

1. Crusade Force Organisation Chart (LA - XVIII: Salamanders) [1,140Pts]

Rules: *Fast Vehicles*

Expanded Army Lists

Expanded Army List Profiles:

- Selections:** Exemplary Units On, Legacy Units On
- Categories:** EXPANDED ARMY LISTS
- Rules:** *Expanded Army Lists*

Allegiance:

Allegiance

- Selections:** Loyalist
- Categories:** ALLEGIANCE:

XVIII: Salamanders

- Categories:** LEGIONES ASTARTES, ALLEGIANCE:, SALAMANDERS - CRUSADE DETACHMENT
- Rules:** *Legiones Astartes (Salamanders)*
- Reactions:** *Salamanders Advanced Reaction*

Reactions	Description	Ref
	This Advanced Reaction is available only to units composed entirely of models with the Legiones Astartes (Salamanders) special rule. Unlike Core Reactions, Advanced Reactions are activated in unique and specific circumstances, as noted in their descriptions, and can often have game changing effects. Advanced Reactions use up points of a Reactive player’s Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.	
Salamanders Advanced Reaction	Duty is Sacrifice – This Advanced Reaction may be made once per battle during the opposing player’s Assault phase when any enemy player declares a Charge targeting a friendly unit under the Reactive player’s control and composed entirely of models with the Legiones Astartes (Salamanders) special rule. If the enemy unit’s Charge is successful, all models with the Infantry Unit Type in the target unit gain a bonus of +1 to their Weapon Skill, Strength and Attacks Characteristics for the duration of that Assault phase. However, once the combat that includes the unit that made this Reaction has been selected, all models involved have made their attacks and any Morale checks required as part of that combat are fully resolved, roll a D6 for each model remaining in the unit that made this Reaction. For each dice that scores a ‘6’ or more, the unit suffers one automatic Wound against which no saves or Damage Mitigation rolls of any kind may be made (as noted, these Wounds are inflicted after the combat has been resolved and as such do not count for determining which side has inflicted more Wounds). If the Charge that triggers Duty is Sacrifice is unsuccessful, all models in the unit for which the Reaction was declared instead gain the Fearless special rule until the end of the controlling player’s next player turn and do not roll to see if any models suffer automatic Wounds.	Liber Astartes – Loyalist Legiones Astartes Army Book p308

Rite of War:

Rite of War

- Categories:** RITE OF WAR:

HQ: [180Pts]

Centurion [180Pts]

Selections: The Weight of Duty (Loyalist only), Warlord
Categories: LEGIONES ASTARTES, HQ:, UNIT:, COMPULSORY HQ:, CAVALRY UNIT TYPE
Rules: *Cavalry Sub-type, Hatred (Traitors) (The Weight of Duty)*
Warlord Trait: *The Weight of Duty*

Primus Medicae [135Pts]

Selections: Artificer Armour, Dragon's Breath Heavy Flamer, Dragonscale Shield [15Pts], Frag Grenades, Krak Grenades, Refractor Field
Categories: INDEPENDENT CHARACTER, CHARACTER, INFANTRY UNIT TYPE
Rules: *Brutal (2), Dragon's Breath, Grenades, Independent Character, Infantry, Relentless, Specialist Weapon, Template Weapons, Unwieldy*
Unit: *Legion Centurion (Scimitar Jetbike),* **Wargear Item:** *Artificer Armour, Dragonscale Shield, Frag Grenades, Krak Grenades, Refractor Field,* **Weapon:** *Dragon's Breath Heavy Flamer, Thunder Hammer*

Chainsword

Selections: Chainsword
Rules: *Shred*
Weapon: *Chainsword*

Scimitar Jetbike [30Pts]

Selections: Heavy Bolter
Rules: *Firing Protocols (2), Hammer of Wrath (1)*
Wargear Item: *Scimitar Jetbike,* **Weapon:** *Heavy Bolter*

Thunder Hammer [30Pts]

Rules: *Brutal (2), Specialist Weapon, Unwieldy*
Weapon: *Thunder Hammer*

Primus Medicae [45Pts]

Selections: Narthecium
Categories: LEGION CONSULARIS:
Rules: *Sacred Trust*
Wargear Item: *Narthecium*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Legion Centurion (Scimitar Jetbike)	Cavalry (Character)	16	5	5	4	4	2	5	3	9	2+	Both Astartes Army Books p22

