armour Vanquisher, mount a wide array of weapons and in the service of the Auxilia are often enhanced to the 'Solar' pattern, fitted with supplementary survival and exploration systems. Leman Russ tanks in Auxilia strike squadrons are fitted with extended fuel reserves and their engines enhanced with forced induction chargers. These combine to increase the tanks' operational range substantially, allowing them to make wide flanking advances in order to engage an enemy at the moment the infantry sections launch their own attack.

# BATTLE TANK DETACHMENTS

## BATTLE TANK DETACHMENTS

A truly ancient design dating back to the wars of the Age of Strife on Old Earth, the Imperial production model of this heavy tank pattern was given the name of Malcador the Sigillite, right hand of the Emperor, during the early days of the Great Crusade when thousands of these war machines rolled off the production lines of the Forge Worlds of Mars and Voss. Although not as heavily armed as goliaths such as the Baneblade or the Stormhammer, the Malcador nevertheless possesses a number of advantages to its design, the principal of which is its battle speed, which is truly formidable for a tank of its size thanks to a highly sophisticated, if somewhat temperamental, drive system. By the time of the Horus Heresy, many Malcador Heavy Tanks had been relegated to strategic reserves and second line Imperial Army units, replaced by larger numbers of smaller, more tactically flexible tanks such as the Leman Russ and its many variants. The demands of the galaxy-wide civil war soon brought them back into the fray however, while their availability saw them used as test-beds for a variety of new variants designed to plug gaps in supply and resource.

### MALCADOR TANK SQUADRON

165 POINTS

#### VEHICLE (2)

DETACHMENT SIZE: 2

Name	Movement	Sv	CAF	Morale	W
Malcador Tank	9"	3+	+2	4+	2

#### Weapons

- Hull Mounted heavy bolter or Hull Mounted lascannon or Hull Mounted autocannon or Hull Mounted demolisher cannon
- Malcador battlecannon or Malcador Vanquisher battlecannon or Malcador lascannon turret
- Malcador heavy bolter sponsors or Malcador lascannon sponsors or Malcador autocannon sponsors

Weapon	Range	Dice	To Hit	AP	Traits
Malcador battlecannon	25"	1	4+	-1	Arc (Front)
Malcador Vanquisher battlecannon	32"	1	4+	-2	Anti-tank, Arc (Front), Armourbane
Malcador lascannon turret	22"	2	4+	-1	Anti-tank, Arc (Front)
Malcador heavy bolter sponsors	12"	2	5+	0	Light, Point Defence
Malcador lascannon sponsors	22"	1	4+	-1	Anti-tank
Malcador autocannon sponsors	16"	2	5+	-1	Light AT
Hull Mounted heavy bolter	12"	2	5+	0	Arc (Front), Light, Point Defence
Hull Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Hull Mounted autocannon	16"	2	5+	-1	Arc (Front), Light AT
Hull Mounted demolisher cannon	12"	1	4+	-3	Arc (Front), Demolisher, Ignores Cover

#### Upgrades

A Malcador Tank Squadron can purchase any of the following upgrades. It may purchase the same upgrade multiple times, to a maximum Detachment size of 6:

- Increase the Detachment size by 1 .....+70 points
- Increase the Detachment size by 2 .....+130 points
- Increase the Detachment size by 4 .....+240 points

#### Special Rules

Chain of Command, Explorator Adaptation

# HEAVY ARMOUR DETACHMENTS

AUXILIA SUPER-HEAVY TANK SQUADRON		100 POINTS			
SUPER-HEAVY VEHICLE (3)		DETACHMENT SIZE: 1			
Name	Movement	Sv	CAF	Morale	W
Auxilia Super-heavy	7"	2+	+4	4+	2
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>Hull Mounted Demolisher cannon</li> <li>Hull Mounted heavy bolter turret</li> <li>Baneblade cannon with Co-axial autocannon or Hellhammer cannon with Co-axial autocannon</li> <li>Baneblade heavy bolter sponsons or Baneblade heavy flamer sponsons or Baneblade autocannon sponsons</li> <li>Lascannon sponson turrets</li> </ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Baneblade cannon	25"	1	4+	-3	
Hellhammer cannon	14"	1	4+	-3	Demolisher, Ignores Cover
Co-axial autocannon	16"	2	5+	-1	Co-axial, Light AT
Hull Mounted Demolisher cannon	12"	1	4+	-3	Arc (Front), Ignores Cover, Demolisher
Hull Mounted heavy bolter turret	12"	2	5+	0	Arc (Front), Light, Point Defence
Lascannon sponson turrets	22"	2	4+	-1	Anti-tank
Baneblade heavy bolter sponsons	12"	4	5+	0	Light, Point Defence
Baneblade autocannon sponsons	16"	2	5+	-1	Light AT, Point Defence
Baneblade heavy flamer sponsons	6"	2	4+	0	Light, Ignores Cover, Point Defence
<b>Upgrades</b>					
An Auxilia Super-heavy Tank Squadron can purchase any of the following upgrades. It may purchase the same upgrade multiple times, to a maximum Detachment size of 6:					
<ul style="list-style-type: none"> <li><b>Increase the Detachment size by 1</b> .....+90 points</li> <li><b>Increase the Detachment size by 3</b> .....+255 points</li> <li><b>Increase the Detachment size by 5</b> .....+390 points</li> </ul>					
<b>Special Rules</b>					
Chain of Command, Explorator Adaptation					

## HEAVY ARMOUR DETACHMENTS

Constructed using an ancient STC dating back to the Dark Age of Technology, the Baneblade is a super-heavy tank outfitted with a bewildering array of weapons, even for a vehicle of its prodigious size. Each Baneblade serves as a mobile bastion and numerous tales relate of their deployment being the crucial factor in victory, a symbol of terror to its foes and one of emboldening to those who marched alongside it. The Baneblade hull was used as the basis for a number of more specialised variants including the Hellhammer, exchanging the standard Baneblade battlecannon with a Hellhammer cannon that sacrifices range for increased armour penetration and fortification destruction qualities.

# AIR SUPPORT DETACHMENTS

## AIR SUPPORT DETACHMENTS

*A heavy fighter combining devastating strike potential with a high degree of speed and manoeuvrability, the Thunderbolt forms the bulk of the Imperialis Armada's intra-atmosphere fighter aircraft. The Thunderbolt's versatile array of armaments enables it to tackle all manner of missions, making it ideal for dominating the skies of alien worlds as the Solar Auxilia land, and supporting them in battle as they advance. The Thunderbolt can fulfil a range of missions, from hunting tanks and ground strikes, yet its main role is that of an air-superiority fighter, engaging enemy craft in dogfights or hunting down the foe's bombers. Its most famous characteristic, however, is sheer resilience and it is not unusual for a Thunderbolt to land riddled with damage that would have downed a lesser craft.*

### AUXILIA THUNDERBOLT SQUADRON

**80 POINTS**

#### VEHICLE (2)

**DETACHMENT SIZE: 1**

Name	Movement	Sv	CAF	Morale	W
Thunderbolt Fighter	25"	4+	+0	-	I

#### Weapons

- Quad autocannon
- Thunderbolt twin-linked lascannon
- Hellstrike missiles or Skystrike missiles or wing bombs

Weapon	Range	Dice	To Hit	AP	Traits
Quad autocannon	16"	4	5+	-1	Arc (Front), Light AT, Skyfire
Thunderbolt twin-linked lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Avenger bolt cannon	16"	5	5+	-1	Arc (Front), Light AT, Skyfire, Rapid Fire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run

#### Upgrades

Any Thunderbolt Fighter can exchange its quad autocannon for an Avenger bolt cannon for +3 points per model.

An Auxilia Thunderbolt Squadron can purchase one of the following upgrades:

- Increase the Detachment size by 1 .....+80 points
- Increase the Detachment size by 2 .....+150 points
- Increase the Detachment size by 3 .....+210 points

#### Special Rules

Flyer, Interceptor, Jink (5+)

# AIR SUPPORT DETACHMENTS

## AUXILIA AVENGER STRIKE FIGHTER SQUADRON 85 POINTS

VEHICLE (2)	DETACHMENT SIZE: I				
Name	Movement	Sv	CAF	Morale	W
Avenger Strike Fighter	28"	4+	+0	-	I
Weapons					
<ul style="list-style-type: none"> <li>• Avenger bolt cannon</li> <li>• Heavy stubber tail gun</li> <li>• Avenger lascannon or Avenger autocannon</li> <li>• Hellstrike missiles or Skystrike missiles or wing bombs</li> </ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Avenger bolt cannon	16"	5	5+	-1	Arc (Front), Light AT, Rapid Fire, Skyfire
Avenger autocannon	16"	4	5+	-1	Arc (Front), Light AT, Skyfire
Avenger lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Heavy stubber tail gun	14"	2	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run
Upgrades					
An Auxilia Avenger Strike Fighter Squadron can purchase one of the following upgrades:					
<ul style="list-style-type: none"> <li>• Increase the Detachment size by 1 .....+85 points</li> <li>• Increase the Detachment size by 2 .....+160 points</li> <li>• Increase the Detachment size by 3 .....+220 points</li> </ul>					
Special Rules					
Flyer, Interceptor, Jink (5+)					

## AIR SUPPORT DETACHMENTS

The Avenger Strike Fighter is a superlative ground attack aircraft designed to operate alongside Solar Auxilia cohorts during planetary invasions. Named for its primary armament, the Avenger bolt cannon, the Avenger excels at performing strafing runs on enemy armoured formations, raking the vulnerable weaker sides of their armours with mass-reactive bolt shells. The Avenger can also be employed in the secondary role of interceptor, providing close air support for ground troops against enemy bomber squadrons.

# AIR SUPPORT DETACHMENTS

## AIR SUPPORT DETACHMENTS

A relatively recent addition to the armouries of the Great Crusade, the Primaris Lightning Strike Fighter is a high speed suborbital fighter craft designed for rapid interception, interdiction and surgical-strike roles. Created by Archmagos-Arbiter Sykosk Thule, master of the sovereign Forge World of Voss, the Primaris-Lightning represented a new paradigm in aero-warcraft, being built around a powerful forced-plasma ramjet drive and optimised for the most sophisticated munitions and avionics systems available. While exceeding all similar patterns in service of its size for speed and payload capacity, it was extremely costly to produce, proved difficult to maintain and difficult to handle by all but the most experienced pilots – flaws Sykosk attributed purely to the failure of weak flesh. These factors, however, saw the pattern's issue limited to elite close support units, while a 'degraded' – if easier to operate and maintain – version of the Lightning was rumoured to be under consideration just prior to the outbreak of the Horus Heresy, although this reduced pattern played no part in the conflict.

### AUXILIA LIGHTNING FIGHTER SQUADRON

**85 POINTS**

#### VEHICLE (2)

**DETACHMENT SIZE: 1**

Name	Movement	Sv	CAF	Morale	W
Lightning Fighter	30"	4+	+0	-	I

#### Weapons

- Lightning twin lascannon or Lightning twin multi-laser
- Any two of the following: Hellstrike missiles, Skystrike missiles or phosphex bomb clusters\*

\*A model can take multiples of the same option.

