Epic Battles in the Age of Darkness

Heresy Tournament Scenario

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Heresy Tournament Game Rules

The heresy tournament game rules are designed to be used in conjunction with the Epic heresy supplement army lists. They will allow two players to fight an evenly balanced battle with little or no preparation. They are ideal for pick-up games at clubs or shows, and provide an evenly balanced contest in tournaments. In many ways, tournament games represent the most "basic" form of game play, and are designed to be as easy and accessible as possible in order to allow Epic players to play games with the minimum of fuss. Because of this, the tournament rules require little or no preparation other than picking forces from the army lists. Many scenarios will use conventions described in this section of the battles in the age of darkness.

Forces

Both players pick armies of 4,000 points using the heresy supplement army lists. It is possible to play games using the tournament rules for larger or smaller games than this, but please note that the army lists have been balanced assuming that armies will fall within this range, and this means that larger or smaller games may be slightly unbalanced.

Set-Up

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating, then dice to see who gets the choice of table edge. You can pick a long edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge or corner. The tournament game rules have been designed to be played on tables that are 90–150cm wide by 150–240cm long (that's 3–5 feet by 5–8 feet for you non-metric types!) The ideal size is round-about 120cm by 180cm (4 feet by 6 feet). It is possible to play games on tables that are wider or longer than this, but this may favour certain armies and could lead to an unbalanced game.

The Five Minute Warm-Up

Tabletop miniatures wargaming is not an exact science. One person's line of sight is another's blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The "Counts As" Rule (see 6.2.1).
- Lines of Sight and Lines Of Fire.
- Fire Arcs on units.
- Pre-measuring.
- Templates and if units are "in or out".
- Terrain features—what do they count as on the terrain chart, when are units "in" terrain.
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Should you dice for each ability used at the start of the turn?
- Are transported units considered to be in specific transporting units of their formation?
- When disembarking, are transported units placed completely within 5cm of the transport unit or just so one part of the transported unit is within 5cm of the transport unit?
- When does a unit count as being in cover?
- How many units can claim cover from a armoured vehicle, war engine, or terrain feature?
- Does the charging formation need to get within 15cm of the original target or can it get within 15cm of any intermingled formation?
- How are attacks with special abilities like ignore cover and lance allocated in an assault?
- Is it possible to air assault into a formation which is completely covered by the zone of control of another formation?
- Where should measurements for capturing/contesting an objective be made from?
- What house rules do you normally play with?
- Are you using the "counts as" rule?
- What is your army capable of (units, weapons and special rules)?
- Anything else you can think of!

Place Objective Markers

Take it in turns, starting with the player with the higher strategy rating, to place one objective marker on the table. If both players have the same strategy rating then dice to see who places the first objective marker. The first objective a player sets up must be placed on their own table edge. The remaining two objectives must be set up in their opponent's half of the table, at least 30cm away from the opponent's table edge and 30cm away from any other objectives that have already been placed. Keep placing objectives until six objective markers have been placed on the table in total. You can use anything as an objective marker but we would suggest using terrain pieces to represent them if you can. In our games, we've found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter! You capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives. Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective. Check at the end of each turn to see how many objectives you control. Objectives do not have a "memory" and you will lose control of any you have captured if there are no friendly units within 15cms of them at the end of any subsequent turn.

Setup Spacecraft & Garrisons

If either player is using spacecraft then they are set up now before any other units (see rulebook 4.3). Units entering play via planetfall should be placed to one side at this time too (see rulebook 4.4). On-table garrison units are set up after spacecraft have been set up. The following types of formations may be set up on the table as "garrisons" at the start of the game:
- Formations where half or more of the units (rounding up) are scouts OR
- Formations where no more than one of the units has a move greater than 15cms, and where none of the units are war engines OR
- Any formations that include units with a speed of 0 (zero).

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player's own half of the table. No units may be set up in the opponent's half of the table or in impassable terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!) Each player may start up to two of their garrisoned formations on Overwatch. These formations represent sentries deployed as a trip wire and to provide security at the objectives.

They are assumed to have gone on Overwatch in their previous Action phase. That Overwatch is "carried over" into the first turn.

All of the remaining formations in the players' armies must be set up within 15cms of their own side's table edge or be kept back "in reserve". The players take it in turn to set up these formations one at a time, starting with the player with the higher strategy rating. Units kept in reserve must either be aircraft, or be going to enter play in a transport aircraft or by teleportation. Reserve formations entering play in aircraft or by teleportation should be placed aside with units that will enter play via planetfall. These formations are not "secret" and your opponent may inspect them at any time. Units being transported must start the game already loaded into the transport vehicle that will bring them into play (i.e., an aircraft or unit with the planetfall ability). Formations entering play in aircraft or from spacecraft can do so on any turn, following the rules for transport aircraft and planetfall (see rulebook 4.2.5 and 4.4). Formations that are in reserve may not carry out any game functions or use special abilities they may have.

Victory Conditions

You must check to see if either player has won at the end of the third and fourth game turns. If neither player has won at the end of the fourth turn then the "tiebreaker" rule is used to determine the winner. Each player is trying to achieve five things known as goals. You win if you have achieved two of these goals in the end phase of turns three or four, and you have achieved more goals than your opponent. The five goals are:
Blitzkrieg, Break Their Spirit, Defend The Flag, Take And Hold, and They Shall Not Pass.

Blitzkrieg: You achieve this goal by capturing the objective that was set up on the opponent's table edge at the start of the game (i.e., the first objective each player set up).
Break Their Spirit: You achieve this goal by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, you achieve this goal by destroying any one of them.
Defend The Flag: You achieve this goal if you control all three objectives in your half of the table.
Take And Hold: You achieve this goal by capturing a total of two objectives in your opponent's half of the table.
They Shall Not Pass: You achieve this goal if there are no unbroken enemy formations in your half of the table.

If neither player has won at the end of the fourth or any subsequent turn then both players roll a D6 to see if the game carries on another turn or ends in a tiebreak. If both players roll the same number then the game carries on for another turn and the players must roll again at the end of the next turn to see if the game ends or carries on another turn, and so on. If the players roll different numbers then the game ends in a tiebreak. Each player scores a number of victory points equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken and have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's "strength" is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.

Special Rules

Brutal. After a formation with a unit(s) that are *Brutal* win an assault, but before hack downs are calculated, it gains an additional hit for the purposes of calculating hack downs. This bonus does not contribute to determining the winner of an assault. The unit is simply more effective at cutting/gunning down fleeing troops.

Allies. Armies may ally with a wide range of factions in the Heresy supplement, while some are easily incorporated into your force others have a disruptive effect on your overall strategy. Any formations from a "Disruptive" ally reduce the army's strategy rating by one (-1). Additionally, Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied force selections must comply with any restrictions within their own army lists. When including formations from an ally army list, the restrictions for Space Craft and Supreme Commanders are applied across the entire force. Only one Supreme Commander can be selected and they must come from the primary army list. For example, an allies line detachment must be purchased before you can purchase an allies support detachment.

Armorbane. Armorbane weaponry is tailored for the destruction of Armored Vehicles. Whether high-velocity sabot rounds or super hot plasma, hits generated by Armorbane weapons reduce the target's saving throw by one (-1). This modifier only applies to the hits generated using the Anti-Tank (AT), Close Combat (CC) or Firefight (FF) to hit value or the Armorbane weapon and that is allocated against Light Vehicles (LV), Armoured Vehicles (AV) or War Engines (WE). This effect is ignored when used against Infantry (INF).

Armoured Spearhead. An army with the special rule *Armoured Spearhead*, may elect to garrison one formation (AV units only) per full 2000 points regardless of the normal restrictions for unit/formation types able to garrison. These formations may be placed on overwatch but still count towards the maximum number of garrisoned units that may overwatch (normally two).

Berserk. Some units are taken with a blood rage before or during a battle, this fury makes them nearly uncontrollable, thirsting for wanton death and destruction. A unit with the *Berserk* characteristic may double it's movement distance when conducting an *Engage* order.

Chain of Command. A force with the *Chain of Command* special rule may include one *Lieutenant Commander* character upgrade in a formation per full 1000 points. The *Lieutenant Commander* does not cost any points and may only be placed in formations that can take the *Praetor* upgrade. These free upgrades count towards a formations upgrade limit and cannot be placed in a formation with another *Praetor* upgrade. If you have more *Lieutenant Commander* upgrades available than valid formations then any excess upgrades are lost.

The negative effect of such a rigid command structure is that the loss of any unit with a CH upgrade in a formation will incur a blast marker on all friendly formations within 15cm of that formation.

Demi-God. A Demi-God unit has three wounds similar to a WE, however, a Demi-God wound capacity has a number of differences to that of a WE. A Demi-God unit must maintain a 5cm unit coherency with its formation unless it possesses the Scout special rule. A Demi-God unit can be allocated hits up to its starting wound capacity. A Demi-God unit requires two blast

markers to be considered suppressed or broken. A Demi-God that loses a damage point does not incur a blast marker, however, when a Demi-God's wounds are reduced to zero, the Demi-God unit is destroyed and all friendly formation within 30cm receive two blast markers. A Demi-God unit does not suffer critical hits when it loses a wound and cannot barge other units like a WE. A Demi-God does not roll a number of hit dice equal to its wounds like a WE and cannot elect to use its FF or CC value like a WE. A Demi-God unit counts as the same unit type as their retinue for transport capacity purposes.