Wargear Item	Description	Ref
Artificer Armour	Artificer armour confers a 2+ Armour Save.	Both Astartes Army Books p140
Dragonscale Shield	A Dragonscale storm shield provides a 5+ Invulnerable Save or increases an Invulnerable Save the model already has by one step (for example, from 5+ to 4+, to a maximum of 3+). A model with a Dragonscale storm shield may not claim an additional attack for a second weapon in close combat or make attacks with any weapon that has the Two-handed special rule.	Liber Astartes – Loyalist Legiones Astartes Army Book p313
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.	Both Astartes Army Books p143
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).	Both Astartes Army Books p143
Narthecium	All models with the Infantry or Cavalry Unit Types in a unit that includes at least one model with a narthecium gains the Feel No Pain (5+) special rule. Units that include more than one narthecium do not stack the Feel No Pain (X) special rule and gain no additional benefit. Models with the Artillery Sub-type are not affected by this special rule and do not gain the Feel No Pain (X) special rule.	Both Astartes Army Books p145
Refractor Field	A model with a refractor field gains a 5+ Invulnerable Save. Invulnerable Saves granted by a refractor field or iron halo do not stack with other Invulnerable Saves, but can benefit from rules (such as cyber-familiar) that specifically increase existing saves. If a model has another Invulnerable Save then the controlling player must choose which one to use.	Both Astartes Army Books p146
Scimitar Jetbike	A Legion Scimitar jetbike has one heavy bolter. In addition, a model with a Legion Scimitar jetbike that chooses to Run gains the Shrouded (5+) special rule until the start of the controlling player's next turn. A model with the Infantry Unit Type that selects a Legion Scimitar jetbike as an upgrade must change its Unit Type to Cavalry (Antigrav), keeping any other Unit Sub-types it previously had, changes its Movement Characteristic to 16 and gains the Firing Protocols (2) and Hammer of Wrath (1) special rules.	Both Astartes Army Books p144

Warlord Trait	Text	Ref
The Weight of Duty	A Warlord with this Trait, and all models in any unit he has joined, gain a bonus of +1 to their Strength Characteristic when locked in combat with any enemy unit that includes one or more models with any variant of the Fear special rule. Furthermore, this Warlord and any models in a unit he has joined composed entirely of models with the Legiones Astartes (Salamanders) special rule gain the Hatred (Traitors) special rule while the Warlord is part of the unit. An army whose Warlord has this Warlord Trait may not include Legion Destroyer Assault Squads, Legion Mortalis Destroyer Squads or Legion Centurions with the Moritat Consul upgrade that also have the Legiones Astartes (Salamanders) special rule. In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Assault phase as long as the Warlord has not been removed as a casualty.	Liber Astartes – Loyalist Legiones Astartes Army Book p309

Weapon	Range	Strength	AP	Type	Ref
Chainsword	-	User	-	Melee, Shred	
Dragon's Breath Heavy Flamer	Template	6	4	Assault 1, Dragon's Breath	Liber Astartes – Loyalist Legiones Astartes Army Book p312
Heavy Bolter	36"	5	4	Heavy 4	Both Astartes Army Books p130
Thunder Hammer	-	x2	2	Melee, Unwieldy, Brutal (2), Specialist Weapon	

Elites: [90Pts]

Apothecarion Detachment [90Pts]

Selections: Legiones Astartes (X)
Categories: LEGIONES ASTARTES, UNIT:, ELITES:
Rules: *Apothecarion Detachment, Legiones Astartes (Salamanders)*

Apothecary [45Pts]

Selections: Bolt Pistol, Frag Grenades, Krak Grenades, Narthecium, Power Armour
Categories: CHARACTER, INFANTRY UNIT TYPE
Rules: *Grenades, Infantry*
Unit: *Apothecary*, **Wargear Item:** *Frag Grenades, Krak Grenades, Narthecium, Power Armour*, **Weapon:** *Bolt Pistol*

Chainsword

Selections: Chainsword
Rules: *Shred*
Weapon: *Chainsword*

Apothecary [45Pts]

Selections: Bolt Pistol, Frag Grenades, Krak Grenades, Narthecium, Power Armour
Categories: CHARACTER, INFANTRY UNIT TYPE
Rules: *Grenades, Infantry*
Unit: *Apothecary*, **Wargear Item:** *Frag Grenades, Krak Grenades, Narthecium, Power Armour*, **Weapon:** *Bolt Pistol*

Chainsword

Selections: Chainsword
Rules: *Shred*
Weapon: *Chainsword*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Apothecary	Infantry (Character)	7	4	4	4	4	1	4	2	8	3+	

Wargear Item	Description	Ref
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.	Both Astartes Army Books p143
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).	Both Astartes Army Books p143
Narthecium	All models with the Infantry or Cavalry Unit Types in a unit that includes at least one model with a narthecium gains the Feel No Pain (5+) special rule. Units that include more than one narthecium do not stack the Feel No Pain (X) special rule and gain no additional benefit. Models with the Artillery Sub-type are not affected by this special rule and do not gain the Feel No Pain (X) special rule.	Both Astartes Army Books p145
Power Armour	Power armour provides a 3+ Armour Save.	Both Astartes Army Books p146

Weapon	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol 1	Both Astartes Army Books p130
Chainsword	-	User	-	Melee, Shred	

Troops: [665Pts]

Adherents Squad [140Pts]

Selections: Bolt Pistol, Chainsword, Frag Grenades, Krak Grenades
Categories: LEGIONES ASTARTES, INFANTRY UNIT TYPE, UNIT:, TROOPS:
Rules: *Feel No Pain (6+)* (*Guided by Prophecy*), *Grenades, Guided by Prophecy, Infantry, Relentless, Shred, Support Squad*
Wargear Item: *Frag Grenades, Krak Grenades, Weapon: Bolt Pistol, Chainsword*

1) Adherent Sergeant

Selections: Dragon's Breath Combi-Flamer
Categories: CHARACTER, INFANTRY UNIT TYPE
Rules: *Infantry, Template Weapons*
Unit: *Adherent Sergeant, Weapon: Bolter (Primary), Dragon's Breath Flamer (Secondary)*

4x Adherent w/ Dragon's Breath Combi-Flamer [80Pts]