Weapon	Range	Dice	To Hit	AP	Traits
Lightning twin lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Lightning twin multi-laser	14"	4	5+	0	Arc (Front), Light AT, Skyfire
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armurbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Phosphex bomb clusters	-	2	4+	-1	Arc (Rear), Bombing Run, Light AT, Ignores Cover

#### Upgrades

An Auxilia Lightning Fighter Squadron can purchase one of the following upgrades:

- Increase the Detachment size by 1 .....+85 points
- Increase the Detachment size by 2 .....+160 points
- Increase the Detachment size by 3 .....+220 points

#### Special Rules

Flyer, Interceptor, Jink (5+)

# AIR SUPPORT DETACHMENTS

AUXILIA MARAUDER BOMBER SQUADRON		85 POINTS			
VEHICLE (2)	DETACHMENT SIZE: I				
Name	Movement	Sv	CAF	Morale	W
Marauder Bomber	24"	3+	+0	-	I
Weapons					
<ul style="list-style-type: none"> <li>Nose Mounted lascannon</li> <li>Marauder heavy bolter turrets</li> <li>Marauder bomb bay</li> <li>Any two of following: Hellstrike missiles, Skystrike missiles or wing bombs*</li> </ul>					
<small>*A model can take multiples of the same option.</small>					
Weapon	Range	Dice	To Hit	AP	Traits
Nose Mounted lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Marauder heavy bolter turrets	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Marauder bomb bay	-	3	4+	-2	Arc (Rear), Bombing Run
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run
Upgrades					
Any model in the Detachment can be upgraded to one of the following Marauder variants, using the respective profile shown on pages 196-197:					
<ul style="list-style-type: none"> <li><b>Marauder Pathfinder:</b>.....Free</li> <li><b>Marauder Colossus:</b> .....Free</li> <li><b>Marauder Destroyer:</b> .....+10 points</li> </ul>					
An Auxilia Marauder Squadron can purchase one of the following upgrades:					
<ul style="list-style-type: none"> <li><b>Increase the Detachment size by 1</b> .....+85 points</li> <li><b>Increase the Detachment size by 2</b> .....+160 points</li> <li><b>Increase the Detachment size by 3</b> .....+220 points</li> </ul>					
Special Rules					
Flyer, Jink (5+)					

## AIR SUPPORT DETACHMENTS

*Sturdily built and possessed of an extensive capacity of munitions, the Marauder Bomber is the archetypal heavy bomber of the Divisio Aeronautica. One of its greatest strengths is its capacious fuel tanks which substantially expands the operational reach of Marauder squadrons, allowing them to range far afield with minimal resupply. The Marauder bomber is most frequently deployed to demolish strategic targets or to soften fortified positions in preparation for a ground assault.*

## DETACHMENT UPGRADES

### DETACHMENT UPGRADES

The Marauder frame is highly adaptable, leading to the development of many variants that fulfil operation niches. The most common variation is the Marauder Destroyer, a ground attack aircraft which sacrifices a portion of its bomb bay capacity in exchange for heavier firepower – six nose-mounted autocannons.

Marauder Destroyers squadrons are primarily used to strafe enemy positions during an assault, shattering key targets in the enemy line or halting enemy flanking assaults. Other variants include the Marauder Pathfinder, a long-ranged scouting variant equipped with advanced augurs and tracking systems, and the Marauder Colossus, designed to destroy high-value targets such as enemy titans or subterranean facilities through the employment of a guided, high-explosive munition.

### AUXILIA MARAUDER PATHFINDER

### VEHICLE (2)

Name	Movement	Sv	CAF	Morale	W
Marauder Pathfinder	22"	3+	+0	-	I

#### Weapons

- Nose Mounted heavy bolter
- Rear Mounted heavy bolter
- Any two of the following: Hellstrike missiles, Skystrike missiles and wing bombs\*

\*A model can take multiples of the same option. See page 195 for these options.

Weapon	Range	Dice	To Hit	AP	Traits
Nose Mounted heavy bolter	12"	3	6+	0	Arc (Front), Light AT, Point Defence, Skyfire
Rear Mounted heavy bolter	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire

#### Special Rules

Auger Array, Flyer, Jink (5+)

### AUXILIA MARAUDER COLOSSUS

### VEHICLE (2)

Name	Movement	Sv	CAF	Morale	W
Marauder Colossus	22"	3+	+0	-	I

#### Weapons

- Nose Mounted heavy bolter
- Rear Mounted heavy bolter
- Colossus bomb
- Any two of the following: Hellstrike missiles, Skystrike missiles and wing bombs\*

\*A model can take multiples of the same option. See page 195 for these options.

Weapon	Range	Dice	To Hit	AP	Traits
Nose Mounted heavy bolter	12"	3	6+	0	Arc (Front), Light AT, Point Defence, Skyfire
Rear Mounted heavy bolter	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Colossus bomb	-	6	3+	-4	Arc (Rear), Bombing Run, Bunker Buster, Limited (1)

#### Special Rules

Flyer, Jink (5+)

## DETACHMENT UPGRADES

AUXILIA MARAUDER DESTROYER			VEHICLE (2)		
Name	Movement	Sv	CAF	Morale	W
Marauder Destroyer	24"	3+	+0	-	I
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>Nose Mounted autocannon array</li> <li>Marauder heavy bolter turrets</li> <li>Marauder assault cannon</li> <li>Destroyer bomb bay</li> <li>Any two of the following: Hellstrike missiles, Skystrike missiles and wing bombs*</li> </ul>					
<small>*A model can take multiples of the same option. See page 195 for these options.</small>					
Weapon	Range	Dice	To Hit	AP	Traits
Nose Mounted autocannon array	16"	6	5+	-1	Arc (Front), Light AT, Skyfire
Marauder heavy bolter turrets	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Marauder assault cannon	12"	3	5+	-1	Arc (Rear), Light AT, Rapid Fire, Skyfire
Destroyer bomb bay	-	2	4+	-2	Arc (Rear), Bombing Run
<b>Special Rules</b>					
Flyer, Jink (5+)					

## TRANSPORT DETACHMENTS

AUXILIA ARVUS LIGHTER			12 POINTS PER MODEL		
VEHICLE (2)			DETACHMENT SIZE: VARIABLE		
Name	Movement	Sv	CAF	Morale	W
Arvus Lighter	25"	4+	+0	-	I
<b>Weapons</b>					
None					
<b>Special Rules</b>					
Flyer, Hover, Jink (6+), Transport (2)					

### TRANSPORT DETACHMENTS

The Arvus is a light utility shuttle used by the Imperialis Armada for transferring supplies or small groups of personnel from ship-to-ship or ship-to-planet. It is a solid and reliable workhorse shuttle, squat and durable with powerful engines for carrying heavy loads. The utility model of the Arvus is unarmed as it is not a combat vehicle and is not expected to engage the enemy. The Solar Auxilia makes extensive use of a variant of the Arvus and of several similar orbital shuttles, using them to insert infantry sections and command units into a war zone with pinpoint accuracy. Because its carrying capacity is limited to twelve passengers, larger units such as full strength Lasrifle Sections tend to deploy to a world's surface in drop ships able to carry entire Tercios or even companies, leaving the faster and comparatively more manoeuvrable Arvus to fulfil the role of inserting smaller units with specific battlefield tasks to perform.

# STRATEGIC ASSETS

*"None can look upon us without fear, for we are gods, and the galaxy will bow before us."*

Princeps Vitus,  
Legio Mortis

When the Emperor embarked on the Great Crusade, he began the daunting task of uniting the vast diaspora of humanity. Among these rediscovered children of Terra were the Knight Worlds, wondrous feudal kingdoms which had endured the Age of Strife, their populaces elevating the Scions and their Knights to the rank of nobility and swearing their fealty to them. These planets, often isolated frontier realms or domains allied with nearby Forge Worlds, were notable for the number of ancient Knight armours they maintained. Each an esoteric artefact of a bygone age, the Knight armour was akin to the god-engines of the Collegia Titanica in many of its technologies, with each Knight piloted by a single brave individual instilled with a code of honour and chivalry known as a Knight Scion.

Knight-class walkers were true relics of an age of human history lost now to allegory and myth. These unique machines and the mind-impulse systems that control them predate the arts and arcana of the Mechanicum by a considerable measure, and to the priests of the Omnisiah they are things of sacred mystery and beauty.

Many of the methods of their construction are beyond the realms of all but the most learned Magos to fully understand, but the presence of priceless STC manufacturing units devoted to their construction on ancient colony worlds of the Knight Households, known collectively as the Questoris Familia, makes the replication and maintenance of these powerful machines possible. Serving both as militant worlds and as archives of technology lost to all others, Knight Worlds are thus afforded a measure of political and military independence in return for sharing both strength of arms and knowledge.

## USING STRATEGIC ASSETS

Strategic Assets represent elements of the Imperium's armies that don't fit neatly into a single Army List or were widespread across the Expeditionary fleets of the Great Crusade. Included in these ranks are the god-engines of the Collegia Titanica and the Knight Banners of the Questoris Familia.

Strategic Assets are not a full Army List and therefore cannot be chosen as the Primary List of an Army. Instead, it encompasses a number of Formations that can be used as Allied Contingents within an Army.

Unless instructed otherwise, any Army can take a Strategic Asset Formation, though some Detachments may have restrictions as to which Army they can be included in, such as armies with a particular Allegiance.





# LEGIO ASTORUM WARLORD BATTLE TITAN



## DAUNTLESS WRATH

During the defence of Tallarn, the Legio Gryphonius called upon their brothers in the Legio Astorum to aid them. While the majority of the Warp Runners Titans were engaged elsewhere, they were able to send several maniples to counter the combined might of the Legio Krytos and their Iron Warriors allies. *Dauntless Wrath* was one of the Legio Astorum Warlord Titans to see action on Tallarn and survive the scouring of that world. Later in the Horus Heresy, veterans of Tallarn would often recall what they had endured during the fighting on that dead planet, and cite it among the greatest crimes wrought by the Warmaster.

# KNIGHT BANNER 'ZHOLON-KUTHOS'

**LEGIO ULICON SUPPORT ELEMENT**  
**HOUSE MALINAX**  
**SCOURING OF ARTEN'S WORLD**



**THONAL**



**ZHUL**



**KZILUS**



**LOKAZLUK**

A Banner-marshall of House Malinax, Zholon-Kuthos commanded numerous actions in the name of the Warmaster's cause, despite the Forge World to which Malinax was bonded – Xana – being wont to chart an autonomous course. In support of the Traitor Legio Ulicon during the Scouring of Arten's World, Zholon-Kuthos and his underlings slew three times their own number of Knights of House Vornherr, grievous losses for a Household already driven to the precipice of extinction due to the events of Calth.

## LEGIO FUREANS



CYRA JAL



MAERAKA HAZN



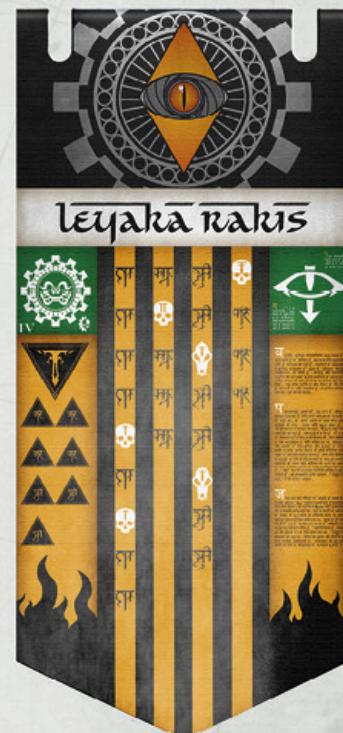
DAKH CYNAL



LEYAKA VARR



LEYAKA RAKIS



The introduction of Reaver class Battle Titans did not occur within Legio Fureans until its participation during the Great Crusade, with the Forge World of Incaladion incapable of producing them independently before the Imperium's arrival. The princeps of the *Leyaka Rakis* and *Leyaka Varr* were amongst the first to assume command of such god-engines, pioneering a range of unique manoeuvres that made novel use of the class' characteristics. These tactics were of particular use against Loyalist elements on Paramar V, with the two princeps and their crews accounting for three confirmed Battle Titan kills between them.



**HOUSE COL'KHAK CERASTUS KNIGHT ATRAPOS**  
**OMNISIAH'S WILL**



**HOUSE VEXTRIX QUESTORIS KNIGHT STYRIX**  
**FRACTURED ANGEL**



**HOUSE SIDUS QUESTORIS KNIGHT MAGAERA**  
**URSANGHOU**



**HOUSE MORBIDIA CERASTUS KNIGHT ATRAPOS**  
**IRE OF MARS**

## STRATEGIC ASSET FORMATIONS

### Legion Support

The god-engines of the Collegia Titanica were terrifying weapons of war, each one capable of obliterating hordes of lesser enemies. Though it was not unheard of for a Titan Legion to be fielded in large numbers, it was more common for a small number of god-engines to be attached to other Imperial forces, lending their considerable might for the duration of a campaign.

### COMPULSORY DETACHMENTS



### Knight Household Lance

Knight Scions would frequently march to battle in Lances, consisting of a group of Knight armours of the same class commanded by a Scion of middling rank. These units would act as support elements for Titan maniples or other Imperial elements, utilising the skill of their Scions and the wondrous artifice of each Knight to ensure victory.