Exploratory Augury Web. Friendly units entering play via the *Teleport* special rule within 15cm of a friendly unit with the *Exploratory Augury Web* do not roll for blast markers.

Feedback. If a unit firing a weapon with the Feedback special rule fails to cause damage when hitting an enemy unit, roll a D6 for each successful armour save the enemy unit made. The firing unit takes a blast marker for each 1 rolled.

Ferocity. Some units are eager to engage an enemy in close quarters. A unit with the special rule, Ferocity, may add a single 5cm range increase to their countercharge move during an assault.

Fleshbane. Some weapons utilise ammunition that is exceptionally effective against infantry units or are specifically designed to rend flesh. Ammunition types might include radiological, biological or chemical munitions, while other equipment might entail serrated blades and poison. A hit generated from a "Fleshbane" weapon attack reduces the target's saving throw by one (-1). This modifier only applies to a hit generated by the Anti Personnel (AP), Close Combat (CC) or Firefight (FF) to hit value of a "Fleshbane" weapon and that is allocated against Infantry (INF) or (LV) units. This effect is ignored when hitting or allocated against Armored Vehicles (AV) or War Engines (WE).

Lance. A weapon with the *Lance* special rule is designed to destroy heavily armoured targets. An Armoured Vehicle (AV) unit with the *Reinforced Armour* special rule that is hit by a *Lance* weapon is not allowed to re-roll its saving throw. This special rule does not affect Infantry (INF) or Light Vehicles (LV) units.

Legion Astartes. Legion Astartes are renowned for their tenacity and bravery. This is represented by the following changes to the standard rules, which apply to all Legion Astartes units.

- It takes 2 Blast markers to suppress a Legion Astartes unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Legion Astartes formations are only considered broken if they have 2 blast markers per unit in the formation (as opposed to the standard blast marker per unit).
- Legion Astartes formations only count half the number of blast markers in assault resolution (rounding down – note that assault resolution will not receive +1 for having no blast markers if the formation has 1 blast marker before rounding down).
- When a broken Legion Astartes formation rallies, it receives a number of blast markers equal to the number of units, rather than half this number. Legion Astartes with the Leader special ability remove 2 blast markers instead of 1.

Macro-Weapon. Some of the weapons in Epic are extremely powerful. A unit hit by a *Macro-Weapon* is not allowed a saving throw unless they possess Reinforced Armour or an Invulnerable Save. Even then, they may not reroll the saving throw as the weapon makes a mockery of their protective systems. The Macro-Weapon (MW) effect only applies to the unit type of the corresponding "to hit" value. An Anti-Personnel with the to-hit value of AP4+, MW cannot be allocated against an Armored Vehicle (AV) and does not affect the saving throw of the AV.

Remorseless. A broken formation with *Remorseless* when attempting to rally only suffers a -1 modifier to its rally roll for being broken (not -2). (eg. A formation with an initiative rating of 1+ is broken and attempting to rally in the end phase, an opposing formation is within 30cm, the formation only requires 3+ to rally, as opposed to 4+).

Siege. Siege weapons are designed to break fortifications into rubble. A weapon with the Siege special rule gains the Macro-Weapon special rule when attacking a 0cm speed unit. Otherwise, this special rule has no effect.

Singularity. At its height, the Horus Heresy, saw both sides turn to outlawed dark age technologies. *Singularity* weapons are capable of generating a continuous discharge of energy. When rolling to hit, with a *Singularity* weapon, any unmodified to hit roll of six (6), generates an additional attack die. Successive rolls of a natural six can generate additional dice.

Sniper. There are certain units that possess excellent marksmanship skills, weapons with advanced targeting equipment or skills in dueling and assassination. When determining hits from a weapon with the "Sniper" characteristic, roll to hit separately, during step three of the Shooting Procedure or during step four of the Assault Procedure. *Sniper* attacks may be allocated against any target of the attackers choosing, as long as it is a valid target either in range and line of fire or base contact.

The Emperor's Chosen. The Legio Custodes are the Emperor's elite, forged in his image, they gain the following special rules:

- It takes 2 Blast markers to suppress a Legio Custodes unit or kill a unit in a broken formation (ignoring any leftover Blast markers).
- Legio Custodes formations are only considered broken if they have 2 blast markers per unit in the formation (as opposed to the standard one blast marker per unit).
- Legio Custodes formations only count half the number of blast markers in assault resolution (rounding down – note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down).
- When a broken Legion Custodes formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Legio Custodes with the Leader special ability remove 2 Blast markers instead of 1.
- Legio Custodes formations halve the number of hackdowns suffered when a formation loses an assault.

Void Shields. Some units are protected by void shield generators. Each void shield will stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate blast markers. Once all of the shields have been knocked down, the unit may be damaged normally and you may make saving throws against any hits that are allocated. Hits from close combat ignore void shields but units using their firefight value must first knock down any shields before they can damage the unit. Void shields that have been knocked down can be repaired. A unit can repair one downed void shield in the end phase of each turn. In addition, if a unit regroups it can use the dice roll to either repair a void shield or remove blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 blast markers or repair 1 shield and remove 1 blast marker).

Legion Astartes

Introduction

Legion Astartes armies have a strategy rating of 5 and Legion Astartes formations have an initiative rating of 1+. Up to 1/3 of the army's total points value may be spent on Allies and/or Lords of War. A player may choose to have their army represent one of the unique legions present during the Horus Heresy, a player may only select one unique Legion. The Primarch and unique unit choices become available to the player for inclusion in their army.

Special Rules

Allies. Armies may ally with a wide range of factions in the Heresy supplement, while some are easily incorporated into your force others have a disruptive effect on your overall strategy. Any formations from a "Disruptive" ally reduce the army's strategy rating by one (-1). Additionally, Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied force selections must comply with any restrictions within their own army lists. When including formations from an ally army list, the restrictions for Space Craft and Supreme Commanders are applied across the entire force. Only one Supreme Commander can be selected and they must come from the primary army list. For example, an allies line detachment must be purchased before you can purchase an allies support detachment.

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Line Detachments

A line detachment may choose up to four upgrades, each upgrade for that detachment can only be chosen once and only one transport option may be selected.

Detachment	Unit	Upgrades	Cost
Legion Tactical Detachment	8 Tactical Squads **OR** 8 Despoiler Squads	Standard Transport **OR** Drop Assault **OR** Assault Claw **OR** Heavy Transport, Centurion **OR** Praetor, Armoury Assets, Dreadnought, Rapier Battery, Support Squads, Hyperios, Tank	275 pts
Legion Terminator Detachment	4-6 Terminator units	Assault Claw **OR** Assault Ram **OR** Heavy Transport **OR** Teleport, Centurion **OR** Praetor, Armoury Assets, Dreadnought, Hyperios, Tank	75 pts each
Legion Assault Marine Detachment	8 Assault Squads	Drop Assault, Centurion **OR** Praetor	300 pts
Legion Breacher Detachment	8 Breacher Squads	Drop Assault **OR** Assault Claw **OR** Assault Ram **OR** Heavy Transport, Centurion **OR** Praetor, Armoury Assets, Dreadnought, Hyperios, Tank	300 pts

Support Detachments

Three support detachments may be chosen for each line detachment selected. A detachment may choose up to four upgrades, each upgrade for that detachment can only be chosen once and only one transport option may be selected.

Detachment	Unit	Upgrades	Cost
0-1 Legion Artillery Battery (per full 2000 pts)	4 Medusa **OR** 4 Basilisk **OR** 4 Whirlwind units	Hyperios	Medusa 250 pts Whirlwinds 300 pts Basilisks 325pts
Legion Assault Marine Squad	4 Assault Squads	Drop Assault, Centurion	175 pts
Legion Breacher Marine Squad	4 Breacher Squads	Drop Assault **OR** Assault Claw **OR** Assault Ram **OR** Heavy Transport, Centurion	225 pts
Legion Dreadnought Talon	4-6 Dreadnought units of any configuration	Drop Assault, Centurion	50 pts each
Legion Leviathan Dreadnought Talon	3 Leviathan Pattern Siege Dreadnought units of any configuration	Drop Assault, Centurion	75 pts each
0-1 Legion Destroyer Detachment (per full 4000 pts)	4 Destroyer Squad units	Drop Assault, Centurion	225 pts