Selections: 4x Dragon's Breath Combi-Flamer
Categories: INFANTRY UNIT TYPE
Rules: *Infantry, Template Weapons*
Unit: *Adherent, Weapon: Bolter (Primary), Dragon's Breath Flamer (Secondary)*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Adherent	Infantry	7	4	4	4	4	2	4	2	8	3+	
Adherent Sergeant	Infantry (Character)	7	4	4	4	4	2	4	2	9	3+	

Wargear Item	Description	Ref
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.	Both Astartes Army Books p143
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).	Both Astartes Army Books p143

Weapon	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol 1	Both Astartes Army Books p130
Bolter (Primary)	24"	4	5	Rapid Fire	Both Astartes Army Books p130
Chainsword	-	User	-	Melee, Shred	
Dragon's Breath Flamer (Secondary)	Template	5	4	Assault 1, Dragon's Breath	Liber Astartes – Loyalist Legiones Astartes Army Book p312

Despoiler Squad [155Pts]

Selections: Frag Grenades, Krak Grenades, Power Armour
Categories: LEGIONES ASTARTES, INFANTRY UNIT TYPE, LINE SUB-TYPE, TROOPS:, UNIT:, COMPULSORY TROOPS:
Rules: Grenades, Heart of the Legion, Infantry, Line Sub-type, Spite of the Legion
Wargear Item: Frag Grenades, Krak Grenades, Power Armour

Despoiler w/ Options [15Pts]

Selections: Bolt Pistol, Chainsword, Power Lance [5Pts]
Categories: INFANTRY UNIT TYPE, LINE SUB-TYPE
Rules: Infantry, Line Sub-type, Reach (1), Shred
Unit: Despoiler, **Weapon:** Bolt Pistol, Chainsword, Power Lance

Despoiler w/ Options [15Pts]

Selections: Bolt Pistol, Chainsword, Power Lance [5Pts]
Categories: INFANTRY UNIT TYPE, LINE SUB-TYPE
Rules: Infantry, Line Sub-type, Reach (1), Shred
Unit: Despoiler, **Weapon:** Bolt Pistol, Chainsword, Power Lance

7x Despoilers (collective) [70Pts]

Selections: 7x Bolt Pistol, 7x Chainsword
Categories: INFANTRY UNIT TYPE, LINE SUB-TYPE
Rules: Infantry, Line Sub-type, Shred
Unit: Despoiler, **Weapon:** Bolt Pistol, Chainsword

Legion Despoiler Sergeant [20Pts]

Selections: Bolt Pistol, Power Armour
Categories: CHARACTER, INFANTRY UNIT TYPE, LINE SUB-TYPE
Rules: Infantry, Line Sub-type
Unit: Legion Despoiler Sergeant, **Wargear Item:** Power Armour, **Weapon:** Bolt Pistol

Power Weapon [10Pts]

Selections: Power Lance
Rules: Reach (1)
Weapon: Power Lance

Rhino Transport [35Pts]

Selections: Smoke Launchers, Twin-linked Bolter
Categories: LEGIONES ASTARTES, VEHICLE:, TRANSPORT SUB-TYPE
Rules: Infantry Transport, Repair, Twin-linked
Vehicle: Legion Rhino Transport, **Wargear Item:** Smoke Launchers, **Weapon:** Twin-linked Bolter

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Despoiler	Infantry (Line)	7	4	4	4	4	1	4	1	7	3+	
Legion Despoiler Sergeant	Infantry (Character, Line)	7	4	4	4	4	1	4	2	8	3+	

Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points	Ref
Legion Rhino Transport	Vehicle (Transport)	14	4	11	11	10	3	12	A Legion Rhino Transport has one Access Point on each side of the hull and one at the rear.	

Wargear Item	Description	Ref
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.	Both Astartes Army Books p143
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).	Both Astartes Army Books p143
Power Armour	Power armour provides a 3+ Armour Save.	Both Astartes Army Books p146
Smoke Launchers	The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.	Both Astartes Army Books p147

Weapon	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol 1	Both Astartes Army Books p130
Chainsword	-	User	-	Melee, Shred	
Power Lance	-	+1	3	Melee, Reach (1)	Both Astartes Army Books p137
Twin-linked Bolter	24"	4	5	Rapid-fire, Twin-linked	Both Astartes Army Books p130

Tactical Squad [190Pts]

Selections: Frag Grenades, Krak Grenades, Power Armour
Categories: INFANTRY UNIT TYPE, LEGIONES ASTARTES, LINE SUB-TYPE, UNIT:, TROOPS:, COMPULSORY TROOPS:
Rules: *Fury of the Legion, Grenades, Heart of the Legion, Infantry, Line Sub-type*
Wargear Item: *Frag Grenades, Krak Grenades, Power Armour*

Legion Tactical Sergeant [2Pts]

Selections: Bolt Pistol, Bolter, Chain Bayonet [2Pts], Power Armour
Categories: CHARACTER, INFANTRY UNIT TYPE, LINE SUB-TYPE
Rules: *Infantry, Line Sub-type, Shred, Two-handed*
Unit: *Legion Tactical Sergeant*, **Wargear Item:** *Power Armour*, **Weapon:** *Bolt Pistol, Bolter, Chain Bayonet*

9x Legionary [108Pts]