### COMPULSORY DETACHMENTS

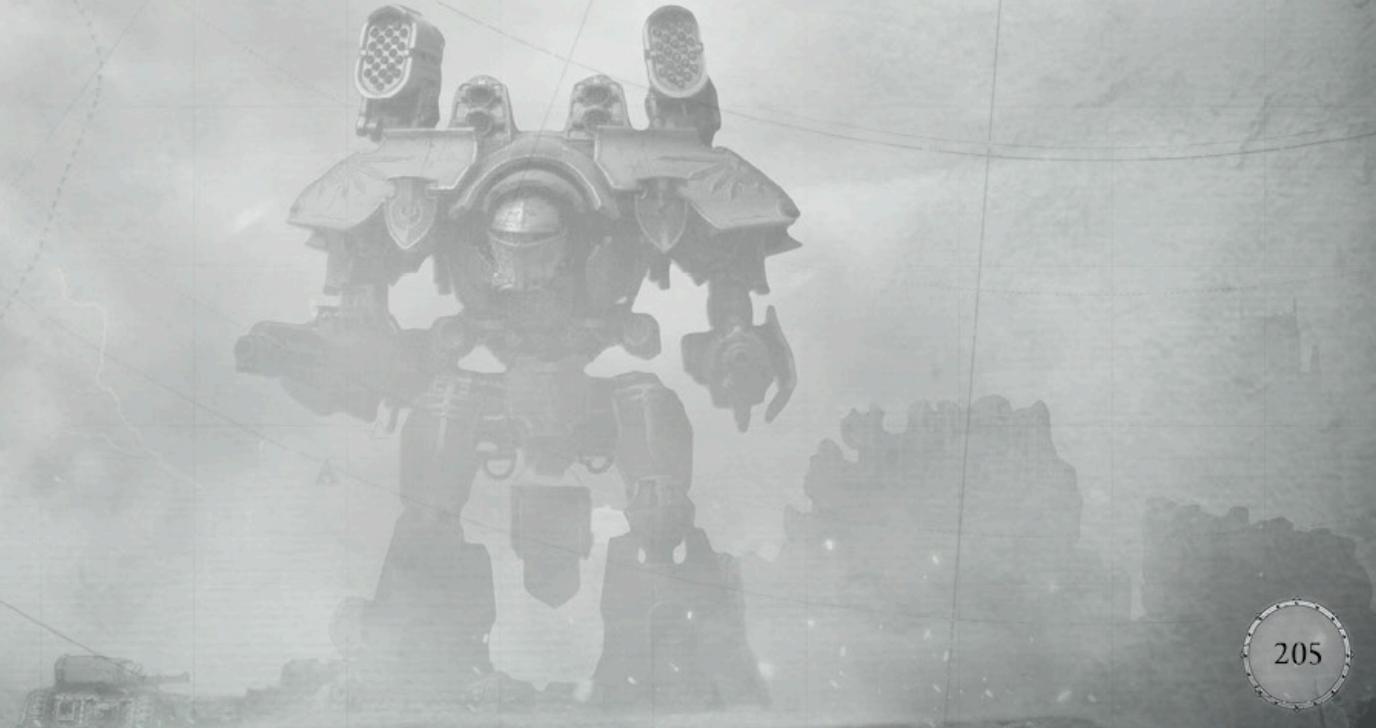


**Paragon of Duty:** Each Knight Scion is a master of battle, trained in the tactics of their Household. As such, each Knight model within this Formation that has the Independent special rule always forms its own Independent Unit, even if there are several models within a Detachment that have the same name.

*For example:*

*A Questoris Knight Banner consists of a Knight Errant, 2 Knight Paladin and 1 Questoris Knight Armiger Talon. As such the Detachment is formed of three Independent Units: a Knight Errant, a Knight Paladin and a Knight Paladin.*

In some cases, this will mean the entire Detachment is formed of Independent Units – they still count as a single Detachment, and so must maintain a Coherency of 6" with at least one other model in the Detachment, but otherwise can be issued an Order separately, have some models Engaged and not others, etc.



# KNIGHT DETACHMENTS

## QUESTORIS KNIGHT BANNER

180 POINTS

### KNIGHT (4)

DETACHMENT SIZE: I

Name	Movement	Sv	CAF	Morale	W
Questoris Knight	8"	3+	+8	2+	3

#### Weapons

Each Questoris Knight has one of the following weapon loadouts:

- **Knight Errant:** Thermal cannon, heavy stubber and a Reaper chainsword\*
- **Knight Paladin:** Rapid-fire battlecannon, heavy stubber and a Reaper chainsword\*
- **Knight Warden:** Questoris-avenger gatling cannon, meltagun and a Reaper chainsword\*
- **Knight Gallant:** Thunderstrike gauntlet, meltagun and a Reaper chainsword\*
- **Knight Crusader:** Heavy stubber and either a Questoris-avenger gatling cannon and thermal cannon, or a rapid-fire battlecannon and thermal cannon\*

For +15 points, a Questoris Knight may have one of the following weapon loadouts instead:

- **Knight Styrix**†
- **Knight Magaera** †

\*A Questoris Knight with this loadout may also be equipped with rocket pods for +5 points.

†Knight Styrix/Knight Magaera use the corresponding profiles on page 207.

Weapon	Range	Dice	To Hit	AP	Traits
Thermal cannon	12"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	6"	1	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (I)
Rapid-fire battlecannon	28"	2	4+	-2	Arc (Front), Rapid Fire
Questoris-avenger					
gatling cannon	16"	5	5+	-2	Arc (Front), Light AT, Rapid Fire
Heavy stubber	14"	1	5+	0	Arc (Front), Light, Point Defence
Meltagun	6"	1	4+	-3	Anti-tank, Arc (Front)
Reaper chainsword	-	-	-	-	Rend
Thunderstrike gauntlet	-	-	-	-2	Rend, Wrecker (I)
Rocket pods	16"	2	4+	-1	Arc (Front), Barrage

#### Upgrades

Questoris Knights can exchange their Reaper chainsword for a thunderstrike gauntlet for +2 points per model.

A Questoris Knight Banner can purchase one of the following upgrades:

- Increase the Detachment size by 1 .....+180 points
- Increase the Detachment size by 2 .....+340 points

In addition, a Questoris Knight Banner may purchase one of the following upgrades:

- **Questoris Knight Armiger Talon** .....+180 points‡
- **Mechanicum Knight Moirax Talon** .....+200 points‡

‡Each upgrade increases the Detachment size by 3. Models added via these upgrades use the corresponding profiles on page 211.

#### Special Rules

Independent, Ion Shields (4+), Nimble

## DETACHMENT UPGRADES

### KNIGHT STYRIX

### KNIGHT (4)

Name	Movement	Sv	CAF	Morale	W
Knight Styrix	8"	3+	+8	2+	3

#### Weapons

- Volkite chieorovile
- Hekaton siege claw
- Graviton gun

Weapon	Range	Dice	To Hit	AP	Traits
Volkite chieorovile	12"	3	4+	-2	Arc (Front), Deflagrate, Light AT, Shieldbane
Hekaton siege claw	-	-	-	-5	Rend, Wrecker (3)
Graviton gun	6"	1	-	-1	Arc (Front), Graviton Pulse

#### Special Rules

- Blessed Auto-simulacra, Independent, Ionic Flare Shield, Ion Shields (4+), Nimble

### KNIGHT MAGAERA

### KNIGHT (4)

Name	Movement	Sv	CAF	Morale	W
Knight Magaera	8"	3+	+8	2+	3

#### Weapons

- Lightning cannon
- Hekaton siege claw
- Phased plasma-fusil

Weapon	Range	Dice	To Hit	AP	Traits
Lightning cannon	22"	2	5+	-2	Arc (Front), Blast (3")
Hekaton siege claw	-	-	-	-5	Rend, Wrecker (3)
Phased plasma-fusil	10"	1	4+	-2	Arc (Front), Light AT

#### Special Rules

- Blessed Auto-simulacra, Independent, Ionic Flare Shield, Ion Shields (4+), Nimble

## DETACHMENT UPGRADES

The Knight Questoris was the most common suit of Knight Armour extant in the Imperium at the outbreak of the Horus Heresy, serving as the mainstay of Household forces. Such was its popularity amongst the noble scions of the Questoris Households that it was reconfigured in a myriad ways with weapon options and hull augments, and given names such as Paladin, Errant, Warden, Gallant and Crusader in the fashion of their traditions, lineage and fighting styles. Questoris Knights are frequently fielded in Lances, consisting of two or more Scions operating in concert.

Rarer Questoris variants include the Knight Magaera and Knight Styrix, armours rarely seen in great numbers outside of Mechanicum-oathed Households. Both the Magaera and Styrix are marvels of technological sophistication, designed to mercilessly eradicate any who oppose the Omnissiah's will. Both patterns are invested with dedicated repair autosimulacra and ionic flare shields, enhancing the survivability of the armour and making them deadly frontline war machines when assaults upon fortified positions are warranted.

## KNIGHT DETACHMENTS

The Cerastus type Knights appear to have been designed not as protectors but as bloody-handed conquerors and tools of destruction, a legacy of the violence that marked the beginning of the Age of Strife. Like the Questoris type, numerous variations of the Cerastus have been recorded, with the most common variants being the Knight Lancer, the Knight Castigator and the Knight Acheron.

The Lancer is held in high esteem by the more impetuous of a Household's scions, its potent ion gauntlet and shock lance perfectly suited to battling the foe face to face, where only a perfectly timed thrust of the lance stands between a scion and death. The Knight Castigator is a Household's answer to hordes of lesser foes. Armed with the fearsome Castigator pattern bolt cannon, the Cerastus Knight is capable of obliterating infantry formations in a thunderous rain of mass reactive explosions and whirling power blades, or carving apart light vehicles with ease. The Cerastus Knight Acheron is a fearsome sight on the battlefield, a reaper of lives carefully designed not only to destroy, but also to inspire terror both in appearance and the manner in which it undertakes its grim task.

# KNIGHT DETACHMENTS

## CERASTUS KNIGHT BANNER

215 POINTS

### KNIGHT (4)

DETACHMENT SIZE: I

Name	Movement	Sv	CAF	Morale	W
Cerastus Knight	9"	3+	+II	2+	3

### Weapons

Each Cerastus Knight has one of the following weapon loadouts:

- **Knight Acheron:** Acheron pattern flame cannon, Reaper chainfist and in-built twin-linked heavy bolters.
- **Knight Castigator:** Castigator pattern bolt cannon and a Tempest warblade.
- **Knight Lancer:** Shock lance and an ion gauntlet shield\*.

For +20 points, a Cerastus Knight may have one of the following loadouts instead:

- **Cerastus Knight Atrapos**<sup>†</sup>

\*A Knight Lancer exchanges the Ion Shield (4+) special rule for Ion Shield (3+).

<sup>†</sup>Cerastus Knight Atrapos use the corresponding profiles on page 209.

Weapon	Range	Dice	To Hit	AP	Traits
Acheron pattern flame cannon	8"	3	4+	-2	Arc (Front), Ignores Cover, Light AT
In-built twin-linked heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Reaper chainfist	-	-	-	-	Rend
Castigator pattern bolt cannon	14"	4	5+	-2	Arc (Front), Light AT, Rapid Fire, Shieldbane
Tempest warblade	-	-	-	-	Rend
Shock lance	-	-	-	-	Reach, Rend
Ion gauntlet shield	6"	2	5+	-2	Arc (Front)

### Upgrades

A Cerastus Knight Banner can purchase one of the following upgrades:

- Increase the Detachment size by 1 .....+200 points
- Increase the Detachment size by 2 .....+390 points

In addition, a Cerastus Knight Banner may purchase one of the following upgrades:

- **Questoris Knight Armiger Talon** .....+180 points<sup>‡</sup>
- **Mechanicum Knight Moirax Talon** .....+200 points<sup>‡</sup>

<sup>‡</sup>Each upgrade increases the Detachment size by 3. Models added via these upgrades use the corresponding profiles on page 211.