Legion Contemptor Dreadnought Talon	4-6 Contemptor Dreadnought units of any configuration	Drop Assault, Centurion, Armoury Assets	60 pts each
Legion Javelin Attack Squadron	5 Javelin Attack Speeder units of any configuration	Centurion	250 pts
Legion Land Speeder Squadron	5 Land Speeder units of any configuration	Centurion	200 pts
Legion Land Raider Squadron	4-6 Land Raider Phobos **OR** Proteus units	Centurion, Armoury Assets, Hyperios	80 pts each
Legion Outrider Detachment	5 Outrider Bike units **OR** 5 Attack Bike units	Centurion	175 pts
Legion Predator Strike Squadron	4-6 Predator units	Centurion, Armoury Assets, Hyperios	60 pts each
Legion Rapier Weapons Battery	6 Rapier units of any configuration	Drop Assault	240 pts
Legion Reconnaissance Squad	4 Reconnaissance Squads units	Standard Transport **OR** Drop Assault **OR** Assault Claw, Centurion	150 pts
Legion Sicaran Battle Squadron	4-6 Sicaran units of any configuration	Centurion, Hyperios	75 pts each
Legion Sabre Strike Squadron	4 Sabre Strike Tanks	Centurion	275 pts
Legion Sky Hunter Attack Squadron	5 Scimitar Jet Bike units	Centurion	175 pts
Legion Storm Eagle Attack Wing	1-3 Storm Eagle Attack Ship units	-	125 pts each
0-1 Legion Spacecraft	1 Strike Cruiser **OR** 1 Battle Barge	-	Strike Cruiser 200 pts Battle Barge 300 pts
Legion Thunderhawk Gunship	1 Thunderhawk Gunship unit	-	250 pts
Legion Thunderhawk Transport Wing	1-3 Thunderhawk Transporter units	-	100 pts each
Legion Vindicator Squadron	4-6 Vindicator Siege units	Centurion, Armoury Assets, Hyperios	50 pts each

Lords of War

Detachment	Unit	Upgrades	Cost
Legion Gunship Wing	2 Fire Raptor units	-	300 pts
Legion Interceptor Attack Wing	2 Xiphon Interceptor units	-	250 pts
Legion Stormbird	1 Stormbird Heavy Attack Ship	-	450 pts
Legion Super Heavy Tank	1 Fellblade unit **OR** 1 Glaive unit	-	250 pts
Legion Super Heavy Tank Destroyer	1 Falchion unit	-	300 pts
Legion Super Heavy Tank Battery	3 Typhon Heavy Siege Tank **OR** 3 Cerberus Tank Destroyer units	-	400 pts

Upgrades

Name	Description	Cost
Armoury Assets	Upgrade 1-2 of the following units in the upgraded formation: Predator to Infernus **OR** Executioner **OR** Whirlwind Scorpius Land Raider Proteus **OR** Phobos to Land Raider Achilles Contemptor Dreadnought to Deredeo Dreadnought Vindicator to Vindicator Laser Destroyer	20 pts each 25 pts each 40 pts each 20 pts each
Assault Claw	Add enough Kharybdis Assault Claws to transport the entire formation	75 pts each
Assault Ram	Add enough Caestus Assault Rams to transport the entire formation	50 pts each
Centurion	Add 1 Librarian **OR** 1 Chaplain **OR** 1 Champion	50 pts
Dreadnought	Add 1-2 Dreadnought **OR** Contemptor Dreadnought **OR** Deredeo Dreadnought **OR** Leviathan Dreadnought in any configuration	Dreadnought 50 pts each Contemptor 60 pts each Deredeo 100 pts each Leviathan 100 pts each
Drop Assault	Transport the entire formation in Drop Pods	0 pts
Heavy Transport	Add enough Land Raider Proteus **OR** Land Raider Phobos **OR** Spartan Assault Tanks **OR** Mastodon Heavy Assault Transports to transport the entire formation	Phobos 75 pts each Proteus 75 pts each Spartan Tank 125 pts each Mastodon 200 pts each
Hyperios	Add 1 Hyperios Whirlwind unit	75 pts
Praetor	Add 1 Lord Commander **OR** Lieutenant Commander *Note. You cannot take a Lord Commander if your army includes a Primarch.*	Lieut Commander 50 pts Lord Commander 100 pts
Rapier Battery	Add 1-4 Rapier units in any configuration	50 pts each
Support Squads	Add 1-4 Tactical Support **OR** 1-4 Heavy Support units	Tactical Support 25 pts each Heavy Support 50 pts each
Standard Transport	Add enough Rhino Armoured Carriers to transport the entire formation after all other upgraders have been selected	0 pts
Tank	Add 1-2 Vindicator **OR** Sicaran **OR** Predator **OR** Typhon **OR** Cerberus units	Vindicator 50 pts each Predator 60 pts each Sicaran 80 pts each Typhon 150 pts each Cerberus 150 pts each
Teleport	Add the Teleport special rule to each INF unit in the formation	50 pts

Allies

Cohesive: Legio Titanicus

Disruptive: Daemons Of The Ruinstorm, Imperial Militia, Solar Auxilia, Knight Household or Mechanicum Taghmata

Sons of Horus

"For a warrior, the only crime is cowardice."

Horus Lupercal

In the case of the Sons of Horus, the combat doctrines of this most aggresive Legion were those of the application of overwhelming force directed to where the foe was weakest. These shattering blows were used to utterly destroy enemy command cadres, vital strategic support structures and wreak terrible slaughter upon the pride of an enemy's forces, often turning the tide of an entire conflict with a single, well placed and savage attack. Even on a personal level, the Sons of Horus took this merciless doctrine to heart and, like the wolves they were once named for, were swift to exploit a foe's weakness, surrounding and brutally tearing apart an outnumbered or exposed enemy before they could recover from the shock of an assault.

7.1 Sons of Horus Line Detachments			
Detachment	Units	Upgrades	Cost
0-1 Reaver Attack Detachment (per full 2000 pts)	6 Reaver Attack Squad units	Standard Transport **OR** Drop Assault **OR** Assault Claw **OR** Heavy Transport, Centurion **OR** Praetor, Tank	300 pts

7.2 Sons of Horus Support Detachments			
Detachment	Units	Upgrades	Cost
0-1 Destroyer Detachment (per full 2000 pts)	4 Destroyer Squad units	Drop Assault, Centurion	225 pts
0-1 Justaerin Terminator Detachment (per full 2000 pts)	4 Justaerin Terminator Squad units	Heavy Transport **OR** Teleport **OR** Assault Ram, Centurion **OR** Praetor, Tank	350 pts

7.3 Sons of Horus Lord of War			
Detachment	Units	Upgrades	Cost
0-1 Horus Lupercal, the Warmaster	1 Horus Lupercal unit and 3 Terminator units	Assault Claw **OR** Heavy Transport **OR** Teleport, Tank, Armoury Assets, Hyperios	450 pts

7.4 Sons of Horus Allies

Allies

Cohesive Allies: Legio Titanicus, Imperial Militia, Solar Auxilia

Disruptive Allies: Daemons Of The Ruinstorm, Mechanicum Taghmata, Knight Household

Legion Astartes Reference List

Infantry & Character Units

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Champion	CH	-	-	-	-	Charnabal Sabre	(base contact)	(assault weapons) *Sniper, Fleshbane, EA(+1)*	*Invulnerable Save, Leader*
Chaplain	CH	-	-	-	-	Crozius Arcanum	(base contact)	(assault weapons) *Fleshbane, EA(+1)*	*Invulnerable Save, Inspiring, Leader*
Librarian	CH	-	-	-	-	Force Weapon Smite	(base contact) (15cm)	(assault weapons) MW, EA(+1) (small arms) MW, EA(+1)	*Invulnerable Save, Leader*
Lieutenant Commander	CH	-	-	-	-	Paragon Blade	(base contact)	(assault weapons) *Fleshbane, EA(+1)*	*Invulnerable Save, Commander*
Lord Commander	CH	-	-	-	-	Paragon Blade	(base contact)	(assault weapons) *Fleshbane, EA(+1)*	*Invulnerable Save, Supreme Commander*
Assault Squad	INF	30cm	4+	3+	5+	Chainswords	(base contact)	(assault weapons)	*Jump Packs*
Breacher Squad	INF	15cm	3+	4+	4+	Melta-cutters	(base contact)	(assault weapons) *Armorbane, Lance*	
Despoiler Squad	INF	15cm	4+	3+	5+	Chainswords & Bolt Pistols	(base contact)	(assault weapons)	*Counts as Tactical Squad for transport capacity purposes.*
Destroyer Squad	INF	30cm	4+	3+	4+	Assault Launcher	15cm	AP4+, *Fleshbane*	*Jump Packs. Count as Assault Squad for transport capacity purposes.*