Selections: 9x Bolt Pistol, 9x Bolter, 9x Chain Bayonet [18Pts]
Categories: INFANTRY UNIT TYPE, LINE SUB-TYPE
Rules: *Infantry, Line Sub-type, Shred, Two-handed*
Unit: *Legionary*, **Weapon:** *Bolt Pistol, Bolter, Chain Bayonet*

Rhino Transport [70Pts]

Selections: Dozer Blade [5Pts], Multi-Melta [30Pts], Smoke Launchers, Twin-linked Bolter
Categories: LEGIONES ASTARTES, VEHICLE:, TRANSPORT SUB-TYPE
Rules: *Armourbane (Melta), Infantry Transport, Repair, Twin-linked*
Vehicle: *Legion Rhino Transport*, **Wargear Item:** *Dozer Blade, Smoke Launchers*, **Weapon:** *Multi-Melta, Twin-linked Bolter*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Legion Tactical Sergeant	Infantry (Character, Line)	7	4	4	4	4	1	4	2	8	3+	
Legionary	Infantry (Line)	7	4	4	4	4	1	4	1	7	3+	

Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points	Ref
Legion Rhino Transport	Vehicle (Transport)	14	4	11	11	10	3	12	A Legion Rhino Transport has one Access Point on each side of the hull and one at the rear.	

Wargear Item	Description	Ref
Dozer Blade	A model with a dozer blade may re-roll all failed Dangerous Terrain tests made for it.	Both Astartes Army Books p141
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.	Both Astartes Army Books p143
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).	Both Astartes Army Books p143
Power Armour	Power armour provides a 3+ Armour Save.	Both Astartes Army Books p146
Smoke Launchers	The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.	Both Astartes Army Books p147

Weapon	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol 1	Both Astartes Army Books p130
Bolter	24"	4	5	Rapid Fire	Both Astartes Army Books p130
Chain Bayonet	-	+1	-	Melee, Two-handed, Shred	Both Astartes Army Books p136
Multi-Melta	24"	8	1	Heavy 1, Armourbane (Melta), Twin-linked	Both Astartes Army Books p133
Twin-linked Bolter	24"	4	5	Rapid-fire, Twin-linked	Both Astartes Army Books p130

Tactical Support Squad [180Pts]

Selections: Dragon's Breath Flamer, Frag Grenades, Krak Grenades, Power Armour

Categories: INFANTRY UNIT TYPE, LEGIONES ASTARTES, UNIT:, TROOPS:

Rules: *Dragon's Breath, Grenades, Infantry, Support Squad, Template Weapons*

Wargear Item: *Frag Grenades, Krak Grenades, Power Armour*, **Weapon:** *Dragon's Breath Flamer*

Legion Tactical Support Sergeant

Selections: Bolt Pistol, Power Armour

Categories: CHARACTER, INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legion Tactical Support Sergeant*, **Wargear Item:** *Power Armour*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Legionary [12Pts]

Selections: Bolt Pistol

Categories: INFANTRY UNIT TYPE

Rules: *Infantry*

Unit: *Legionary*, **Weapon:** *Bolt Pistol*

Rhino Transport [35Pts]

Selections: Smoke Launchers, Twin-linked Bolter

Categories: LEGIONES ASTARTES, VEHICLE, TRANSPORT SUB-TYPE

Rules: Infantry Transport, Repair, Twin-linked

Vehicle: Legion Rhino Transport, **Wargear Item:** Smoke Launchers, **Weapon:** Twin-linked Bolter

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Legion Tactical Support Sergeant	Infantry (Character)	7"	4	4	4	4	1	4	2	8	3+	
Legionary	Infantry	7	4	4	4		1	4	1	7	3+	

Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points	Ref
Legion Rhino Transport	Vehicle (Transport)	14	4	11	11	10	3	12	A Legion Rhino Transport has one Access Point on each side of the hull and one at the rear.	

Wargear Item	Description	Ref
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.	Both Astartes Army Books p143
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).	Both Astartes Army Books p143
Power Armour	Power armour provides a 3+ Armour Save.	Both Astartes Army Books p146
Smoke Launchers	The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.	Both Astartes Army Books p147

Weapon	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol 1	Both Astartes Army Books p130
Dragon's Breath Flamer	Template	5	4	Assault 1, Dragon's Breath	Liber Astartes – Loyalist Legiones Astartes Army Book p312
Twin-linked Bolter	24"	4	5	Rapid-fire, Twin-linked	Both Astartes Army Books p130

Fast Attack: [205Pts]

Sky-Hunter Squadron [205Pts]

Selections: Legiones Astartes (X), Power Armour
Categories: LEGIONES ASTARTES, CAVALRY UNIT TYPE, ANTIGRAV SUB-TYPE, UNIT:, FAST ATTACK:
Rules: *Cavalry Sub-type, Deep Strike, Firing Protocols (2), Hammer of Wrath (1), Hit & Run, Legiones Astartes (Salamanders), Relentless*
Wargear Item: *Power Armour*

Legion Sky-Hunter [37Pts]

Selections: Chainsword, Dragon's Breath Pistol [2Pts], Volkite Culverin [5Pts]
Categories: CAVALRY UNIT TYPE, ANTIGRAV SUB-TYPE
Rules: *Cavalry Sub-type, Deflagrate, Dragon's Breath, Shred, Template Weapons*
Unit: *Legion Sky-Hunter*, **Weapon:** *Chainsword, Dragon's Breath Pistol, Volkite Culverin*