### Special Rules

Furious Charge, Independent, Ion Shields (4+), Nimble

## DETACHMENT UPGRADES

### CERASTUS KNIGHT ATRAPOS

### KNIGHT (4)

Name	Movement	Sv	CAF	Morale	W
Cerastus Knight	9"	3+	+II	2+	3

#### Weapons

- Graviton singularity cannon
- Atrapos lascutter

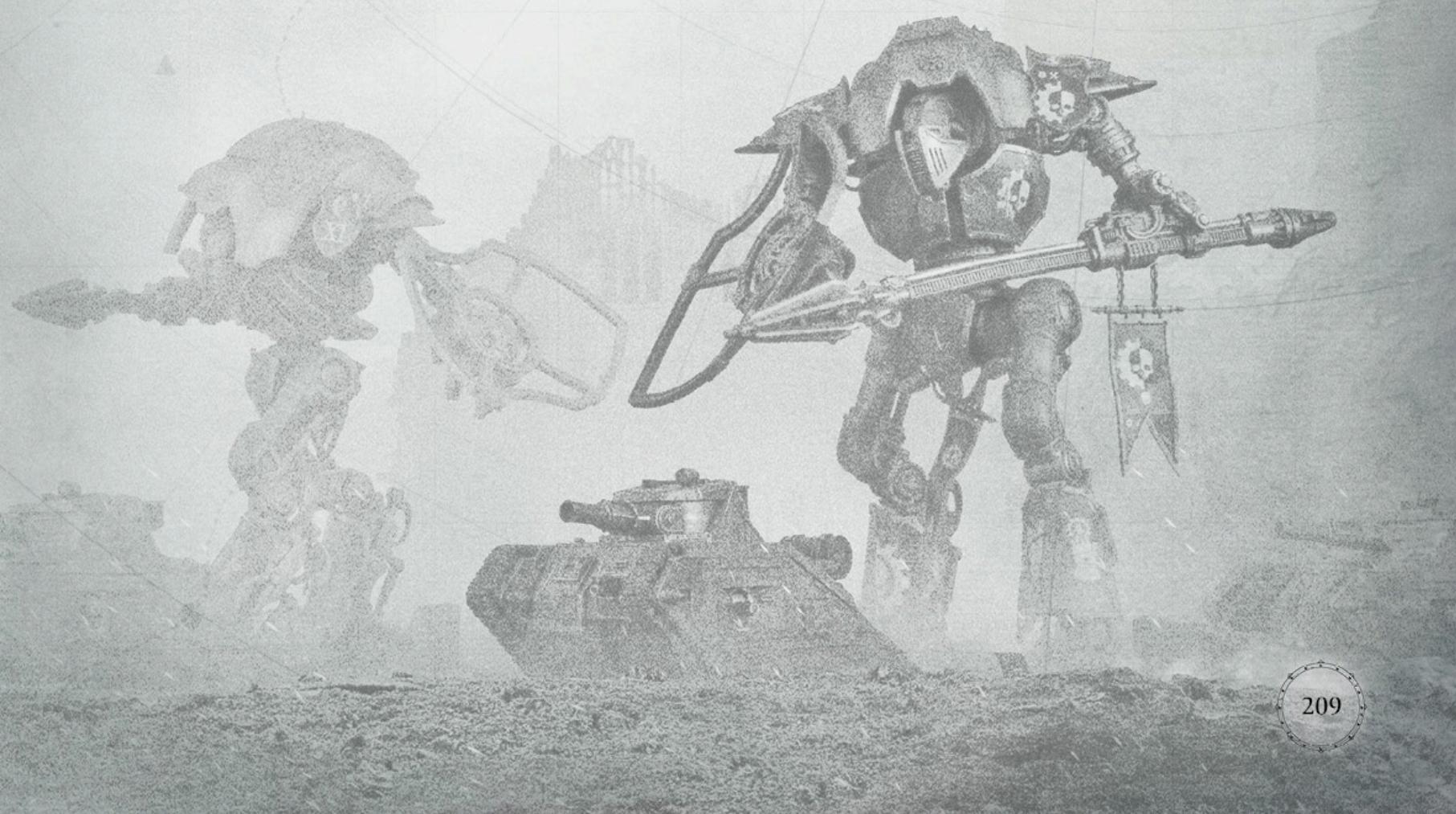
Weapon	Range	Dice	To Hit	AP	Traits
Graviton singularity cannon	16"	2	3+	-3	Arc (Front), Armourbane, Collapsing Singularity
Atrapos lascutter	6"	1	2+	-4	Arc (Front), Engine Killer (1), Rend, Wrecker (3)

#### Special Rules

- Furious Charge, Independent, Ion Shield (3+),  
Macro-extinction Targeting Protocols, Nimble

### DETACHMENT UPGRADES

A Cerastus pattern of ancient provenance and staggering potency, it is a rare honour for a Household to count a Knight Atrapos among its ranks and each one is a relic treated with singular reverence, employed only in the direst of circumstances. During the cataclysmic wars of the Horus Heresy, it was not uncommon for Questoris Atrapos suits to be employed against enemy Knights or as executioners for wayward scions who had strayed from the allegiance of their House, the cold hunger for destruction within the machine spirit of the Knight Atrapos sated only with the ruination of such great adversaries.



# KNIGHT DETACHMENTS

## KNIGHT DETACHMENTS

*One of the most heavily armed and armoured of all Knight chassis in service, few Households were able to muster Acastus armours, even at the height of the Great Crusade. They are therefore seen as symbols of favour by the lords of the Omnissiah's cult and even the greatest Knight Households cannot claim more than a handful. The Knight Porphyrion variant is a towering behemoth possessed of size and power which rivals that of a Scout class Titan, capable of sundering armoured formations, enemy fortifications and rival Knight armours with contemptuous ease. The Asterius variant is even more scarce than the Porphyrions of the same pattern. Each is armed with heavy conversion beam cannons able to reduce the mightiest edifices to ash and even threaten the colossal engines of the Titan Legions. The secondary weapon systems of the Knight Asterius are deadly in their own right, the massive carapace mounted Karacnos mortar battery capable of annihilating entire phalanxes of troop formations or saturating ramparts with high-impact explosives while the two torso mounted volkite culverins demolish targets of priority.*

### ACASTUS KNIGHT BANNER

250 POINTS

#### KNIGHT (4)

DETACHMENT SIZE: I

Name	Movement	Sv	CAF	Morale	W
Acastus Knight	6"	2+	+7	2+	3

#### Weapons

- Two Twin magna lascannon
- Acastus lascannon or Acastus autocannon
- Ironstorm missile pod or Helios defence missiles

Any Acastus Knight may exchange all of its weapons for the following, for +20 points:

- Two conversion beam cannon
- Volkite culverin
- Karacnos mortar battery

Weapon	Range	Dice	To Hit	AP	Traits
Twin magna lascannon	25"	2	4+	-3	Accurate, Anti-tank, Arc (Front)
Ironstorm missile pod	25"	3	4+	-1	Arc (Front), Light AT
Helios defence missiles	25"	2	4+	-2	Anti-tank, Arc (Front), Skyfire, Tracking
Acastus lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Conversion beam cannon	6"	1	4+	-2	Arc (Front)
	6"-18"	1	3+	-3	Arc (Front), Demolisher
	18"-35"	2	3+	-4	Arc (Front), Demolisher
Volkite culverin	14"	2	4+	0	Arc (Front), Deflagrate, Light
Karacnos mortar battery	30"	2	4+	-1	Arc (Front), Barrage, Ignores Cover
Acastus autocannon	16"	3	5+	-1	Arc (Front), Light AT

#### Upgrades

An Acastus Knight Banner can increase its Detachment size by 1 for +250 points.

In addition, an Acastus Knight Banner may purchase one of the following upgrades:

- **Questoris Knight Armiger Talon** .....+180 points\*
- **Mechanicum Knight Moirax Talon** .....+200 points\*

\*Each upgrade increases the Detachment size by 3. Models added via these upgrades use the corresponding profiles on page 211.

#### Special Rules

Blessed Auto-simulacra, Independent, Ion Shields (4+)

## DETACHMENT UPGRADES

### QUESTORIS KNIGHT ARMIGER TALON

### KNIGHT (4)

Name	Movement	Sv	CAF	Morale	W
Knight Armiger	8"	3+	+6	2+	2

#### Weapons

- Thermal spear and Reaper chain-cleaver or Armiger autocannon

Weapon	Range	Dice	To Hit	AP	Traits
Thermal spear	8"	1	3+	-3	Arc (Front), Demolisher, Engine Killer (1)
Reaper chain-cleaver	-	-	-	-	Rend
Armiger autocannon	16"	2	5+	-1	Arc (Front), Light AT

#### Special Rules

- Ion Shields (5+), Nimble

### DETACHMENT UPGRADES

The Armiger Knight is a lighter, more agile cousin to the Questoris Knight that often fought alongside its larger confederates during the Great Crusade, picking off threats which came from enemies beneath the notice of the larger Knights. The most common variants of the Armiger are the Warglaive, armed with thermal lance and Reaper chainblades, and Helverin, bearing a pair of Phaeton autocannon designed to lay down blistering hails of heavy fire.

### MECHANICUM KNIGHT MOIRAX TALON

### KNIGHT (4)

Name	Movement	Sv	CAF	Morale	W
Knight Moirax	8"	3+	+6	2+	2

#### Weapons

- Armiger lightning locks or a volkite veuglaire and a Gyges siege claw

Weapon	Range	Dice	To Hit	AP	Traits
Armiger lightning locks	12"	2	5+	-2	Arc (Front)
Volkite veuglaire	14"	2	4+	-1	Arc (Front), Deflagrate, Light AT
Gyges siege claw	-	-	-	-4	Rend, Wrecker (2)

#### Special Rules

- Ionic Flare Shield, Ion Shields (5+), Nimble

The Knight Moirax was a variant of the Armiger chassis considered by many to be an unseemly tool, a blunt and dirty weapon capable of mounting the most lethal weaponry available to its class of Scout Knights, designed to completely eradicate the enemy and salt the earth of their worlds. Few Knight Households not indentured to the Mechanicum made use of these armours, and those that did ensured only the weakest noble lines were expended in the radioactive prison of a Moirax.

# TITAN DETACHMENTS

## WARHOUND HUNTING PACK

**330 POINTS**

### TITAN (5)

**DETACHMENT SIZE: 1**

#### Name

#### Movement

#### Sv

#### CAF

#### Morale

#### W

Warhound Titan

7"

2+

+10

-

4

### Weapons

Warhound Titans have two weapons chosen from the list below – it may choose two of the same weapon:

- Inferno gun
- Vulcan mega-bolter
- Turbo-laser destructor
- Plasma blastgun
- Graviton eradicator
- Conversion beam dissolutor
- Ursus claw
- Natrix shock lance
- Incisor pattern meltal lance
- Volkite eradicator
- Warhound shudder missiles
- Warhound swarmer missiles

#### Weapon

#### Range

#### Dice

#### To Hit

#### AP

#### Traits

Vulcan mega-bolter 22" 10 5+ -1 Arc (Front), Light AT, Rapid Fire, Shieldbane

Turbo-laser destructor 40" 2 4+ -3 Accurate, Arc (Front)

Plasma blastgun 20" 2 3+ -3 Arc (Front)

Inferno gun T - 4+ -2 Arc (Front), Firestorm, Light AT, Shieldbane

Incisor pattern meltal lance 14" 1 4+ -3 Accurate, Anti-tank, Arc (Front), Demolisher  
6" 1 3+ -4 Accurate, Anti-tank, Arc (Front), Demolisher, Engine Killer (2)

Volkite eradicator 16" 3 4+ -2 Arc (Front), Beam, Deflagrate, Light AT, Shieldbane

Warhound shudder missiles 35" 2 4+ -1 Arc (Front), Barrage, Quake

Warhound swarmer missiles 35" 8 5+ -1 Arc (Front), Light AT, Rapid Fire, Shieldbane

Ursus claw 6" 1 4+ SP Impale

Natrix shock lance 6" 1 2+ -1 Bypass, Shock Pulse

Graviton eradicator 30" 2 - -2 Arc (Front), Demolisher, Graviton Pulse

Conversion beam dissolutor 6" 2 4+ -2 Arc (Front)  
6"-18" 2 3+ -3 Arc (Front), Demolisher  
18"-35" 2 2+ -4 Arc (Front), Demolisher

### Upgrades

A Warhound Hunting Pack can purchase one of the following upgrades:

- Increase the Detachment size by 1 ..... +330 points
- Increase the Detachment size by 2 ..... +640 points

### Special Rules

Agile, Void Shields (2)

# TITAN DETACHMENTS

DIRE WOLF HEAVY SCOUT TITAN		385 POINTS			
TITAN (5)		DETACHMENT SIZE: I			
Name	Movement	Sv	CAF	Morale	W
Dire Wolf Titan	7"	2+	+10	-	4
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>Ardex mega-bolters</li> <li>Neutron laser or a volcano cannon or conversion beam dissipator</li> </ul>					
Weapon	Range	Dice	To Hit	AP	Traits
Neutron laser	38"	1	4+	-3	Arc (Front), Shock Pulse
Volcano cannon	70"	1	3+	-4	Arc (Front), Engine Killer (2)
Ardex mega-bolters	12"	9	5+	-1	Light AT, Point Defence, Rapid Fire, Shieldbane
Conversion beam dissipator	6"	2	4+	-2	Arc (Front), Accurate
	6"-18"	3	3+	-3	Arc (Front), Accurate, Demolisher
	18"-35"	3	3+	-4	Arc (Front), Accurate, Demolisher
<b>Special Rules</b>					
Agile, Infiltrate, Void Shields (2)					

## TITAN DETACHMENTS

Warhounds are the smallest class of 'true' Titan, classified within the *De Bellis Titanicus* as 'Scout Titans' in reference to their common operational role as vanguards to larger Titan battle groups, or support elements to lesser ground forces. The sheer scale and power of a Warhound's weapon is enough to turn the tide of most battles in their allies' favour. When opposed with enemy god-engines however, Warhounds must rely on their speed, manoeuvrability and pack tactics to bring down their larger counterparts.