Heavy Support Squad	INF	15cm	4+	5+	3+	Heavy Weapons Flak Missiles	45cm 30cm	2 x AP5+/AT6+ AA6+	*Count as Tactical Squad for transport capacity purposes.*
Outrider Squad	INF	35cm	4+	3+	4+	Chainswords	(base contact)	(assault weapons)	*Mounted, Scout*
Rapier	INF	10cm	4+	6+	5+	Laser Destroyer **OR** Quad Mortar **OR** Quad Heavy Bolter **OR** Graviton Cannon	45cm 45cm 30cm 45cm	AP6+/AT4+ AP5+/AT6+, *Indirect Fire, Disrupt* 2 x AP4+ AP5+/AT5+, *Disrupt*	*Mounted. A Legion Rapier must select* **one** *weapon system before the start of the game.*
Reconnaissance Squad	INF	15cm	4+	4+	5+	Sniper Rifles	30cm	AP5+, *Sniper, Fleshbane*	*Scout, Infiltrator. Count as Tactical Squad for transport capacity purposes.*
Tactical Squad	INF	15cm	4+	4+	4+	Boltguns	(15cm)	(small arms)	-
Tactical Support Squad	INF	15cm	4+	4+	4+	Special Weapons	15cm **AND** (15cm)	2 x AP4+, *Ignore Cover* **AND** (small arms) *Ignore Cover,* EA(+1)	*Count as Tactical Squad for transport capacity purposes.*
Terminators	INF	15cm	4+	3+	3+	Power Fists Reaper Autocannon	(base contact) 30cm	(assault weapons) MW, EA(+1) 2 x AP4+/AT6+	*Reinforced Armour, Thick Rear Armour.*

Light & Armoured Vehicles

Name	Speed	Type	Arm	CC	FF	Weapons	Range	Firepower	Notes
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Scimitar Jetbike	LV	35cm	5+	5+	5+	Plasma Cannon	30cm	AP5+/AT5+, *Fleshbane*	*Skimmer.*
Land Speeder	LV	35cm	5+	5+	5+	Multi-Melta **OR** Plasma Cannon Heavy Bolter	15cm **AND** (15cm) **OR** 30cm **AND** 30cm	AP5+/AT5+, MW **AND** (small arms) MW, **OR** AP5+/AT5+, *Fleshbane* **AND** AP5+	*Scout, Skimmer. A Land Speeder must select either a Multi-Melta OR Plasma Cannon & Heavy Bolter weapon system before the start of the game.*
Javelin Attack Speeder	LV	35cm	4+	6+	5+	TL Lascannon **OR** TL Cyclone Missile Launcher Heavy Bolter	45cm **OR** 45cm 30cm	AT4+**OR** AP3+/AT5+ AP5+	*Scout, Skimmer. A Javelin Attack Speeder must select either a TL Lascannon **OR** TL Cyclone Missile Launcher weapon variant before the start of the game.*
Arquitor Bombard	AV	35cm	5+	6+	5+	Spicula Rocket System Heavy Bolter	30cm 30cm	D3 x AP5+/AT5+ AP5+	*Reinforced Armour.*
Basilisk	AV	35cm	5+	6+	5+	Earthshaker Cannon Heavy Bolter	120cm 30cm	AP4+/AT4+ **OR** 1BP, *Indirect Fire* AP5+	
Caestus Assault Ram	AV	35cm	5+	6+	4+	Firefury Missile Magna Melta	30cm 15cm **AND** (15cm)	1 BP, Single Shot AP3+/AT3+, MW **AND** (small arms) MW	*Planetfall, Reinforced Armour, Skimmer, Transport: May carry 2 Breacher Marine units **OR** 2 Terminator units*

Unit	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Contemptor Dreadnought	AV	15cm	3+	4+	4+	Close Combat Weapon TL Heavy Bolter Plasma Cannon Heavy Conversion Beamer Kheres Assault Cannon TL Autocannon Multi-Melta TL Lascannon Havoc Launcher	(base contact) 30cm 30cm 30cm 30cm 45cm 15cm 45cm 45cm	(assault weapons) MW, EA(+1) AP4+ AP5+/AT5+, *Fleshbane* AP5+/AT6+, *Disrupt* AP4+/AT5+ AP5+/AT6+ AP5+/AT5+, MW **AND** (small arms) MW AT4+ AP5+	*Invulnerable Save, Walker. A Contemptor Dreadnought must select two arm mounted weapons at no extra cost before the start of the game.* *A Contemptor Dreadnought may take a carapace mounted Havoc Launcher at an extra 5 pts per unit.*
Damocles Command Rhino	AV	30cm	5+	6+	6+	Combi-bolter	(15cm)	(small arms)	*Commander, Transport: May carry two Tactical units.*
Deredeo Dreadnought	AV	15cm	3+	5+	3+	TL Heavy Bolter Aiolos Missile Launcher Helitical Targeting Array Anvilus Autocannon Battery **OR** Hellfire Plasma Cannon	30cm 45cm 30cm 45cm **OR** 30cm	AP4+ AP5+/AT6+, *Disrupt* 2 x AA5+ 2 x AP5+/AT5+ **OR** AP4+/AT4+, *Fleshbane*	*Invulnerable Save, Walker. A Deredeo Dreadnought must select either an Autocannon Battery **OR** Hellfire Plasma Cannon variant before the start of the game.*
Dreadnought	AV	15cm	3+ 3+	5+ 4+	4+ 5+	TL Lascannon TL Missile Launcher **OR** Power Fist TL Autocannon	45cm 45cm **OR** (base contact) 45cm	AT4+ AP4+/AT5+ **OR** (assault weapons) MW, EA(+1) AP5+/AT6+	*Walker. A Dreadnought must select either a TL Lascannon / Missile Launcher **OR** TL Autocannon / Power Fist variant before the start of the game.*
Kharybdis Assault Claw	AV	35cm	4+	5+	5+	Storm Launcher Melta Ram Heat Blast	30cm (base contact) (15cm)	3 x AP5+/AT6+, *Single Shot* (assault weapons) MW (small arms) *Ignore Cover*	*Planetfall, Skimmer, Transport: May carry 4 of the following Tactical, Breacher, Assault, Rapier **OR** 2 Terminators **OR** 1 Dreadnought.*

Unit	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Land Raider Achilles	AV	25cm	3+	6+	4+	Achilles Quad Mortar 2 x TL Multi-Melta **OR** 2 x TL Volkite Culverin	45cm 15cm **AND** (15cm) **OR** 45cm	AP4+/AT4+ AP4+/AT4+, MW **AND** (small arms) MW **OR** AP4+, *Disrupt*	*Reinforced Armour, Thick Rear Armour, Transport: May carry 1 of the following Tactical, Breacher **OR** 1 Terminator. A Land Raider Achilles must select either 2 x Volkite Culverins **OR** 2 x Multi-Meltas before the start of the game.*
Land Raider Phobos	AV	25cm	4+	6+	4+	2 x TL Lascannons Heavy Bolter	45cm 30cm	AT4+ AP5+	*Reinforced Armour, Thick Rear Armour, Transport: May carry 2 of the following Tactical, Breacher **OR** 1 Terminator.*
Land Raider Proteus	AV	25cm	4+	6+	4+	2 x TL Lascannons	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Exploratory Augury Web, Transport: May carry 2 of the following Tactical, Breacher **OR** 1 Terminator.*
Leviathan Siege Dreadnought	AV	15cm	4+	4+	4+	Siege Claw Siege Drill Cyclonic Melta Lance Storm Cannon Grav-flux Bombard	(base contact) (base contact) 15cm **AND** (15cm) 15cm 15cm	(assault weapons) *Siege, Armorbane* (assault weapons) *Siege, EA(+2)* AP5+/AT3+, MW **AND** (small arms) MW, EA(+1) AP4+/AT5+ AP3+/AT3+, *Disrupt*	*Reinforced Armour, Invulnerable Save, Walker. A Leviathan Siege Dreadnought must select two arm mounted weapons at no extra cost before the start of the game.*
Medusa	AV	20cm	5+	6+	5+	Medusa Siege Cannon Heavy Bolter	30cm **AND** (15cm) 30cm	AP4+/AT4+, MW, *Indirect Fire* **AND** (small arms) MW AP5+	

Unit	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Predator	AV	30cm	4+	6+	3+ OR 5+	TL Lascannon **OR** Predator Cannon **OR** Flamestorm Cannon **AND** 2 x Heavy Bolters **OR** 2 x Lascannon **OR** 2 x Heavy Flamers	45cm **OR** 45cm **OR** 30cm **AND** (15cm) **AND** 30cm **OR** 45cm **OR** 15cm **AND** (15cm)	AT4+, **OR** AP5+/AT5+ **OR** AP3+, *Ignore Cover* **AND** (small arms) *Ignore Cover* **AND** AP5+ **OR** AT5+ **OR** AP4+, *Ignore Cover* **AND** (small arms) *Ignore Cover*	*A Legion Predator must select either a TL Lascannon* **OR** *Predator Cannon* **OR** *Flamestorm Cannon. A Legion Predator must also select either Heavy Bolters* **OR** *Lascannons* **OR** *Heavy Flamers for its side sponsons. Heavy Flamers and Heavy Bolters convey a FF value of 3+. You must select all weapon options before the start of the game.*
Predator Executioner	AV	30cm	4+	6+	5+	Plasma Destroyer **OR** Heavy Conversion Beamer 2 x Lascannons	45cm **OR** 75cm 45cm	AP4+/AT4+, *Fleshbane* **OR** AT2+ AT5+	*A Legion Predator Executioner must select either a Plasma Destroyer OR Heavy Conversion Beamer before the start of the game.*
Predator Infernus	AV	30cm	4+	6+	5+	Magma Melter 2 x Heavy Bolter	15cm **AND** (15cm) 30cm	AP3+/AT3+, MW **AND** (small arms) MW AP5+	
Rhino Armoured Carrier	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	(small arms)	*Transport: May carry 2 Tactical Squad units.*
Sabre Strike Tank	AV	35cm	5+	6+	5+	Volkite Saker Sabre Missiles	15cm 30cm	2 x AP3+, *Fleshbane, FxF* AT4+, *FxF*	*Reinforced Armour.*
Sicaran Battle Tank	AV	35cm	5+	6+	3+	Accelerator Cannon 3 x Heavy Bolter	45cm 30cm	2 x AP4+/AT5+ AP5+	*Reinforced Armour*
Sicaran Venator	AV	35cm	5+	6+	5+	Neutron Beam 2 x Lascannon	30cm 45cm	AP5+/AT4+, *Armorbane, Disrupt, FxF* AT5+	*Reinforced Armour*
Sicaran Omega Tank Destroyer	AV	35cm	5+	6+	5+	Omega Plasma Array 2 x Lascannon	30cm 45cm	2 x AT3+, *Armorbane, Lance* AT5+	*Reinforced Armour.*