Legion Sky-Hunter [37Pts]

Selections: Chainsword, Dragon's Breath Pistol [2Pts], Volkite Culverin [5Pts]
Categories: CAVALRY UNIT TYPE, ANTIGRAV SUB-TYPE
Rules: *Cavalry Sub-type, Deflagrate, Dragon's Breath, Shred, Template Weapons*
Unit: *Legion Sky-Hunter*, **Weapon:** *Chainsword, Dragon's Breath Pistol, Volkite Culverin*

Legion Sky-Hunter [37Pts]

Selections: Chainsword, Dragon's Breath Pistol [2Pts], Volkite Culverin [5Pts]
Categories: CAVALRY UNIT TYPE, ANTIGRAV SUB-TYPE
Rules: *Cavalry Sub-type, Deflagrate, Dragon's Breath, Shred, Template Weapons*
Unit: *Legion Sky-Hunter*, **Weapon:** *Chainsword, Dragon's Breath Pistol, Volkite Culverin*

Legion Sky-Hunter [37Pts]

Selections: Chainsword, Dragon's Breath Pistol [2Pts], Volkite Culverin [5Pts]
Categories: CAVALRY UNIT TYPE, ANTIGRAV SUB-TYPE
Rules: *Cavalry Sub-type, Deflagrate, Dragon's Breath, Shred, Template Weapons*
Unit: *Legion Sky-Hunter*, **Weapon:** *Chainsword, Dragon's Breath Pistol, Volkite Culverin*

Legion Sky-Hunter Sergeant [12Pts]

Selections: Dragon's Breath Heavy Flamer, Dragon's Breath Pistol [2Pts]
Categories: CHARACTER, CAVALRY UNIT TYPE, ANTIGRAV SUB-TYPE
Rules: *Cavalry Sub-type, Dragon's Breath, Template Weapons*
Unit: *Legion Sky-Hunter Sergeant*, **Weapon:** *Dragon's Breath Heavy Flamer, Dragon's Breath Pistol*

Power Weapon [10Pts]

Selections: Power Lance
Rules: *Reach (1)*
Weapon: *Power Lance*

Scimitar Jetbike

Selections: Heavy Bolter
Rules: *Firing Protocols (2), Hammer of Wrath (1)*
Wargear Item: *Scimitar Jetbike*, **Weapon:** *Heavy Bolter*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Legion Sky-Hunter	Cavalry (Antigrav)	16	4	4	4	4	2	4	1	7	3+	
Legion Sky-Hunter Sergeant	Cavalry (Antigrav, Character)	16	4	4	4	4	2	4	2	8	3+	

Wargear Item	Description	Ref
Power Armour	Power armour provides a 3+ Armour Save.	Both Astartes Army Books p146
Scimitar Jetbike	A Legion Scimitar jetbike has one heavy bolter. In addition, a model with a Legion Scimitar jetbike that chooses to Run gains the Shrouded (5+) special rule until the start of the controlling player's next turn. A model with the Infantry Unit Type that selects a Legion Scimitar jetbike as an upgrade must change its Unit Type to Cavalry (Antigrav), keeping any other Unit Sub-types it previously had, changes its Movement Characteristic to 16 and gains the Firing Protocols (2) and Hammer of Wrath (1) special rules.	Both Astartes Army Books p144

Weapon	Range	Strength	AP	Type	Ref
Chainsword	-	User	-	Melee, Shred	
Dragon's Breath Heavy Flamer	Template	6	4	Assault 1, Dragon's Breath	Liber Astartes – Loyalist Legiones Astartes Army Book p312
Dragon's Breath Pistol	Template	4	4	Pistol 1, Dragon's Breath	Liber Astartes – Loyalist Legiones Astartes Army Book p312
Heavy Bolter	36"	5	4	Heavy 4	Both Astartes Army Books p130
Power Lance	-	+1	3	Melee, Reach (1)	Both Astartes Army Books p137
Volkite Culverin	45"	6	5	Heavy 5, Deflagrate	Both Astartes Army Books p134

Lords of War Have Moved to "Lords of War Detachment"

Lords of War Have Moved to "Lords of War Detachment"

Categories: LORDS OF WAR HAVE MOVED TO "LORDS OF WAR DETACHMENT"

Rules: LoW (*where are they?*) *THIS ENTRY CAN BE REMOVED FROM YOUR ROSTER WITHOUT ISSUE*

Force Rules

Fast Vehicles: When a Fast Vehicle moves, other than to pivot in place, it is always considered to have moved at Combat Speed regardless of how many inches it moves, unless it chooses to move Flat-out.