The Dire Wolf Heavy Scout Titan is the better armoured cousin of the Warhound, bearing thicker armour plating, a more powerful reactor and armed with weapons of greater potency. Designated as a Titan-class hunter within the *De Bellis Titanicus*, the Dire Wolf functions as an ambusher in Legio battlegroups, hunkering down in forward positions to ambush and obliterate key targets with precise shots of its main weapon; the neutron laser and volcano cannon are the most common such armaments.

# TITAN DETACHMENTS

## REAPER BATTLE TITAN

**415 POINTS**

### TITAN (5)

**DETACHMENT SIZE: I**

Name	Movement	Sv	CAF	Morale	W
Reaver Battle Titan	6"	2+	+12	-	5

### Weapons

Reaver Titans have two weapons chosen from the list below – it may choose two of the same weapon:

- Reaver laser blaster
- Reaver gatling blaster
- Reaver volcano cannon
- Reaver meltava cannon
- Reaver power fist
- Reaver chainfist

Reaver Titans also have one weapon chosen from the list below:

- Reaver apocalypse missile launcher
- Reaver Vulcan mega-bolter
- Reaver Titan warp missile
- Reaver turbo-laser destructor
- Reaver volkite eradicator
- Reaver graviton eradicator
- Reaver conversion beam dissolutor

Weapon	Range	Dice	To Hit	AP	Traits
Reaver laser blaster	40"	3	4+	-3	Arc (Front)
Reaver gatling blaster	35"	4	4+	-2	Arc (Front)
Reaver volcano cannon	60"	1	2+	-4	Arc (Front), Engine Killer (3)
Reaver meltava cannon	14"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (4)
Reaver power fist	-	-	-	-4	Engine Killer (1), Rend, Wrecker (4)
Reaver chainfist	-	-	-	-4	Engine Killer (2), Rend, Wrecker (3)
Reaver volkite eradicator	16"	3	4+	-2	Beam, Deflagrate, Light AT, Shieldbane
Reaver Apocalypse missile launcher	8"-100"	5	4+	-1	Heavy Barrage
Reaver Vulcan mega-bolter	22"	9	5+	-1	Light AT, Rapid Fire, Shieldbane
Reaver turbo-laser destructor	40"	2	4+	-3	Accurate
Reaver Titan warp missile	8"-75"	SP	2+	-3	Arc (Front), Engine Killer (3), Limited (1), Warp
Reaver graviton eradicator	30"	2	-	-2	Demolisher, Graviton Pulse
Reaver conversion beam dissolutor	6"	2	4+	-2	
	6"-18"	2	3+	-3	Demolisher
	18"-35"	2	3+	-4	Demolisher

### Special Rules

Void Shields (4)

# TITAN DETACHMENTS

## WARBRINGER NEMESIS TITAN

**525 POINTS**

### TITAN (5)

**DETACHMENT SIZE: I**

Name	Movement	Sv	CAF	Morale	W
Warbringer Nemesis Titan	5"	2+	+12	-	5

#### Weapons

- Anvillus pattern defence batteries
- Ardex-defensor mauler bolt cannon turrets
- Mori quake cannon or Belicosa volcano cannon

In addition, a Warbringer Nemesis Titan has two weapons chosen from the list below – it may choose two of the same weapon:

- Reaver laser blaster
- Reaver gatling blaster
- Reaver volcano cannon
- Reaver meltan cannon

Weapon	Range	Dice	To Hit	AP	Traits
Reaver laser blaster	40"	3	4+	-3	Arc (Front)
Reaver gatling blaster	35"	4	4+	-2	Arc (Front)
Reaver volcano cannon	60"	1	2+	-4	Arc (Front), Engine Killer (3)
Reaver meltan cannon	14"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (4)
Mori quake cannon	80"	1	3+	-2	Arc (Front), Blast (5"), Quake
Belicosa volcano cannon	70"	1	2+	-5	Arc (Front), Engine Killer (4)
Ardex-defensor mauler bolt cannon turrets	8"	5	5+	-2	Light AT, Point Defence
Anvillus pattern defence batteries	20"	5	5+	-1	Point Defence, Skyfire

#### Special Rules

Void Shields (6)

# TITAN DETACHMENTS

WARLORD BATTLE TITAN		600 POINTS			
<b>TITAN (5)</b>		<b>DETACHMENT SIZE: I</b>			
Name	Movement	Sv	CAF	Morale	W
Warlord Battle Titan	5"	2+	+14	-	6
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>• Ardex-defensor mauler bolt cannon turrets</li> </ul>			<ul style="list-style-type: none"> <li>• Ardex-defensor lascannon turrets</li> </ul>		
In addition, Warlord Battle Titans have two weapons chosen from the list below – it may choose two of the same weapon:					
<ul style="list-style-type: none"> <li>• Belicosa volcano cannon</li> <li>• Sunfury plasma annihilator</li> <li>• Macro-gatling blaster</li> <li>• Mori quake cannon</li> </ul>			<ul style="list-style-type: none"> <li>• Arioch power claw</li> <li>• Volkite destructor</li> <li>• Warlord graviton ruinator</li> <li>• Conversion beam extripator</li> </ul>		
Warlord Battle Titans also have one weapon chosen from the list below:					
<ul style="list-style-type: none"> <li>• Apocalypse missile launchers</li> <li>• Paired gatling blasters</li> <li>• Paired turbo-laser destructors</li> </ul>			<ul style="list-style-type: none"> <li>• Vulcan mega-bolter array</li> <li>• Paired laser blasters</li> </ul>		
<b>Weapon</b>	<b>Range</b>	<b>Dice</b>	<b>To Hit</b>	<b>AP</b>	<b>Traits</b>
Belicosa volcano cannon	70"	1	2+	-5	Arc (Front), Engine Killer (4)
Sunfury plasma annihilator	25"	3	3+	-3	Arc (Front)
Macro-gatling blaster	35"	5	3+	-2	Arc (Front), Rapid Fire
Mori quake cannon	80"	1	3+	-2	Arc (Front), Blast (5"), Quake
Arioch power claw	18"	8	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
	-	-	-	-4	Engine Killer (1), Rend, Wrecker (5)
Volkite destructor	16"	4	4+	-2	Arc (Front), Beam, Deflagrate, Light AT, Shieldbane
Apocalypse					
missile launchers	8"-100"	10	4+	-1	Arc (Front), Heavy Barrage
Paired gatling blasters	35"	8	4+	-2	Arc (Front)
Paired turbo-laser destructors	40"	4	4+	-3	Accurate, Arc (Front)
Vulcan mega-bolter array	22"	20	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Paired laser blasters	40"	6	4+	-3	Arc (Front)
Ardex-defensor					
mauler bolt cannon turrets	8"	5	5+	-2	Light AT, Point Defence
Ardex-defensor					
lascannon turrets	16"	2	5+	-1	Anti-tank, Arc (Rear), Point Defence
Warlord graviton ruinator	30"	3	-	-3	Arc (Front), Demolisher, Graviton Pulse
Conversion beam extripator	6"	2	3+	-2	Arc (Front)
	6"-18"	3	3+	-3	Arc (Front), Demolisher
	18"-35"	3	2+	-4	Arc (Front), Demolisher
<b>Special Rules</b>					
Void Shields (6)					

# TITAN DETACHMENTS

## WARLORD-SINISTER BATTLE TITAN

**675 POINTS**

### TITAN (5)

**DETACHMENT SIZE: I**

Name	Movement	Sv	CAF	Morale	W
Warlord-Sinister	5"	2+	+14	-	6

#### Weapons

- Sinistramanus Tenebrae
- Arioche power claw
- Death pulse
- Antipathic tempest
- Ardex-defensor mauler bolt cannon turrets
- Ardex-defensor lascannon turrets

Warlord-Sinister Battle Titans also have one weapon chosen from the list below:

- Apocalypse missile launchers
- Paired gatling blasters
- Paired turbo-laser destructors
- Vulcan mega-bolter array
- Paired laser blasters

A Warlord-Sinister Battle Titan may exchange its Arioche power claw for one of the following:

- Belicosa volcano cannon
- Sunfury plasma annihilator
- Macro-gatling blaster
- Mori quake cannon
- Volkite destructor
- Warlord graviton ruinator
- Conversion beam extricator

Weapon	Range	Dice	To Hit	AP	Traits
Sinistramanus Tenebrae	40"	3	4+	-4	Arc (Front), Heavy Beam, Psi
Belicosa volcano cannon	70"	1	2+	-5	Arc (Front), Engine Killer (4)
Sunfury plasma annihilator	25"	3	3+	-3	Arc (Front)
Macro-gatling blaster	35"	5	3+	-2	Arc (Front), Rapid Fire
Mori quake cannon	80"	1	3+	-2	Arc (Front), Blast (5"), Quake
Arioche power claw	18"	8	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
	-	-	-	-4	Engine Killer (1), Rend, Wrecker (5)
Volkite destructor	16"	4	4+	-2	Arc (Front), Beam, Deflagrate, Light AT, Shieldbane
Apocalypse					
missile launchers	8"-100"	10	4+	-1	Arc (Front), Heavy Barrage
Paired gatling blasters	35"	8	4+	-2	Arc (Front)
Paired turbo-laser destructors	40"	4	4+	-3	Accurate, Arc (Front)
Vulcan mega-bolter array	22"	20	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Paired laser blasters	40"	6	4+	-3	Arc (Front)
Ardex-defensor					
mauler bolt cannon turrets	8"	5	5+	-2	Light AT, Point Defence
Ardex-defensor					
lascannon turrets	16"	2	5+	-1	Arc (Rear), Anti-tank, Point Defence
Warlord graviton ruinator	30"	3	-	-3	Arc (Front), Demolisher, Graviton Pulse
Conversion beam extricator	6"	2	3+	-2	Arc (Front)
	6"-18"	3	3+	-3	Arc (Front), Demolisher
	18"-35"	3	2+	-4	Arc (Front), Demolisher
Death pulse	7"	D3+1	4+	-1	Psi, Saturation Fire
Antipathic tempest	20"	1	4+	-1	Blast (5"), Ignores Cover, Psi, Quake

#### Special Rules

Dread Aura (8"), Loyalist, Necrotechica, Void Shields (6)

# ◆ TITAN DETACHMENTS ◆

WARMMASTER HEAVY BATTLE TITAN		750 POINTS			
<b>TITAN (5)</b>		<b>DETACHMENT SIZE: I</b>			
Name	Movement	Sv	CAF	Morale	W
Warmaster Titan	5"	I+	+18	-	7
<b>Weapons</b>					
<ul style="list-style-type: none"> <li>Two Suzerain class plasma destructors</li> <li>Revelator missile launcher</li> <li>Ardex-defensor lascannon turrets</li> </ul>			<ul style="list-style-type: none"> <li>Ardex-defensor mauler bolt cannon turrets</li> <li>Anvilus pattern defence batteries or Ardex-defensor bombard turrets</li> </ul>		
In addition, a Warmaster Titan has two weapons chosen from the list below – it may choose two of the same weapon:					
<ul style="list-style-type: none"> <li>Apocalypse missile array</li> <li>Melta cannon</li> <li>Inferno gun</li> </ul>			<ul style="list-style-type: none"> <li>Vulcan mega-bolter</li> <li>Turbo-laser destructor</li> <li>Plasma blastgun</li> </ul>		
Weapon	Range	Dice	To Hit	AP	Traits
Suzerain class plasma destructor	26"	4	3+	-4	Arc (Front), Demolisher
	16"	2	2+	-4	Arc (Front), Demolisher, Engine Killer (2)
Revelator missile launcher	40"	2	4+	-2	Arc (Front), Blast (5")
Plasma blastgun	20"	2	3+	-3	Arc (Front)
Apocalypse missile array	8"-100"	4	4+	-1	Arc (Front), Heavy Barrage
Vulcan mega-bolter	22"	10	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Turbo-laser destructor	40"	2	4+	-3	Accurate, Arc (Front)
Inferno gun	T	-	4+	-2	Arc (Front), Firestorm, Light AT, Shieldbane
Melta cannon	14"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (2)
Ardex-defensor mauler bolt cannon turrets	8"	5	5+	-2	Light AT, Point Defence
	16"	2	5+	-1	Anti-tank, Arc (Rear), Point Defence
Ardex-defensor bombard turrets	15"	4	5+	-2	Barrage, Light AT, Ignores Cover
	20"	5	5+	-1	Point Defence, Skyfire
<b>Special Rules</b>					
Void Shields (12)					

# TITAN DETACHMENTS

## WARMMASTER ICONOCLAST TITAN

750 POINTS

### TITAN (5)

DETACHMENT SIZE: I

Name	Movement	Sv	CAF	Morale	W
Warmaster Iconoclast	6"	I+	+18	-	7

#### Weapons

- Desolator chainsword
- Kirus siege drill
- Ardex-defensor mauler bolt cannon turrets
- Ardex-defensor lascannon turrets
- Anvilus pattern defence batteries or Ardex-defensor bombard turrets
- Cruciator gatling array

In addition, a Warmaster Iconoclast has two weapons chosen from the list below – it may choose two of the same weapon:

- Apocalypse missile array
- Melta cannon
- Inferno gun
- Vulcan mega-bolter
- Turbo-laser destructor
- Plasma blastgun

A Warmaster Iconoclast can exchange its Kirus siege drill for a Kirus grav imploder for +10 points.