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Vindicator	AV	25cm	4+	6+	4+	Demolisher Cannon	30cm **AND** (15cm)	AP3+/AT4+, *Ignore Cover* AND (small arms) *Ignore Cover*	*Walker.*
Vindicator Laser Destroyer	AV	25cm	4+	6+	5+	Laser Destroyer Array	60cm	AP6+/AT3+, *Armorbane*	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Vengeance & Castellan Missiles	45cm	BP 1, *Ignore Cover, Indirect Fire*	-
Whirlwind Hyperios	AV	30cm	5+	6+	5+	Hyperios Launcher	60cm	AT4+/AA4+	-
Whirlwind Scorpius	AV	30cm	5+	6+	5+	Scorpius Multi Launcher	45cm	2 x AP5+/AT5+, *Indirect Fire*	-

War Engines

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Cerberus Tank Destroyer	WE	25cm	4+	6+	5+	Neutron Laser Battery 2 x Lascannon	60cm 45cm	2 x AT3+, *Armorbane, Disrupt, Feedback,* FxF AT5+	*DC2, Reinforced Armour.*
Falchion Super Heavy Tank Destroyer	WE	20cm	4+	6+	6+	TL Volcano Cannon 2 x Quad Lascannon	90cm 45cm	AP2+/AT2+, MW, TK(D3+1) FxF 2 x AT4+	*DC4, Reinforced Armour.*
Fellblade Super Heavy Tank	WE	20cm	4+	5+	5+	Fellblade Cannon 2 x Quad Lascannon TL Heavy Bolter Demolisher Cannon	75cm 45cm 30cm 30cm	AP2+/AT2+, MW, TK 2 x AT4+ AP4+, FxF AP3+/AT4+, *Disrupt, Ignore Cover,* FxF	*DC4, Reinforced Armour.*

Glaive Super Heavy Tank	WE	20cm	4+	6+	4+	Volkite Carronade 2 x Quad Lascannon TL Heavy Bolter	45cm **AND** (15cm) 45cm 30cm	4 x AP3+/AT5+, *Disrupt, Ignore Cover* **AND** (small arms) *Ignore Cover* 2 x AT4+ AP4+	*DC4, Reinforced Armour, Thick Rear Armour.*
Spartan Assault Tank	WE	25cm	4+	6+	5+	2 x Quad Lascannon TL Heavy Bolter	45cm 30cm	2 x AT4+ AP4+, FxF	*DC2, Reinforced Armour, Thick Rear Armour, Transport: May carry four of the following units Tactical, Breacher **OR** 2 Terminators. Critical Hit: Unit is destroyed and all units within 5cm suffer a standard hit on a 6+*
Mastodon Heavy Assault Transport	WE	20cm	4+	5+	4+	Siege Melta Array 2 x Lascannon 2 x Heavy Flamer Skyreaper Battery	(base contact) 45cm (1 R, 1 L) 15cm (1 R, 1 L) 30cm	(assault weapons) MW, EA(+2) AT5+ AP4+, *Ignore Cover* 2 x AP4+/AT5+/AA5+	*DC4, 2 Void Shields, Reinforced Armour, Thick Rear Armour, Transport: May carry eight of the following units Tactical, Breacher **OR** 4 Terminators **OR** 2 Dreadnoughts and 4 Tacticals. A Mastodon may exchange its Skyreaper Battery for a Command Relay. A Mastodon with a Command Relay has the Exploratory Augury Web special rule.*
Typhon Siege Tank	WE	25cm	4+	6+	5+	Dreadhammer Siege Cannon 2 x Heavy Bolter	30cm **AND** (15cm) 30cm	3BP, *Indirect Fire, Ignore Cover, FxF* AND (small arms) *Ignore Cover* AP5+	*DC2, Reinforced Armour.*

Aircraft & Spacecraft

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Xiphon Interceptor	AC	Fighter	5+	-	-	2 x TL Lascannons Rotary Missile Launcher	30cm 45cm	AT4+/AA5+, *FxF* AT5+, *FxF*	
Fire Raptor Gunship	AC	Fighter-Bomber	5+	-	-	TL Avenger Bolt Cannon Hellstrike Missile Pod 2 x Quad Heavy Bolter **OR** 2 x Reaper Autocannon Battery	30cm 45cm 15cm **OR** 30cm	2 x AP2+/AT5+, *FxF* 2 x AT4+, *Fwd* AP4+/AA6+ (*1 R, 1 L*) **OR** AP5+/AT6+ (*1 R, 1 L*)	*Reinforced Armour. A Fire Raptor must select either Quad Heavy Bolters **OR** Reaper Autocannons before the start of the game.*
Sokar Pattern Storm Bird Heavy Attack Ship	AC/WE	Bomber	4+	6+	4+	Dreadstrike Missile Array 4 x TL Lascannons 3 x TL Heavy Bolter	45cm 30cm 15cm	4 x AT4+ AT4+/AA4+ AP4+, *FxF*	*DC4, Planetfall, Reinforced Armour, 1 Void Shield. Transport: May carry 10 of the following units Tactical, Breacher, Assault, Terminator, Outrider Squad, Dreadnought units, plus non WE transports. Dreadnoughts and Terminators take up 2 spaces each.*
Storm Eagle Attack Ship	AC/WE	Fighter-Bomber	5+	6+	5+	Hellstrike Missile Pod Vengeance Launcher TL Heavy Bolter	45cm 45cm 30cm	2 x AT4+ 1 BP, *FxF* AP4+/AA5+	*DC1, Planetfall, Reinforced Armour, Transport: May carry 4 of the following units, Tactical, Breacher, Assault **OR** 2 Terminators.*
Thunderhawk Gunship	AC/WE	Bomber	4+	6+	4+	Thunderhawk Cannon **OR** Thunderhawk Laser Destroyer TL Lascannon 2 x TL Heavy Bolter TL Heavy Bolter TL Heavy Bolter	60cm **OR** 45cm 45cm 30cm 15cm 15cm	AP3+/AT3+ **OR** 2 x AP6+/AT3, *Armorbane, FxF* AT4+/AA5+, *FxF* AP4+, *FxF* AP4+, *RF* AP4+, *LF*	*DC2, Planetfall, Reinforced Armour, Transport: May carry 8 of the following units, Tactical, Breacher, Assault **OR** 4 Terminators **OR** 5 Outrider Squads.*

Unit	Type						Weapons	Range	Firepower	Notes
Thunderhawk Transporter	AC/WE	Bomber	4+	6+	4+		2 x TL Heavy Bolter	15cm	AP4+/AA5+	*DC2, Planetfall, Reinforced Armour, Transport: May carry 2 of the following units Rhino Armoured Carrier, Medusa, Basilisk, Sicaran, Predator, Vindicator, Basilisk **OR** 1 Land Raider Phobos/Proteus.*
Strike Cruiser	SC	-	-	-	-		Orbital Bombardment	-	5BP, MW	*Transport: May carry 20 of the following units; Tactical, Breacher, Assault, Rapier, Outrider Bike, Terminator. Additionally, 20 of the following units; Dreadnoughts, Rhinos, Land Raiders, Whirlwinds, Basilisk, Medusa, Sicaran, Predators or Vindicators; plus 6 Thunderhawks, 2 Storm Birds and enough Assault Rams, Assault Claws, Drop Pods or Storm Eagles to carry any other units on board.*
Battle Barge	SC	-	-	-	-		Orbital Bombardment	-	14BP, MW	*Slow and Steady: May not be used on the first turn of a battle unless the scenario specifically says otherwise. Transport: May carry 60 of the following units; Tactical, Breacher, Assault, Rapier, Outrider Bike, Terminator. Additionally, 60 of the following units; Dreadnoughts, Rhinos, Land Raiders, Whirlwinds, Basilisk, Medusa, Sicaran, Predators or Vindicators; plus 9 Thunderhawks, 4 Storm Birds and enough Assault Rams, Assault Claws, Drop Pods or Storm Eagles to carry any other units on board.*

Sons of Horus

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Reaver Attack Squad	INF	15cm	4+	4+	4+	Signum Bolt Pistols	(15cm)	(small arms) *Sniper*	*Infiltrator. Count as Tactical Marines for transport capacity purposes.*
Justaerin Terminator Squad	INF	15cm	4+	3+	4+	Power Fists Multi-Melta	(base contact) 15cm **AND** (15cm)	(assault weapons) MW, EA(+1) AP4+/AT4+, MW **AND** (small arms) MW, EA(+1)	*Reinforced Armour, Thick Rear Armour.*
Horus Lupercal, Breaker of Tyrants	INF	15cm	3+	3+	3+	World Breaker Warmaster's Talon	(base contact) (base contact) **OR** (15cm)	(assault weapons) MW, TK(1) (assault weapons) MW, EA(+2) **OR** (small arms) EA(+2)	*Demi-God, Reinforced Armour, Thick Rear Armour, Fearless, Supreme Commander, Inspiring, Invulnerable Save(6+).*

Solar Auxilia

Introduction

Solar Auxilia armies have a **Strategy Rating of 3**. All formations have an **Initiative rating of 2+**. Two Solar Auxilia Support Detachments may be chosen for each Solar Auxilia Line Detachment. Each detachment may purchase up to three upgrades, each upgrade can only be chosen once per detachment.
Up to 1/3 of the army's points may be spent on Allies or Lords Of War.