In addition, when a Fast Vehicle moves, it may choose to move at Flat-out: ()

Selection Rules

Apothecarion Detachment: An Apothecarion Detachment is selected as any other unit, using up a single Force Organisation slot and bought in the same manner. However, before the first turn begins and any models are deployed to the battlefield, all models in an Apothecarion Detachment must be assigned to another unit from the same Detachment of the army they were selected as part of. Legion Apothecaries that have not selected a Legion Spatha combat bike or Legion Scimitar jetbike may only be assigned to units composed entirely of models with the Infantry Unit Type and the same Legiones Astartes (X) special rule as the Legion Apothecary, and may not join units that have Terminator armour of any kind. Legion Apothecaries that have selected a Legion Spatha combat bike may only be assigned to units composed entirely of models with Legion Spatha combat bikes and the same Legiones Astartes (X) special rule as the Legion Apothecary, and any Legion Apothecaries that have selected a Legion Scimitar jetbike may only be assigned to units composed entirely of models with Legion Scimitar jetbikes and the same Legiones Astartes (X) special rule as the Legion Apothecary. No Apothecary may be assigned to any unit that includes one or more models with the Independent Character special rule or Unique Sub-type (but such models may join a unit that includes an Apothecary as normal during either deployment or any following turn). No more than one Apothecary may be assigned to any given unit.

Once assigned to a unit, the Legion Apothecary is considered part of that unit and may not leave it under any circumstances – if that unit is removed as a casualty when the Legion Apothecary is removed as well. In battles using Victory points, no Victory points are ever scored for removing an Legion Apothecary as a casualty. When assigned to a unit, a Legion Apothecary gains all of the special rules (with the exception of those that specifically forbid it, such as the Bitter Duty special rule) and Unit Sub-types listed for the unit to which it is attached, but does not gain access to any additional Wargear options available to the unit to which it is assigned. (Both Astartes Army Books p116)

Armourbane (Melta): If a model or weapon has this special rule, it rolls an additional D6 for armour penetration when targeting a Vehicle model, or, when targeting a model with the Automata or Dreadnought Unit Type, re-rolls all failed rolls To Wound instead. These effects apply to both Shooting Attacks and close combat attacks.

Some instances of the Armourbane special rule may include a qualifier after the rule in brackets, for example Armourbane (Melta) or Armourbane (Melee). These variant rules are described below:

Armourbane (Melta): A model or weapon with this Armourbane special rule only gains the benefits of the Armourbane special rule when at half range or less. If the attack is more than half its Maximum Range away, it rolls to penetrate as normal. If a weapon with this version of Armourbane also has the Blast special rule (see page 234), measure the distance to the centre of the Blast marker after it has scattered. If this is half the weapon's range or less, then all Hits are counted as having the Armourbane special rule, otherwise the Hits are resolved as if they did not have the Armourbane special rule.

Armourbane (Melee): A weapon or model with this version of the Armourbane special rule only gains the benefits of the Armourbane special rule when attacking in close combat.

Armourbane (Ranged): A weapon or model with this version of the Armourbane special rule only gains the benefits of the Armourbane special rule when making Shooting Attacks. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p231)

Brutal (2): When a model is allocated a Wound inflicted by a weapon with this special rule, it does not suffer only one Wound but instead a number of Wounds equal to the number in brackets associated with the specific variant of this special rule, with all of the Wounds inflicted using the same AP and special rules as that of the initial Wound. Roll to save against each Wound inflicted separately, but note that Wounds do not spill over to other models and are lost. This special rule has no effect on models that do not have a Toughness value. (Both Astartes Army Books p117)

Cavalry Sub-type: • Cavalry models cannot be Pinned.

• Cavalry models are not slowed down by Difficult Terrain, even when Charging. However, Cavalry models treat all Difficult Terrain as Dangerous Terrain instead.

• Cavalry models move 3D6" when Falling Back, rather than 2D6".

• No model that is not also of the Cavalry Unit Type may join a unit that includes a Cavalry model. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p195)

Deep Strike: A unit made up entirely of models with this special rule may perform a Deep Strike Assault as described on page 310. Certain Faction or unit special rules may present other options for the deployment of units with the Deep Strike special rule. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p237)

Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Hits on the same unit using the weapon's profile equal to the number of unsaved Wounds – these can then

be saved normally. Models in the targeted unit must still be in range in order for these additional Hits to take effect. These additional Hits do not themselves inflict more Hits and do not benefit from any other special rules possessed by the attacking model, such as Preferred Enemy (X) or Precision Strikes (X). (Warhammer: The Horus Heresy - Age of Darkness Rulebook p237)

Dragon's Breath: When attacking using the Wall of Death special rule, a weapon with this special rule inflicts D6 Hits instead of D3. (Liber Astartes – Loyalist Legiones Astartes Army Book p312)

Expanded Army Lists: Some events/group choose not to allow official rules in "Legacies of The Age of Darkness" download pdf (which are not playtest). This option is included to make it easier for users for those events/groups. ()

Feel No Pain (6+) (Guided by Prophecy): When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being Wounded (this is a special Saving Throw which is made after unsaved Wounds are suffered).

Feel No Pain rolls may not be taken against unsaved Wounds that have the Instant Death special rule.

Roll a D6 each time an unsaved Wound is suffered. On a result that is equal to or greater than the value in brackets, the unsaved Wound is discounted - treat it as having been saved. On any other result the Wound is taken as normal.

For example, a unit with the special rule Feel No Pain (5+) would need to score a 5 or 6 in order to discount a Wound inflicted upon it.

This is a Damage Mitigation roll - any model may make only a single Damage Mitigation roll of any type for any given Wound (see page 174).