Weapon	Range	Dice	To Hit	AP	Traits
Desolator chainsword	-	-	-	-	Engine Killer (2), Reach, Rend
Kirus siege drill	-	-	-	-7	Rend, Wrecker (8)
Cruciator gatling array	24"	I4	5+	-I	Arc (Front), Light AT, Shieldbane, Shred
Kirus grav imploder	6"	2	3+	-3	Demolisher, Ignores Cover, Quake
	-	-	-	-5	Rend, Wrecker (5)
Plasma blastgun	20"	2	3+	-3	Arc (Front)
Apocalypse missile array	8"-100"	4	4+	-I	Arc (Front), Heavy Barrage
Vulcan mega-bolter	22"	I0	5+	-I	Arc (Front), Light AT, Rapid Fire, Shieldbane
Turbo-laser destructor	40"	2	4+	-3	Accurate, Arc (Front)
Inferno gun	T	-	4+	-2	Arc (Front), Firestorm, Light AT, Shieldbane
Melta cannon	I4"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (2)
Ardex-defensor mauler bolt cannon turrets	8"	5	5+	-2	Light AT, Point Defence
Ardex-defensor lascannon turrets	I6"	2	5+	-I	Anti-tank, Arc (Rear), Point Defence
Ardex-defensor bombard turrets	I5"	4	5+	-2	Barrage, Light AT, Ignores Cover
Anvilus pattern defence batteries	20"	5	5+	-I	Point Defence, Skyfire

#### Special Rules

Void Shields (12)

# ANDY HOARE'S ULTRAMARINES

Andy was inspired to start this Ultramarines force having read a snippet of background on the 12<sup>th</sup> Chapter of the XIII<sup>th</sup> Legion – the so-called ‘Desert Lions’. The 12<sup>th</sup> Chapter is described as an armoured assault formation specialising in operations amidst a variety of deserts and wastelands, making it an ideal opportunity to collect and field a force focused on all manner of tanks and armoured transports.

The force shown here is just the beginning of the collection, as Andy decided to concentrate on the core of any Legiones Astartes force to begin with – Tactical, Tactical Support and Heavy Support Squads, all mounted in the ubiquitous Rhino. To bolster this starting force, Andy has added some Sicaran and Predator tanks, as well as an allied formation of Knights drawn from House Krast.

The next steps in this collection will be more tanks, in particular Land Raiders and Spartans, along with the Terminators they will carry into battle. Andy also owns a Legio Metalica maniple for Adeptus Titanicus, which in time will take to the field alongside the Desert Lions.

The models in this collection were painted using Citadel Contrast Asurman Blue, airbrushed over a Leadbelcher spray basecoat. The bases have had a little fine sand added to theme them more to deserts and wastelands, and these have been dry-brushed various sandy colours to further play up the theme of the 12<sup>th</sup> Chapter’s preferred manner of waging war.



# BEN LAMBELL'S DARK ANGELS

Dark Angels are Ben's Legion of choice in both Legions Imperialis and Horus Heresy: Age of Darkness, with forces for both concurrently in the works. The esoteric practices of the Dark Angels, in the form of the Hexagrammaton formations that are unique to the 1<sup>st</sup> Legion, are the main draw, with Ben seeing it as a simple yet evocative way to build smaller themed forces that can come together into a single, coherent army.

As with most starter armies, Ben focused on getting the core of his infantry force completed, painting two Tactical Detachments with additional support elements he can attach to fit the mission or foe he faces. Rhino transports then followed, allowing Ben to attempt some freehand chequers and stripes, something Ben is particularly proud of, each one bearing its own unique elements. Finally, Ben added some Sicarans, leaving the turrets unglued so he can switch out the autocannons for Omega plasma arrays.

For painting, Ben primed them black then did a base coat of Abaddon Black followed by a grey highlight. With the bulk of the model done, details such as the boltguns, chainsword helmet plumes, and Command squad cloaks were picked out with red, making each figure on a base stand out while maintaining a cohesive scheme. Extra effort was put into the banner of the Command squad, with transfers and freehand added to create a standard the 1<sup>st</sup> Legion would be proud to march alongside.



# ◆ GAVIN NEWTON'S ◆ SOLAR AUXILIA

Gav focused on creating a gritty, urban theme with his Solar Auxilia, reflecting a force engaged in a protracted campaign. To achieve this, he used a combination of greys and oil-streaked metallics as the main colours, broken up by blue accents.

When assembling the beginnings of his force, Gav divided it into two sections – an infantry contingent dedicated to hunting down and purging urban environments of enemy forces, and armoured elements to bring heavy firepower against fortified enemy positions. Two Solar Auxilia Lasrifle Tercios formed the core of the infantry contingent, supplemented by two Ogryn Charonites Detachments, providing a close combat screen for the Auxiliaries, and two Aethon Heavy Sentinel Patrols, which provide both a vanguard and some heavier weapons. Baneblade and Malcador Vanquishers gave Gav the chance to include more metal elements as well as centrepiece figures for his fledgling force.

Pride of place for Gav is the aircraft, upon which he lavished additional attention in his painting. Both the Lightnings and Arvus Lighters have geometric patterns of various shades of grey, camouflage patterns designed to make the aircraft harder to locate within urban environment airbases. The four pictured are just the beginning of Gav's planned aircraft, with squadrons of Thunderbolts in the works alongside enough Arvus Lighters to carry all of his Tercios into battle.



# ◆ ANTHONY MORGAN'S ◆ IRON HANDS

The Iron X<sup>th</sup> were Ant's choice of Legion for a variety of reasons, including the fact that the Iron Hands are fragmented yet unrelenting in their pursuit of vengeance, along with the ability to quickly paint larger numbers of miniatures due to the simple colour scheme.

To test how quickly his models could be painted, Ant first turned to two large Detachments of Tactical Legionaries, affording him a core of infantry ready to secure points of strategic value on the battlefield. To add some spot colour, the bolters were painted white. A complement of Missile Launcher-bearing Legionaries and Plasma Gun support warriors were added soon after, with the blue of the plasma coils contrasting nicely with the Iron Hands' armour. Vehicles were painted in similar schemes, with white painted on a number of armour plates to break up the silhouette. Weathering was applied to the tracks of the vehicle, showcasing that they'd be traversing the desert for an extended period of time.

Pride of place in the army is the Space Marine Commander, which Ant converted using the power fist taken from an Assault Marine, showing hobby ingenuity is possible at any scale! Aircraft and more Rhinos are on Ant's immediate list of projects and will see his Iron Hands force become fully mechanised, followed by several squadrons of tanks to provide that heavy firepower everyone loves.



# KEITH ROBERTSON'S BLOOD ANGELS

Keith had two criteria when it came to choosing his Legions Imperialis army – that it was a Loyalist Legion and its colour scheme was bright and stood out on the tabletop. For him, this narrowed down the choice to Blood Angels and Imperial Fists, with Keith settling on the former as he liked the idea of a fast strike force with lots of assault troops over the stoic, more defensive Imperial Fists.

Infantry was the focus for Keith as he began his force, assembling two Tactical Detachments along with some support Legionaries armed with plasma guns. Dreadnoughts, Terminators and Assaults Marines soon followed, leading to a versatile core for his burgeoning army. To round out his Legion Demi-Company Keith painted up Rhinos for one of his Tactical Detachment and a Command Squad to lead them.

When it came to painting, Keith developed a method that allowed rapid throughput with consistent results. All models were primed Mephiston Red, Airbrush Evil Sunz Scarlet, then Troll Slayer Orange and a highlight

of Troll Slayer Orange. The guns were then painted to break up the red before the whole models were washed with a thinned-down shade of Agrax Earthshade. The Command Squad was given some extra attention, with the Apothecary painted white, to stand out from the rest of the force, freehanded heraldry added to the banner and the veterans given gold helmets in keeping with the background.

Moving forwards, Keith plans to continue his theme of rapid assault, with a number of aircraft, including Storm Eagles, Fire Raptors and a Thunderhawk, already in his sights.



# LUKE BLICK'S SOLAR AUXILIA

Luke was one of the first members of the Studio to take up the challenge of painting a starter force for Legions Imperialis, seeing it as the perfect opportunity to dive into what he considers a highly interesting aspect of the Horus Heresy that some people overlook – the Solar Auxilia. When it came to choosing a Cohort, the Cthonia Headhunters, heavily associated with the Warmaster himself, felt like the natural starting point.

Luke focused on the veteran infantry for his first project, painting up Detachments of Veletaris and Ogruyns to form a hard-hitting centre for his Cohort. Adding in a Legate Commander, two Lasrifle Detachments, a Flamer Section and a small Aethon Heavy Sentinel Patrol finished up his Solar Auxilia Sub-cohort. When it came to painting, Luke gravitated towards painting the red of the Cthonia Headhunters towards the tops of the miniatures, making the colours more prominent on the battlefield. The models were base-coated Mechanicus Standard Grey, layered with Administratum Grey and shaded with Nuln Oil. Bronze (Warplock Bronze followed by Sycorax Bronze) and red (Khorne Red followed by Evil Sunz Scarlet) accents were then added.

With the compulsory elements of a Formation finished, Luke looked to adding more into the army, turning his attention towards Solar Auxilia Tanks. His two Malcador Tanks were painted in the same method as his other models, with extra detail spent on weathering their tracks. The Malcadors will take pride of place within an Armoured Sub-cohort Luke is working on, alongside Squadrons of Leman Russ and some Baneblades.