Special Rules

Transports

Dracosan Armoured Transport and Stormlord units may only transport units from their own formation. I.e. the rules for War Engine transports do not apply to them when using the Solar Auxilia army list.

Legate Commander

A Solar Auxilia army may include one Legate Commander character per 500 points, or part thereof, in the army. The Legate Commanders do not cost any points. Legate Commander units may be added to the army at the start of the battle before either side sets up. If the army includes a Lord Marshall, then the first Legate Commander must be attached to the Lord Marshall's formation. Any further Legate Commanders may be attached to any other formations. You may not include more than one Legate Commander per formation. You may not add a Legate Commander to an Imperial Navy or allied formation. If you have more Legate Commanders than formations, any excess is lost.

Allies

Allies. Armies may ally with a wide range of factions in the Heresy supplement, while some are easily incorporated into your force others have a disruptive effect on your overall strategy. Any formations from a "Disruptive" ally reduce the army's strategy rating by one (-1). Additionally, Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied force selections must comply with any restrictions within their own army lists. When including formations from an ally army list, the restrictions for Space Craft and Supreme Commanders are applied across the entire force. Only one Supreme Commander can be selected and they must come from the primary army list. For example, an allies line detachment must be purchased before you can purchase an allies support detachment.

Solar Auxilia Line Detachments

Detachment	Unit	Upgrades	Cost
0-1 Solar Auxilia Command Retinue	1 Lord Marshall unit and 7 Veletaris Storm units of any type	Infantry Support Tank, Ogryn Charonite Squad, Solar Auxilia Support, Transport	300 pts
Solar Auxilia Strike Squadron	6 Leman Russ Battle Tank or Leman Russ Exterminator units (of any type)	Vanquisher	350 pts
Solar Auxilia Infantry Tercio	1 Auxilia Tactical Command Section unit and 7 Solar Auxilia Infantry Section units	Infantry Support Tank, Ogryn Charonite Squad, Rapier Battery, Solar Auxilia Support, Transport	150 pts
Solar Auxilia Veletaris Storm Cohort	1 Auxilia Tactical Command Section and 7 Veletaris Storm units	Infantry Support Tank, Ogryn Charonite Squad, Transport	200 pts

Solar Auxilia Support Detachments

Detachment	Unit	Upgrades	Cost
0-1 Solar Auxilia Orbital Support	1 Emperor Class Battleship **OR** Dauntless Class Light Cruiser		Emperor 300 pts or Dauntless 150 pts
Solar Auxilia Artillery Tank Battery	3 Basilisk **OR** Bombard **OR** Medusa units		250 pts
Solar Auxilia Malcador Squadron	5 Malcador Heavy Tank or Malcador Infernus Special Weapons Tank units in any combination		350 pts
Solar Auxilia Super Heavy Tank	1 Baneblade **OR** 1 Shadowsword **OR** 1 Stormsword **OR** 1 Stormblade **OR** 1 Stormhammer unit		200 pts
Solar Auxilia Super Heavy Tank Squadron	3 Baneblade **OR** 3 Shadowsword **OR** 3 Stormsword **OR** 3 Stormblade **OR** 3 Stormhammer units		500 pts

Solar Auxilia Close Support Squadron	3 Leman Russ Demolisher or Leman Russ Incinerator units in any combination	Executioner	200 pts
Solar Auxilia Tarantula Battery	4 Tarantula units and 1 Tarantula Hyperios unit		125 pts

Upgrades

Name	Description	Cost
Solar Auxilia Support	Add 4 Auxilia Flamer Section or Veletaris Storm units in any combination	+75 pts
Executioner	Upgrade one Leman Russ unit to a Leman Russ Executioner	+25 pts
Infantry Support Tank	Add 1-2 Leman Russ Demolisher or Malcador Infernus tanks (of any type)	+50 pts each
Ogryn Charonite Squad	Add 2 Ogryn Charonite units	+75 pts
Rapier Battery	Add 4 Solar Auxilia Rapier Platform units	+100 pts
Transport	Add enough Dracosan Armoured Transport **OR** Stormlord **OR** Arvus Lighter Orbital Shuttle units to transport the entire detachment (of any type)	+75 pts per Dracosan **OR** +200 pts per Stormlord **OR** +25 pts per Arvus Lighter
Vanquisher	Upgrade one Leman Russ unit to a Leman Russ Vanquisher	+25 pts

Lords of War

Detachment	Unit	Cost
Solar Auxilia Avenger Wing	2 Avenger Strike Fighter units	250 pts
Solar Auxilia Primaris-Lightning Wing	2 Primaris-Lightning Fighter units	225 pts

Allies

Cohesive allies: Legio Titanicus, Legion Astartes, Knight Household

Disruptive allies: Mechanicum Taghmata, Daemons Of The Ruinstorm

Solar Auxilia Reference List

Infantry & Character Units

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Legate Commander	CH	-	-	-	-	Power Fist	(base contact)	(assault weapons) EA(+1), MW	Leader, Inspiring
Lord Marshall	INF	15cm	5+	5+	4+	Archeotech Pistol Volkite Chargers	(15cm) 15cm	(small arms) EA(+1), MW AP5+/AT6+	Supreme Commander, Invulnerable Save
Ogryn Charonite Squad	INF	15cm	3+	3+	5+	Charonite Claws	(base contact)	(assault weapons) EA(+1), MW	-
Solar Auxilia Rapier Platform	INF	10cm	6+	6+	5+	Laser Destroyer **OR** Quad Mortar **OR** Quad Heavy Bolter	45cm 45cm 30cm	AP6+/AT4+ AP5+/AT6+, *Indirect Fire, Disrupt* 2 x AP4+	Mounted. A Solar Auxilia Rapier platform must select one weapon system before the start of the game. All platforms in a single detachment must select the same weapon system.
Solar Auxilia Command Section	INF	15cm	5+	6+	5+	Plasma Guns	15cm	AP5+/AT5+	Commander.
Solar Auxilia Infantry Section	INF	15cm	5+	6+	5+	Las-rifles	(15cm)	(small arms)	
Solar Auxilia Close Support Section	INF	15cm	5+	6+	4+	Flamers	15cm AND (15cm)	AP5+, Ignore Cover **AND** (small arms) Ignore Cover	

| Veletaris Storm Section | INF | 15cm | 5+ | 5+ 4+ | 4+ 6+ | Volkite Chargers OR Power Axes | (15cm) (base contact) | AP5+/AT6+ (assault weapons) MW | Veletaris Storm Sections are all armed with either Volkite Chargers OR Power Axes, choose one option before the game. |

Light Vehicles

Name	Speed	Type	Arm	CC	FF	Weapons	Range	Firepower	Notes
Tarantula	LV	Immobile	6+	6+	5+	TL Heavy Bolter	30cm	AP4+	Teleport, Scout.
Tarantula Hyperios	LV	Immobile	6+	6+	5+	Missile Rack	30cm	AA4+	Teleport, Scout.

Armoured Vehicles

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Arvus Lighter Orbital Shuttle	AV	30cm	5+	-	6+	Multi-Laser	(15cm)	(small arms)	Skimmer, Planetfall. Transport: May carry two infantry units (Ogryn Charonite and Rapier Platforms take up two spaces each).
Malcador Heavy Tank	AV	15cm	4+	6+	5+	2 x Autocannons Battlecannon Heavy Bolter	45 cm 75 cm 30cm	AP5+/AT6+ AP4+/AT4+ AP5+	Reinforced Armour, Thick Rear Armour.
Malcador Infernus Special Weapons Tank	AV	20cm	4+	6+	3+	Infernus Cannon 2 x Autocannons	30cm 45cm	AP3+ AP5+/AT6+	Reinforced Armour, Thick Rear Armour.
Leman Russ Battle Tank	AV	25cm	4+	6+	5+	Battlecannon Lascannnon	75cm 45cm	AP4+/AT4+ AT5+	Reinforced Armour.