(Warhammer: The Horus Heresy - Age of Darkness Rulebook p238)

Firing Protocols (2): When making a Shooting Attack, a model with this special rule may attack with a number of different weapons equal to the value of this special rule. This rule does not allow a single weapon to be attacked with more than once, and only applies if the model is equipped with more than one weapon. For example, as part of a single Shooting Attack, a model with the Firing Protocols (2) special rule may attack with up to two different weapons. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p239)

Fury of the Legion: If a model with this special rule has not moved or Run during the Movement phase of its controlling player's turn then that model may add one to the number of shots fired when making a Shooting Attack with a bolter (this does not include combi-bolters, bolt pistols or other bolt weapons). (Both Astartes Army Books p119)

Grenades: Grenades are represented in battle as Wargear items with a specific effect rather than as weapons. Using grenades does not count as a Shooting Attack and their effects are entirely covered by the rules presented here. Note that grenade launchers do not use these rules and are Shooting Weapons governed by the standard Shooting rules. (Both Astartes Army Books p142)

Guided by Prophecy: At the start of any Assault phase, a Leadership test may be made for this unit by the controlling player against a Leadership of 7. If this test is passed, models in this unit gain the Feel No Pain (6+) special rule and improve their Weapon Skill characteristic to '5' for the duration of that Assault phase. ()

Hammer of Wrath (1): If a model with this special rule ends its Charge Move in base or hull contact with an enemy model, it makes a number of additional attacks equal to the value in brackets listed as part of this special rule. These attacks hit automatically and are resolved at the models unmodified Strength with AP-. These attacks do not benefit from any of the model's special rules (such as Furious Charge, Rending, etc.). These attacks are resolved during the Fight sub-phase at Initiative step 10 but do not grant the model an additional Pile-in Move.

If a model with this special rule Charges a Vehicle of any kind or a Building, the hits are resolved against the Armour Value of the Facing the charging model is touching. If the model is in contact with two or more Facings, the player controlling the target model chooses a Facing upon which the attacks are resolved. If a model with this special rule Charges a Building or Vehicle that is a Transport, the hits are resolved against the Building or Vehicle, not the unit Embarked within the Building or Vehicle. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p239)

Hatred (Traitors) (The Weight of Duty): This rule is presented as Hatred (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then the unit has Hatred against everyone. This can refer to a Faction or a specific unit. For example, Hatred (Mechanicum) means any model of the Mechanicum Faction, whilst Hatred (Thallax) means only Thallax. A model striking a Hated foe in close combat re-rolls all failed To Hit rolls during the first round of each close combat.

The effects of this special rule only apply when a unit that has it begins an Assault phase not locked in combat and then either Charges or is Charged by an enemy unit. If an enemy unit Charges this unit when it is already locked in combat then that does count as a new 'first' turn of combat for the effects of Hatred. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p240)

Heart of the Legion: When a unit that includes at least one model with this special rule has at least half of its models within 6" of an Objective then all models in the unit gain the Feel No Pain (6+) and Stubborn special rules. If any model in the unit already has a variant of the Feel No Pain special rule then instead increase the value in brackets of one of those rules by +1 while the unit has at least half of its models within 6" of an Objective (for example, a model that already had Feel No Pain (5+) could choose to increase this to Feel No Pain (4+) while it fulfils the conditions of this special rule). (Both Astartes Army Books p119)

Hit & Run: A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the Test is failed, nothing happens and the models remain locked in the fight.

If the Test is passed, choose a direction – then roll 2D6 and add the unit's Movement Characteristic to the result. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are locked in combat with, the unit breaks away from combat and must immediately move a number of inches in the chosen direction equal to the 2D6 + Movement result, ignoring the models they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate a number of inches equal to their Initiative.

A Hit & Run Move is not slowed by Difficult Terrain, but does trigger Dangerous Terrain tests as normal. It may not be used to move into base or hull contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p240)

Independent Character: Independent Characters can join other units. They cannot, however, join units that contain Vehicles, Dreadnoughts, Automata or any model with the Monstrous sub-type (unless the Independent Character also has that Unit Type or sub-type). They can join other Independent Characters though to form a powerful multicharacter unit.

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in Reserve, by you informing your opponent which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that they are within unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within unit coherency of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to, or cannot, join a unit, it must, where possible, remain outside of unit coherency with that unit at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that after an Independent Character joins a unit, that unit can Move no further that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. They cannot join or leave during any other Phase – once shots are fired or Charges are declared.

An Independent Character cannot leave a unit while either they or the unit are in Reserve, locked in combat, Falling Back or have been Pinned. They cannot join a unit that is in Reserve, locked in combat or Falling Back. If an Independent Character joins a unit, and all other models in that unit are killed, they again become a unit of one model at the start of the following Phase. While an Independent Character is part of a unit, they count as part

of the unit for all rules purposes, though they still follow the rules for Characters.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Infiltrate

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment, and vice versa.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the Independent Character leaves the unit, both the Independent Character and the unit continue to be affected by the effect, so you'll need to mark the Independent Character accordingly.