# DEATH GUARD



Command Squad Detachment



Legion Terminators



Plasma Tactical Support Legionaries



Missile Launcher Heavy Support Legionaries



Legion Tactical Detachment



Assault Marines



Legion Contemptor  
Dreadnought Talon



Legion Predator Squadron



Legion Kratos Squadron



Fire Raptor with  
Gravis Autocannon Batteries



Fire Raptor with  
Quad Heavy Bolter Batteries



Storm Eagle



Xiphon Interceptor

Thunderhawk Gunship

# IRON HANDS



Command Squad Detachment



Legion Terminators



Plasma Tactical Support Legionaries



Missile Launcher Heavy Support Legionaries



Legion Tactical Detachment



Assault Marines



Legion Contemptor  
Dreadnought Talon



Legion Predator Squadron



Legion Sicaran Squadron



Fire Raptor with  
Quad Heavy Bolter Batteries



Fire Raptor with  
Gravis Autocannon Batteries



Storm Eagle



Thunderhawk Gunship



Xiphon Interceptor

# SOLAR AUXILIA



Tactical Command Section  
& Legate Commander



Auxilia Flamer Section



Auxilia Ogrym Charonite Section



Auxilia Veleraris Storm Section



Auxilia Lasrifle Tercio



Auxilia Aethon Heavy Sentinel Patrol



Leman Russ Strike Squadron



Auxilia Malcador Squadron

# DIVISIO AERONAUTICA



Thunderbolt Fighter



Avenger Strike Fighter



Marauder Bomber



Lightning Fighter

# TITAN LEGIONS



Legio Astorum Warhound Titan



Legio Fureans Warhound Titan



Legio Mortis Warhound Titan



Legio Gryphonius Warhound Titan

# TITAN LEGIONS



Legio Mortis Warmaster Titan

# ◆ KNIGHT HOUSES ◆



House Vyonii  
Cerastus Knight Lancer



House Vyonii  
Cerastus Knight Lancer



House Malinax  
Questoris Knight Errant



House Malinax  
Questoris Knight Warden



House Malinax  
Questoris Knight Paladin



House Malinax  
Acastus Knight Porphyron



House Vyonii  
Acastus Knight Porphyron

# DETACHMENT REFERENCE

## Legiones Astartes Detachments

Detachment Name	Move	Sv	CAF	Morale	W	Detachment Size	Unit Type	Points
Legion Command	5"	4+	+4	2+	I	I	Infantry (1)	25
Legion Rhino Detachment	9"	4+	+0	3+	I	Variable	Vehicle (2)	10
Legion Tactical Detachment	5"	5+	+2	3+	I	4	Infantry (1)	35
- Legion Terminators	5"	4+	+4	3+	I	+2	Infantry (1)	+15
- Assault Marines	7"	5+	+3	3+	I	+2	Infantry (1)	+12
Legion Plasma Gun Support Detachment	5"	5+	+2	3+	I	4	Infantry (1)	35
Legion Missile Launcher Support Detachment	5"	5+	+1	3+	I	4	Infantry (1)	40
Legion Assault Detachment	7"	5+	+3	3+	I	4	Infantry (1)	30
Legion Terminator Detachment	5"	4+	+4	3+	I	4	Infantry (1)	50
Legion Rapier Battery Detachment	4"	5+	+1	3+	I	2	Infantry (1)	40
Leviathan Siege Dreadnought Detachment	5"	4+	+5	3+	I	4	Walker (1)	75
Legion Dreadnought Talon	5"	4+	+5	3+	I	4	Walker (1)	70
- Leviathan Siege Dreadnought	5"	4+	+5	3+	I	+2	Walker (1)	+35
Legion Tarantula Battery	-	5+	-3	-	I	4	Infantry (1)	36
Legion Deredeo Dreadnought Detachment	5"	4+	+2	3+	I	4	Walker (1)	85
Legion Predator Squadron	9"	3+	+2	3+	I	3	Vehicle (2)	115
Legion Sicaran Squadron	10"	3+	+2	3+	I	2	Vehicle (2)	105
Legion Kratos Squadron	8"	2+	+3	3+	2	2	Vehicle (2)	150
Legion Xiphon Interceptor Squadron	30"	3+	+0	-	I	I	Vehicle (2)	95
Legion Storm Eagle Squadron	25"	3+	+0	-	I	I	Vehicle (2)	100
Legion Fire Raptor Squadron	25"	3+	+0	-	I	I	Vehicle (2)	100
Legion Thunderhawk Gunship	25"	2+	+0	-	2	I	Vehicle (2)	150

## Solar Auxilia Detachments

Detachment Name	Move	Sv	CAF	Morale	W	Detachment Size	Unit Type	Points
Legate Commander Detachment	5"	6+	+3	2+	I	I	Infantry (1)	16
Auxilia Tactical Command Detachment	5"	6+	+1	3+	I	I	Infantry (1)	10
Auxilia Lasrifle Tercio	5"	6+	+0	4+	I	4	Infantry (1)	30
- Veletrarii	5"	6+	+1	4+	I	+2	Infantry (1)	+12
- Charonite Ogryns	5"	6+	+3	4+	I	+2	Infantry (1)	+15
Auxilia Ogrynn Charonite Section	5"	6+	+3	4+	I	4	Infantry (1)	50
Auxilia Veletraris Storm Section	5"	6+	+1	4+	I	4	Infantry (1)	40
Auxilia Rapier Battery	4"	6+	+0	4+	I	3	Infantry (1)	50
Auxilia Tarantula Battery	-	5+	-3	-	I	4	Infantry (1)	36
Auxilia Aethon Heavy Sentinel Patrol	7"	4+	+0	4+	I	2	Walker (1)	35
Leman Russ Strike Squadron	8"	2+	+2	4+	I	4	Vehicle (2)	175
Malcador Tank Squadron	9"	3+	+2	4+	2	2	Vehicle (2)	165
Auxilia Super-heavy Tank Squadron	7"	2+	+4	4+	2	I	Super-heavy Vehicle (3)	100
Auxilia Thunderbolt Squadron	25"	4+	+0	-	I	I	Vehicle (2)	80
Auxilia Avenger Strike Fighter Squadron	28"	4+	+0	-	I	I	Vehicle (2)	85
Auxilia Lightning Fighter Squadron	30"	4+	+0	-	I	I	Vehicle (2)	85
Auxilia Marauder Bomber Squadron	24"	3+	+0	-	I	I	Vehicle (2)	85
- Auxilia Marauder Pathfinder	22"	3+	+0	-	I	-	Vehicle (2)	+0
- Auxilia Marauder Colossus	22"	3+	+0	-	I	-	Vehicle (2)	+0
- Auxilia Marauder Destroyer	24"	3+	+0	-	I	-	Vehicle (2)	+10
Auxilia Arvus Lighter	25"	4+	+0	-	I	Variable	Vehicle (2)	12

## Strategic Asset Detachments

Detachment Name	Move	Sv	CAF	Morale	W	Detachment Size	Unit Type	Points
Questoris Knight Banner	8"	3+	+8	2+	3	I	Knight (4)	180
- <i>Knight Styrix</i>	8"	3+	+8	2+	3	I	Knight (4)	+15
- <i>Knight Magaera</i>	8"	3+	+8	2+	3	I	Knight (4)	+15
Cerastus Knight Banner	9"	3+	+II	2+	3	I	Knight (4)	215
- <i>Cerastus Knight Atrapos</i>	9"	3+	+II	2+	3	I	Knight (4)	+20
Acastus Knight Banner	6"	2+	+7	2+	3	I	Knight (4)	250
Questoris Knight Armiger Talon	8"	3+	+6	2+	2	+3	Knight (4)	+180
Mechanicum Knight Moirax Talon	8"	3+	+6	2+	2	+3	Knight (4)	+200
Warhound Hunting Pack	7"	2+	+10	-	4	I	Titan (5)	330
Dire Wolf Heavy Scout Titan	7"	2+	+10	-	4	I	Titan (5)	385
Reaver Battle Titan	6"	2+	+12	-	5	I	Titan (5)	415
Warbringer Nemesis Titan	5"	2+	+12	-	5	I	Titan (5)	525
Warlord Battle Titan	5"	2+	+14	-	6	I	Titan (5)	600
Warlord-Sinister Battle Titan	5"	2+	+14	-	6	I	Titan (5)	675
Warmaster Heavy Battle Titan	5"	I+	+18	-	7	I	Titan (5)	750
Warmaster Iconoclast Titan	6"	I+	+18	-	7	I	Titan (5)	750

## WEAPON PROFILES

Weapon	Range	Dice	To Hit	AP	Traits
Acastus autocannon	16"	3	5+	-I	Arc (Front), Light AT
Acastus lascannon	22"	1	4+	-I	Anti-tank, Arc (Front)
Acheron pattern flame cannon	8"	3	4+	-2	Arc (Front), Light AT, Ignores Cover
Aiolos missile launcher	25"	1	4+	-2	Anti-tank, Skyfire
Antipathic tempest	20"	1	4+	-I	Blast (5"), Ignores Cover, Psi, Quake
Anvilus autocannon battery	16"	2	5+	-I	Accurate, Light AT
Anvilus pattern defence batteries	20"	5	5+	-I	Point Defence, Skyfire
Apocalypse missile array	8"-100"	4	4+	-I	Arc (Front), Heavy Barrage
Apocalypse missile launchers	8"-100"	10	4+	-I	Arc (Front), Heavy Barrage
Archaeotech pistols	6"	1	5+	-I	Accurate, Light
Ardex-defensor bombard turrets	15"	4	5+	-2	Barrage, Light AT, Ignores Cover
Ardex-defensor lascannon turrets	16"	2	5+	-I	Anti-tank, Arc (Rear), Point Defence
Ardex-defensor mauler bolt cannon turrets	8"	5	5+	-2	Light AT, Point Defence
Ardex mega-bolters	12"	9	5+	-I	Light AT, Point Defence, Rapid Fire, Shieldbane
Arioch power claw	18"	8	5+	-I	Arc (Front), Light AT, Rapid Fire, Shieldbane
-	-	-	-4		Engine Killer (1), Rend, Wrecker (5)
Armiger autocannon	16"	2	5+	-I	Arc (Front), Light AT
Armiger lightning locks	12"	2	5+	-2	Arc (Front), Light AT
Atrapos lascutter	6"	1	2+	-4	Arc (Front), Engine Killer (1), Rend, Wrecker (3)
Auxilia laspistols	6"	1	5+	0	Light
Auxilia lasrifles	10"	1	5+	0	Light
Avenger autocannon	16"	4	5+	-I	Arc (Front), Light AT, Skyfire
Avenger bolt cannon	16"	5	5+	-I	Arc (Front), Light AT, Skyfire, Rapid Fire
Avenger lascannon	22"	2	4+	-I	Arc (Front), Anti-tank, Skyfire
Baneblade autocannon sponsors	16"	2	5+	-I	Light AT, Point Defence
Baneblade cannon	25"	1	4+	-3	
Baneblade heavy bolter sponsors	12"	4	5+	0	Light, Point Defence
Baneblade heavy flamer sponsors	6"	2	4+	0	Light, Ignores Cover, Point Defence
Belicosa volcano cannon	70"	1	2+	-5	Arc (Front), Engine Killer (4)
Castigator pattern bolt cannon	14"	4	5+	-2	Arc (Front), Light AT, Rapid Fire, Shieldbane
Charonite claws	-	-	-	-	Rend

Weapon	Range	Dice	To Hit	AP	Traits
Co-axial autocannon	16"	2	5+	-1	Co-axial, Light AT
Colossus bomb	-	6	3+	-4	Arc (Rear), Bombing Run, Bunker Buster, Limited (1)
Conversion beam cannon	6"	1	4+	-2	Arc (Front)
	6"-18"	1	3+	-3	Arc (Front), Demolisher
	18"-35"	2	3+	-4	Arc (Front), Demolisher
Conversion beam dissipator	6"	2	4+	-2	Arc (Front), Accurate
	6"-18"	3	3+	-3	Arc (Front), Accurate, Demolisher
	18"-35"	3	3+	-4	Arc (Front), Accurate, Demolisher
Conversion beam dissolutor	6"	2	4+	-2	Arc (Front)
	6"-18"	2	3+	-3	Arc (Front), Demolisher
	18"-35"	2	2+	-4	Arc (Front), Demolisher
Conversion beam extripator	6"	2	3+	-2	Arc (Front)
	6"-18"	3	3+	-3	Arc (Front), Demolisher
	18"-35"	3	2+	-4	Arc (Front), Demolisher
Cruciator gatling array	24"	14	5+	-1	Arc (Front), Light AT, Shieldbane, Shred
Cyclonic meltal lance	6"	1	4+	-3	Anti-tank, Demolisher
Death pulse	7"	D3+1	4+	-1	Psi, Saturation Fire
Desolator chainsword	-	-	-	-	Engine Killer (2), Reach, Rend
Destroyer bomb bay	-	2	4+	-2	Arc (Rear), Bombing Run
Flamers	6"	1	4+	0	Ignores Cover, Light
Gravis autocannon batteries	16"	3	5+	-1	Light AT, Skyfire
Graviton eradicator	30"	2	-	-2	Arc (Front), Demolisher, Graviton Pulse
Graviton gun	6"	1	-	-1	Arc (Front), Graviton Pulse
Graviton singularity cannon	16"	2	3+	-3	Arc (Front), Armourbane, Collapsing Singularity
Gyges siege claw	-	-	-	-4	Rend, Wrecker (2)
Heavy stubber	14"	1	5+	0	Arc (Front), Light, Point Defence
Heavy stubber tail gun	14"	2	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Hekaton siege claw	-	-	-	-5	Rend, Wrecker (3)
Helios defence missiles	25"	2	4+	-2	Anti-tank, Arc (Front), Skyfire, Tracking
Hellfire plasma cannonade	14"	2	4+	-2	Light AT
Hellhammer cannon	14"	1	4+	-3	Demolisher, Ignores Cover
Hellstrike missiles	30"	2	4+	-1	Arc (Front), Armourbane
Hull Mounted autocannon	16"	2	5+	-1	Arc (Front), Light AT
Hull Mounted demolisher cannon	12"	1	4+	-3	Arc (Front), Demolisher, Ignores Cover
Hull Mounted heavy bolter	12"	2	5+	0	Arc (Front), Light, Point Defence
Hull Mounted heavy bolter turret	12"	2	5+	0	Arc (Front), Light, Point Defence
Hull Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Hyperios air-defence missile launcher	25"	1	4+	-1	Skyfire, Tracking
In-built twin-linked bolter	8"	1	5+	0	Assault, Light, Point Defence
In-built twin-linked heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Incisor pattern meltal lance	14"	1	4+	-3	Accurate, Anti-tank, Arc (Front), Demolisher
	6"	1	3+	-4	Accurate, Anti-tank, Arc (Front), Demolisher, Engine Killer (2)
Inferno gun	T	-	4+	-2	Arc (Front), Firestorm, Light AT, Shieldbane
Ion gauntlet shield	6"	2	5+	-2	Arc (Front)
Ironstorm missile pod	25"	3	4+	-1	Arc (Front), Light AT
Karacnos mortar battery	30"	2	4+	-1	Arc (Front), Barrage, Ignores Cover
Kheres assault cannon	10"	1	5+	-1	Light AT, Rapid Fire
Kirus grav imploder	6"	2	3+	-3	Demolisher, Ignores Cover, Quake
	-	-	-	-5	Rend, Wrecker (5)
Kirus siege drill	-	-	-	-7	Rend, Wrecker (8)
Kratos autocannon	16"	2	5+	-1	Accurate, Arc (Front), Light AT