Leman Russ Demolisher	AV	20cm	4+	6+	4+	Demolisher Cannon Lascannon	30cm **AND** (15cm) 45cm	AP3+/AT4+, Ignore Cover AT5+	Reinforced Armour, Thick Rear Armour.
Leman Russ Exterminator	AV	25cm	4+	6+	4+	TL Autocannon Heavy Bolter	45cm 30cm	AP4+/AT5+ AP5+	Reinforced Armour.
Leman Russ Executioner	AV	20cm	4+	6+	5+	Plasma Cannon Lascannon	45cm 45cm	MW4+ AT5+	Reinforced Armour, Thick Rear Armour.
Leman Russ Incinerator	AV	20cm	4+	6+	4+	TL Volkite Demi Culverin Lascannon	45cm 45cm	2 x AP3+/AT5+ AT5+	Reinforced Armour, Thick Rear Armour.
Leman Russ Vanquisher	AV	25cm	4+	6+	5+	Vanquisher Cannon Lascannon	75cm 45cm	AP4+/AT2+ AT5+	Reinforced Armour.
Basilisk	AV	20cm	5+	6+	6+	Earthshaker Cannon Heavy Bolter	120cm 30cm	AP4+/AT4+ **OR** 1 BP, Indirect Fire AP5+	-
Bombard	AV	20cm	5+	6+	6+	Siege Mortar Heavy Bolter	45cm 30cm	1 BP, Indirect Fire, Ignore Cover AP5+	-
Medusa	AV	20cm	5+	6+	5+	Medusa Siege Cannon Heavy Bolter	30cm **AND** (15cm) 30cm	MW4+, Ignore Cover**AND** (small arms), Ignore Cover, MW AP5+	-
Valdor Tank hunter	AV	20cm	4+	6+	5+	Neutron Beam Laser Lascannon	45cm 45cm	MW3+, Disrupt AT5+	Reinforced Armour

War Engines

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Baneblade	WE	15cm	4+	6+	4+	3 x TL Heavy Bolters Autocannon 2 x Lascannon Baneblade Main Cannon Demolisher Cannon	30cm 45cm 45cm 75cm 30cm	AP4+ AP5+/AT6+ AT5+ AP3+/AT3+ AP3+/AT4+ Ignore Cover AND (small arms) Ignore Cover, FxF	DC 3, Reinforced Armour. Critical Hit: The unit is destroyed. All units within 5cm take a standard hit on a 6+.
Dracosan Armoured Transport	WE	20cm	4+	6+	5+	TL Lascannon	45cm	AT4+	DC2, Reinforced Armour. Transport: May carry four infantry units. Ogryn Charonites take up two spaces. Critical Hit: The unit is destroyed. All units within 5cm take a standard hit on a 6+.
Shadowsword	WE	15cm	4+	6+	6+	Volcano Cannon 2 x Heavy Bolter	90cm 30cm	MW2+, TK(D3), FxF AP5+	DC 3, Reinforced Armour. Critical Hit: The unit is destroyed. All units within 5cm take a standard hit on a 6+.
Stormblade	WE	15cm	4+	6+	6+	Plasma Blastgun 2 x TL Heavy Bolter 2 x Lascannon Heavy Bolter	45cm 30cm 45cm 30cm	2 x MW2+, FxF, Slow Firing AP4+ AT4+ AP5+, FxF	DC3, Reinforced Armour. Critical Hit: The unit is destroyed. All units within 5cm take a standard hit on a 6+.
Stormhammer	WE	15cm	4+	6+	4+	Stormhammer Cannon 6 x Heavy Bolter (3 L, 3 R) Dual BattleCannon Lascannon	60cm 30cm 75cm 45cm	AP3+/AT3+ AP5+ AP3+/AT4+, FxF AT5+, FxF	DC3, Reinforced Armour. Critical Hit: The unit is destroyed. All units within 5cm take a standard hit on a 6+.

Stormlord	WE	15cm	4+	6+	3+	Vulcan Mega-Bolter 3 x TL Heavy Bolters 2 x Heavy Flamers	45cm 30cm 15cm **AND** (15cm)	4 x AP3+/AT5+, FxF AP4+ AP4+, *Ignore Cover* **AND** (small arms) *Ignore Cover*	DC3, Reinforced Armour, Thick Rear Armour. Transport: May carry 8 infantry units (Ogryns take up two spaces each). Additionally, up to 4 units being transported may fire and/or use their FF values during an assault. Critical Hit: The unit is destroyed. All units within 5cm take a standard hit on a 6+.
Stormsword	WE	15cm	4+	6+	5+	Stormsword Siege Cannon 2 x TL Heavy Bolters 2 x Lascannon	30cm 30cm 45cm	3 BP, Disrupt, Ignore Cover AP4+ AT5+	DC3, Reinforced Armour. Critical Hit: The unit is destroyed. All units within 5cm take a standard hit on a 6+.

Aircraft & Spacecraft

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Imperial Navy Avenger Strike Fighter	AC	Fighter-Bomber	5+			Avenger Cannon TL Lascannons Heavy Stubber	30cm 30cm 30cm	2 x AP3/AT5+, FxF AT5/AA5+, FxF AA6+, Rear Arc	
Imperial Navy Primaris-Lightning Strike Fighter	AC	Fighter	6+			**TL Lascannons** *TL Autocannons* **Kraken Heavy Missiles**	**30cm** *30cm* **30cm**	**AT4+/AA5+, FxF** *AP5+/AT6+/AA5+, FxF* **AT4+, Single Shot, FxF**	
Dauntless Class Light Cruiser	SC	-	-	-	-	Orbital Bombardment Lance Battery	-	3 BP, MW MW2+, TK(D3)	*Transport: May carry up to 20 of the following units and as many Arvus Lighter Orbital Shuttles required to transport them: Lord Marshall, Solar Auxilia Command Section, Solar Auxilia Infantry Section, Solar Auxilia Close Support Section, Veletaris Storm, Ogryn Charonite Squad or Rapier Platforms.*
Emperor Class Battleship	SC	-	-	-	-	Orbital Bombardment	-	8 BP, MW	*Slow and Steady, Transport: May carry up to 60 of the following units and as many Arvus Lighter Orbital Shuttles required to transport them: Lord Marshall, Solar Auxilia Command Section, Solar Auxilia Infantry Section, Solar Auxilia Close Support Section, Veletaris Storm, Ogryn Charonite Squad or Rapier Platforms.*

Mechanicum Taghmata

Introduction

Mechanicum Taghmata armies have a **Strategy Rating of 3**. All formations have an **Initiative rating of 2+**.

Special Rules

Automaton. A formation does not receive a Blast marker when a unit with automaton is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Automaton units hit by a weapon with disrupt do take a Blast marker however. If a hit is inflicted on an automaton unit because it is in a broken formation which is receiving a Blast marker (see Blast Markers and Broken Formations) then it may attempt to save normally.

Cortex Controller. Allows any formation containing units with the Cybernetica Cortex rule to operate normally, for the purpose of selecting an action and activating, as long as that formations has a unit within 15cm of a unit with this special rule.

Cybernetica Cortex. Formations containing units with the Cybernetica Cortex rule suffer a -1 initiative penalty and may not perform March or Overwatch actions, if there are no friendly units with the Cortex Controller special rule within 15 cm of the formation.

Lance. A weapon with the *Lance* special rule is designed to destroy heavily armoured targets. An Armoured Vehicle (AV) unit with the *Reinforced Armour* special rule that is hit by a *Lance* weapon is not allowed to re-roll its saving throw. This special rule does not affect Infantry (INF) or Light Vehicles (LV) units.

Singularity. At its height, the Horus Heresy, saw both sides turn to outlawed dark age technologies. *Singularity* weapons are capable of generating a continuous discharge of energy. When rolling to hit, with a *Singularity* weapon, any unmodified to hit roll of six (6), generates an additional attack die. Successive rolls of a natural six can generate additional dice.

Void Shields. Some units are protected by void shield generators. Each void shield will stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate blast markers. Once all of the shields have been knocked down, the unit may be damaged normally and you may make saving throws against any hits that are allocated. Hits from close combat ignore void shields but units using their firefight value must first knock down any shields before they can damage the unit. Void shields that have been knocked down can be repaired. A unit can repair one downed void shield in the end phase of each turn. In addition, if a unit regroups it can use the dice roll to either repair a void shield or remove blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 blast markers or repair 1 shield and remove 1 blast marker).

Allies. Armies may ally with a wide range of factions in the Heresy supplement, while some are easily incorporated into your force others have a disruptive effect on your overall strategy. Any formations from a "Disruptive" ally reduce the army's strategy rating by one (-1). Additionally, Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied force selections must comply with any restrictions within their own army lists. When including formations from an ally army list, the restrictions for Space Craft and Supreme Commanders are applied across the entire force. Only one Supreme Commander can be selected and they must come from the primary army list. For example, an allies line detachment must be purchased before you can purchase an allies support detachment.