Conversely, if an Independent Character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after they themselves have been the target of an ongoing effect), benefits and penalties from that effect are not shared. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p241)

Infantry: An Infantry unit may only include or be joined by models of the Infantry or Primarch Unit Type, unless a special rule states otherwise. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p195)

Infantry Transport: No model with any versions of the Bulky special rule may Embark on a model that has this special rule. (Both Astartes Army Books p121)

Legiones Astartes (Salamanders): Blood of Fire: When rolling To Wound against a model with this special rule for any attack inflicted by a Flame, Melta, Plasma, or Volkite weapon or effect, reduce the result of that roll To Wound by -1 (this does not affect the Strength of the attack, only the result of the roll To Wound). In addition, all models with this special rule that have more than one Wound or Hull point gain the It Will Not Die (6+) special rule. (Liber Astartes – Loyalist Legiones Astartes Army Book p308)

Line Sub-type: • A unit that includes at least one model with the Line sub-type counts as both a Scoring and Denial unit. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p196)

LoW (where are they?) THIS ENTRY CAN BE REMOVED FROM YOUR ROSTER WITHOUT ISSUE: To add Lords of War you now need to add the additional detachment to your list. To do this:

A - On Mobile, after adding your initial detachment, press the + sign at the bottom left

B - On Desktop after adding your first force then just press add force again

Then choose the army you wish to have a lord of war from, then pick "Lord of War Detachment". This allows the choice of any LoW from any army as per the rules of HH2 (apart from the new Ruinstorm Daemons one can only be taken in a Lord of War Detachment for Ruinstorm Daemons).

THIS IS A TEMPORARY NOTIFICATION THAT WILL BE REMOVED IN A FEW MONTHS WHEN HOPEFULLY EVERYONE WILL BE USED TO WHERE THE NEW LOCATION IS, AND I DON'T GET 100S OF BUG REPORTS FROM PEOPLE NOT BEING ABLE TO FIND THEIR LOW ()

Reach (1): A model making attacks as part of an Assault using a weapon with this special rule, adds the value of (X) that is included as part of this special rule to its Initiative Characteristic. If a model has more than one weapon with this special rule then that model only increases the value of its Initiative by the value of the special rule on the weapon whose profile is used by that model to attack during the Fight Sub-phase. A weapon that is not used to attack does not modify the model's Initiative Characteristic – models that may attack with more than one weapon, or models claiming the bonus for having a second weapon, may only add the value of the highest variant of this special rule and do not add the values together.

For example, a model attacking as part of an Assault with a weapon that has the Reach (1) special rule increases its Initiative by +1. (Both Astartes Army Books p123)

Relentless: Relentless models can shoot with Heavy or Ordnance weapons, counting as Stationary, even if they moved in the previous Movement phase. They are also allowed to Charge in the same turn they fire Heavy, Ordnance, or Rapid Fire weapons. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p245)

Repair: In any of the controlling player's Shooting phases, instead of making any Shooting Attacks with a model with this special rule, the controlling player may instead roll a D6. On the roll of a '4' or more, a damage result of Immobilised that has been inflicted on this model may be removed but no Hull Points are returned. (Both Astartes Army Books p124)

Sacred Trust: Any models with the Infantry or Cavalry Unit Type in the same unit as a model with this special rule may re-roll any failed It Will Not Die rolls made. This effect immediately ends if the model with the Sacred Trust special rule is removed as a casualty or otherwise leaves the unit. ()

Shred: If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a Shooting Attack with a weapon that has the Shred rule, it re-rolls its failed To Wound rolls. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p246)

Specialist Weapon: A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon rule. The additional weapon does not have to be the same weapon as the one used to attack, but it must have the Specialist Weapon rule in order to grant an additional Attack for fighting with two weapons. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p247)

Spite of the Legion: If a Charge is declared for a unit that includes at least one model with this special rule, targeting an enemy unit that is Pinned, Falling Back, or includes no models with the Character Sub-type or the Chosen Warriors special rule, then all models in the Charging unit gain a bonus of +1 Attacks for the duration of the Assault phase in which the Charge is declared. (Both Astartes Army Books p124)

Support Squad: A unit with this special rule may not be chosen as a compulsory choice for the army as part of the Force Organisation chart. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p248)

Template Weapons: Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model, or the end of the firing weapon's barrel for Vehicle models without bases, and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against Vehicles, the template must be placed to cover as much of the Vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour Facing is hit (see page 207). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover and Wall of Death special rules. Wounds inflicted by Template weapons are allocated following the normal rules.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many Hits are scored by each template. Once the number of Hits from all templates has been determined, roll To Wound as normal.

Wall of Death

Template weapons can fire Snap Shots at any non-Flyer target. If a Template weapon fires as a Snap Shot, it automatically inflicts D3 Hits on the target unit, resolved at its normal Strength and AP value, as long as the target unit either has at least one model within 8" or if the target unit is resolving a Charge against the unit making the Shooting Attack. If the weapon is also a Hellstorm weapon then it instead inflicts D6 Hits.

Hellstorm Weapons

Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the Hellstorm template (see page 152), but otherwise obey the rules for other Template weapons. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p248)

Twin-linked: When attacking with a weapon that has this special rule, the controlling player may re-roll all failed To Hit rolls.

Twin-linked Blast Weapons

If the Scatter dice does not roll a Hit, you can choose to re-roll the dice when making a Shooting Attack with a Twin-linked Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the Scatter dice.

Twin-linked Template Weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound rolls and Armour Penetration rolls. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p249)

Two-handed: A model attacking with this weapon never receives +1 Attack for fighting with two Melee weapons (see page 177). (Warhammer: The Horus Heresy - Age of Darkness Rulebook p249)

Unwieldy: A model attacking with this weapon Piles-in and fights at Initiative step 1, unless it has the Dreadnought Unit Type or Monstrous sub-type. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p249)

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