# WEAPON PROFILES

Weapon	Range	Dice	To Hit	AP	Traits
Kratos battlecannon	20"	2	4+	-1	
	10"	1	4+	-4	Anti-tank, Armourbane
Kratos lascannon	22"	1	4+	-1	Accurate, Anti-tank, Arc (Front)
Lascannon batteries	22"	2	4+	-1	Anti-tank, Skyfire
Lascannon sponson turrets	22"	2	4+	-1	Anti-tank
Laser destroyer array	15"	2	4+	-2	Anti-tank
Legion bolters	8"	1	5+	0	Assault, Light
Legion bolt pistols	6"	1	5+	0	Light
Legion combi-bolters	8"	1	5+	0	Accurate, Assault, Light
Leman Russ battlecannon	25"	1	4+	-1	
Leviathan siege claw	-	-	-	-4	Rend, Wrecker (2)
Leviathan storm cannon	10"	2	5+	-1	Light AT, Rapid Fire
Lightning cannon	22"	2	5+	-2	Arc (Front), Blast (3")
Lightning twin lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Lightning twin multi-laser	14"	4	5+	0	Arc (Front), Light AT, Skyfire
Macro-gatling blaster	35"	5	3+	-2	Arc (Front), Rapid Fire
Malcador autocannon sponspons	16"	2	5+	-1	Light AT
Malcador battlecannon	25"	1	4+	-1	Arc (Front)
Malcador heavy bolter sponspons	12"	2	5+	0	Light, Point Defence
Malcador lascannon sponspons	22"	1	4+	-1	Anti-tank
Malcador lascannon turret	22"	2	4+	-1	Anti-tank, Arc (Front)
Malcador Vanquisher battlecannon	32"	1	4+	-2	Anti-tank, Arc (Front), Armourbane
Marauder assault cannon	12"	3	5+	-1	Arc (Rear), Light AT, Rapid Fire, Skyfire
Marauder bomb bay	-	3	4+	-2	Arc (Rear), Bombing Run
Marauder heavy bolter turrets	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Melta blastgun	8"	1	4+	-4	Anti-tank, Armourbane, Bunker Buster
Melta cannon	14"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (2)
Meltafusil	6"	1	4+	-3	Arc (Front), Anti-tank
Missile launchers	20"	2	4+	0	Light, Ignores Cover
	20"	1	4+	-1	Anti-tank
Mole mortar	20"	1	4+	-1	Burrowing
Mori quake cannon	80"	1	3+	-2	Arc (Front), Blast (5"), Quake
Multi-laser	14"	2	5+	0	Light AT
Natrix shock lance	6"	1	2+	-1	Bypass, Shock Pulse
Neutron laser	38"	1	4+	-3	Arc (Front), Shock Pulse
Nose Mounted autocannon array	16"	6	5+	-1	Arc (Front), Light AT, Skyfire
Nose Mounted heavy bolter	12"	3	6+	0	Arc (Front), Light AT, Point Defence, Skyfire
Nose Mounted lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Omega plasma array	12"	1	4+	-2	Accurate
Paired gatling blasters	35"	8	4+	-2	Arc (Front)
Paired laser blasters	40"	6	4+	-3	Arc (Front)
Paired turbo-laser destructors	40"	4	4+	-3	Accurate, Arc (Front)
Phased plasma-fusil	10"	1	4+	-2	Arc (Front), Light AT
Phosphex bomb clusters	-	2	4+	-1	Arc (Rear), Bombing Run, Light AT, Ignores Cover
Pintle Mounted havoc launcher	15"	1	4+	0	Arc (Front), Light AT, Point Defence
Pintle Mounted multi-melta	6"	1	5+	-3	Anti-tank, Arc (Front)
Pintle Mounted twin-linked bolters	8"	1	5+	0	Arc (Front), Assault, Light, Point Defence
Plasma blastgun	20"	2	3+	-3	Arc (Front)
Plasma guns	10"	1	4+	-1	Light AT
Power axes	-	-	-	-	Rend
Predator cannon	18"	2	5+	-1	Light AT

Weapon	Range	Dice	To Hit	AP	Traits
Predator lascannon	22"	1	4+	-1	Anti-tank, Accurate
Quad autocannon	16"	4	5+	-1	Arc (Front), Light AT, Skyfire
Quad heavy bolter batteries	12"	4	5+	0	Light, Point Defence, Skyfire
Quad launcher	6"-30"	2	4+	-1	Barrage, Light
	16"	1	4+	-1	Demolisher, Light AT
Questoris-avenger gatling cannon	16"	5	5+	-2	Arc (Front), Light AT, Rapid Fire
Rapid-fire battlecannon	28"	2	4+	-2	Arc (Front), Rapid Fire
Reaper chain-cleaver	-	-	-	-	Rend
Reaper chainfist	-	-	-	-	Rend
Reaper chainsword	-	-	-	-	Rend
Rear Mounted heavy bolter	12"	3	6+	0	Arc (Rear), Light AT, Point Defence, Skyfire
Reaver Apocalypse missile launcher	8"-100"	5	4+	-1	Heavy Barrage
Reaver chainfist	-	-	-	-4	Engine Killer (2), Rend, Wrecker (3)
Reaver conversion beam dissolutor	6"	2	4+	-2	
	6"-18"	2	3+	-3	Demolisher
	18"-35"	2	3+	-4	Demolisher
Reaver gatling blaster	35"	4	4+	-2	Arc (Front)
Reaver graviton eradicator	30"	2	-	-2	Demolisher, Graviton Pulse
Reaver laser blaster	40"	3	4+	-3	Arc (Front)
Reaver melta cannon	14"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	8"	2	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (4)
Reaver power fist	-	-	-	-4	Engine Killer (1), Rend, Wrecker (4)
Reaver turbo-laser destructor	40"	2	4+	-3	Accurate
Reaver volcano cannon	60"	1	2+	-4	Arc (Front), Engine Killer (3)
Reaver volkite eradicator	16"	3	4+	-2	Beam, Deflagrate, Light AT, Shieldbane
Reaver Vulcan mega-bolter	22"	9	5+	-1	Light AT, Rapid Fire, Shieldbane
Reaver Titan warp missile	8"-75"	SP	2+	-3	Arc (Front), Engine Killer (3), Limited (1), Warp
Revelator missile launcher	40"	2	4+	-2	Arc (Front), Blast (5")
Rocket pods	16"	2	4+	-1	Arc (Front), Barrage
Sarcophagus Mounted weapons	8"	1	6+	0	Light, Point Defence
Sentinel missile launcher	20"	2	4+	0	Light, Ignore Cover
	20"	1	4+	-1	Anti-tank
Shock lance	-	-	-	-	Reach, Rend
Sinistramanus Tenebrae	40"	3	4+	-4	Arc (Front), Heavy Beam, Psi
Skystrike missiles	30"	2	4+	-1	Anti-tank, Arc (Front), Skyfire, Tracking
Sponson Mounted heavy bolters	12"	2	5+	0	Arc (Front), Light, Point Defence
Sponson Mounted lascannon	22"	1	4+	-1	Anti-tank, Arc (Front)
Storm Eagle heavy bolter	12"	3	5+	0	Arc (Front), Light, Point Defence, Skyfire
Sunfury plasma annihilator	25"	3	3+	-3	Arc (Front)
Suzerain class plasma destructor	26"	4	3+	-4	Arc (Front), Demolisher
	16"	2	2+	-4	Arc (Front), Demolisher, Engine Killer (2)
Tarantula lascannon battery	22"	2	5+	-1	Anti-tank
Tempest rockets	35"	1	2+	-2	Arc (Front), Skyfire
Tempest warblade	-	-	-	-	Rend
Thermal cannon	12"	2	4+	-3	Anti-tank, Arc (Front), Demolisher
	6"	1	3+	-4	Anti-tank, Arc (Front), Demolisher, Engine Killer (1)
Thermal spear	8"	1	3+	-3	Arc (Front), Demolisher, Engine Killer (1)
Thunderhawk heavy bolters	12"	3	5+	0	Arc (Front), Light, Point Defence, Skyfire
Thunderhawk lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Thunderbolt twin-linked lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Thunderstrike gauntlet	-	-	-	-2	Rend, Wrecker (1)
Turbo-laser destructor	40"	2	4+	-3	Accurate, Arc (Front)

Weapon	Range	Dice	To Hit	AP	Traits
Twin-linked accelerator autocannon	16"	3	5+	-1	Tracking
Twin-linked lascannon	22"	1	4+	-1	Accurate, Anti-tank
Twin-linked volkite caliver	12"	1	4+	0	Accurate, Deflagrate, Light
Twin magna lascannon	25"	2	4+	-3	Accurate, Anti-tank, Arc (Front)
Ursus claw	6"	1	4+	SP	Impale
Vanquisher battlecannon	32"	1	4+	-2	Anti-tank, Armourbane
Vengeance launcher	25"	2	4+	-1	Arc (Front), Light AT
Volcano cannon	70"	1	3+	-4	Arc (Front), Engine Killer (2)
Volkite chargers	8"	1	5+	0	Deflagrate, Light
Volkite chievorovile	12"	3	4+	-2	Arc (Front), Deflagrate, Light AT, Shieldbane
Volkite culverin	14"	2	4+	0	Arc (Front), Deflagrate, Light
Volkite destructor	16"	4	4+	-2	Arc (Front), Beam, Deflagrate, Light AT, Shieldbane
Volkite eradicator	16"	3	4+	-2	Arc (Front), Beam, Deflagrate, Light AT, Shieldbane
Volkite veuglaire	14"	2	4+	-1	Arc (Front), Deflagrate, Light AT
Vulcan mega-bolter	22"	10	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Vulcan mega-bolter array	22"	20	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Warhound shudder missiles	35"	2	4+	-1	Arc (Front), Barrage, Quake
Warhound swarmer missiles	35"	8	5+	-1	Arc (Front), Light AT, Rapid Fire, Shieldbane
Warlord graviton ruinator	30"	3	-	-3	Arc (Front), Demolisher, Graviton Pulse
Wing bombs	-	2	4+	-2	Arc (Rear), Bombing Run
Wing Mounted lascannon	22"	2	4+	-1	Anti-tank, Arc (Front), Skyfire
Xiphon lascannon array	22"	2	4+	-1	Accurate, Anti-tank, Arc (Front), Skyfire
Xiphon rotary missile launcher	24"	2	4+	-1	Arc (Front), Skyfire, Tracking