Line Detachments

A line detachment may choose up to four upgrades, each upgrade for that detachment can only be chosen once and only one transport option may be selected.

Detachment	Unit	Upgrades	Cost
Adsecularis Covenent	10 Tech-Thrall units and 2 Tech-Priest units	Krios, Magos, Scyllax, Transport	150 pts
Thallax Cohort	6 Thallax units	Krios, Magos, Scyllax, Tech-Priest, Transport	300 pts
Ursarax Cohort	6 Ursarax units	Tech-Priest, Transport	250 pts
Vorax Maniple	6 Vorax Battle-Automata	Tech-Priest	250 pts
Castellax Maniple	5 Castellax Battle-Automata and 2 Tech-Priest units	Magos, Scyllax, Thanatar	275 pts

Support Detachments

Three support detachments may be chosen for each line detachment selected. Detachments may choose up to four upgrades, however each upgrade can only be chosen once per detachment.

Detachment	Unit	Upgrades	Cost
Vultarax Maniple	6 Vultarax Stratos-Automata	-	250 pts
Thanatar Maniple	3 Thanatar Battle-Automata	Magos, Scyllax, Tech-Priest	200 pts
Krios Battle Tank Squadron	5 Krios Battle Tanks of any configuration	Krios	300 pts
Karacnos Assault Squadron	4 Karacnos Assault Tanks	-	300 pts
Myrmidon Sect	6 Myrmidon Secutors **OR** Myrmidon Destructors	Krios, Magos, Scyllax, Transport	300 pts
Tarantula Battery	5 Tarantula Sentry Guns	Hyperios	125 pts
Minotaur Artillery Battery	3 Minotaur Artillery Tanks	-	350 pts
(0-1 per 2000 points) Ordinatus Minorus Tormenta	3 Ordinatus Minorus of any configuration	-	500 pts

Lords of War

Up to 1/3 of the army's points may be spent on Allies or Lords Of War

Detachment	Unit	Upgrades	Cost
Imperial Navy Avenger Wing	2 Avenger Strike Fighter units	~	250 pts
Imperial Navy Primaris-Lightning Wing	2 Primaris-Lightning Fighter units	~	225 pts
Super Heavy Tank Destroyer	1 Mechanicum Falchion	~	250 pts
(0-1) Ordinatus Majoris	1 Ordinatus Majoris	~	450 pts

Upgrades

Upgrade	Units	Cost
Magos	Upgrade 1 Tech-Priest or Myrmidon unit in the formation to 0-1 Archmagos Prime OR 1 Magos Prime	**Archmagos Prime 100 pts** *Magos Prime 50 pts*
Tech Priest	Add 1-3 Tech-Priest units	25 pts each
Transport	Add enough Triaros or Adeptus Mechanicum Land Raiders to transport the entire formation	75 pts each
Krios	Add 1-3 Krios Battle Tanks of any configuration	50 pts each
Karacnos	Add 1-3 Karacnos Assault Tank units	75 pts each
Thanatar	Add 1-3 Thanatar Battle-Automata	75 pts each
Hyperios	Upgrade 1-3 Tarantula Platforms to Hyperios Platforms	50 pts each
Scyllax	Add 1-4 Scyllax Guardian-Automata units	50 pts each

Allies Up to 1/3 of the army's points may be spent on Allies or Lords Of War

Cohesive: Legiones Astartes, Knight Household, Legio Titanicus

Disruptive: Imperial Militia, Solar Auxilia

Mechanicum Taghmata Reference List

Infantry & Character Units

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Archmagos Prime	CH	-	-	-	-	Power Weapons	(base contact)	(assault weapons) EA(+1), MW	Supreme Commander, Reinforced Armour, Invulnerable Save, Cortex Controller. Upgrades the unit type to AV
Magos Prime	CH	-	-	-	-	Power Weapons	(base contact)	(assault weapons) EA(+1), MW	Commander, Invulnerable Save, Cortex Controller. Upgrades the unit type to AV
Tech Priests	INF	15cm	4+	5+	5+	2 x Graviton Guns	15cm	AP5+/AT5+, Disrupt	Leader, Cortex Controller
Tech Thralls	INF	15cm	6+	6+	5+	Las-Locks	(15cm)	(small arms)	Automaton
Thallax	INF	30cm	3+	4+	4+	Multi-Melta	15cm AND (15cm)	MW5+ AND (small arms) MW	Jump Packs
Ursarax	INF	30cm	3+	4+	6+	Lightning Claws	(base contact)	(assault weapons) EA(+1), MW	Jump Packs
Myrmidon Destructors	INF	15cm	3+	4+	3+	Power Fist Volkite Culverin	(base contact) (45 cm)	(assault weapons), MW AP4+/AP6+, Disrupt	Formations containing units of Myrmidon Destructors may not take a March action.
Myrmidon Secutors	INF	15cm	3+	5+	4+	Power Axes Volkite chargers	(base contact) (15 cm)	(assault weapons) EA(+1) (small arms) EA(+1)	May not take a March action
Scyllax Guardian-Automata	INF	15cm	4+	4+	4+	Mechandrite Array	(base contact)	(assault weapons) Singularity	Cybernetica Cortex, Fearless

Light Vehicles

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Hyperios Platform	LV	0cm	6+	6+	6+	Hyperios Launcher	30cm	AT6+/AA4+	Automaton
Tarantula Platform	LV	0cm	6+	6+	6+ 5+	TL Lascannon **OR** TL Heavy Bolter	45cm 30cm	AT4+ AP4+	Automaton. A Tarantula Platform is armed with a TL Lascannon **OR** a TL Heavy Bolter. Choose one option before the game.
Vorax Battle-Automata	LV	20cm	4+	4+	5+	Rotor Cannon	30cm	AP4+	Cybernetica Cortex, Fearless, Scout, Walker

Armoured Vehicles

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Castellax Battle-Automata	AV	15cm	3+	4+	4+	Mauler Bolt Cannon Power Blade	30cm (base contact)	AP4+/AT6+ (assault weapons) EA(+1), MW	*Cybernetica Cortex, Fearless, Invulnerable Save, Walker.*
Karacnos Assault Tank	AV	25cm	4+	5+	5+	Karacnos Mortar Battery Lightning-Blaster Sentinels Shock Ram	45cm 15cm (base contact)	BP 1, Ignore Cover, Fleshbane AP5+, *Disrupt* (assault weapons)	*Invulnerable Save, Reinforced Armour, Walker.*
Krios Battle Tank	AV	25cm	4+	6+	5+	Lightning Cannon **OR** *Pulsar Fusil*	45cm 30cm	MW5+ AP5+/AT3+	*Invulnerable Save, Reinforced Armour, Walker. A Krios Battle Tank is armed with a Lightning Cannon **OR** a Pulsar Fusil, choose one weapon before the game.*

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mechanicum Land Raider	AV	25cm	4+	6+	4+ 3+ 4+	2 x Twin Lascannon **OR** 2 x Flamestorm Cannon **OR** 2 x Twin Multimelta Twin Heavy Bolter	45cm 15cm 15cm 30cm	AT4+ AP3+, Ignore Cover MW4+ AP4+	Invulnerable Save, Reinforced Armour, Thick Rear Armour, Transport: May carry 1 Thallax, Ursarax or Myrmidon unit **OR** 2 of the following units: Tech Thrall, Tech Priest, Scyllax A Mechanicum Land Raider is armed with Twin Lascannons **OR** Flamestorm Cannons **OR** Twin Multi-Meltas, choose which weapon before the game.
Minotaur Artillery Tank	AV	15cm	4+	6+	6+	Minotaur Earthshaker Cannons	90cm	BP2, Indirect Fire	Reinforced Armour, Thick Rear Armour
Thanatar Battle-Automata	AV	15cm	4+	5+	5+	**Hellex Plasma Mortar OR** *Sollex Heavy Lascannon* **Twin Mauler Bolt Cannon**	**30cm** 60cm **30cm**	**BP1, Indirect Fire, Ignore Cover** AT4+ AP3+/AT6+	Cybernetica Cortex, Fearless, Invulnerable Save, Reinforced Armour, Walker A Tanatar Battle-Automata is armed with a Hellex Plasma Mortar **OR** a Sollex Heavy Lascannon, choose one weapon before the game.
Triaros Armoured Conveyor	AV	25cm	4+	5+	5+	**Twin Mauler Bolt Cannon** *Shock Ram*	**30cm** (base contact)	AP3+/AT6+ (assault weapons)	Invulnerable Save, Reinforced Armour, Walker, Transport: May carry 2 Thallax, Ursarax or Myrmidon unit OR 4 of the following units: Tech Thrall, Tech Priest, Scyllax
Vultarax Stratos-Automata	AV	30cm	4+	6+	4+	Vultarax Arc Blaster 2 x Setheno Havoc Launcher	15cm 30cm	AP5+/AT4+ AP4+/AT6+, Ignore Cover	Skimmer.

War Engines

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Falchion	WE	20cm	4+	6+	6+	TL Volcano Cannon 2 x Quad Lascannon	90cm 45cm	MW3+, TK D3+1, FxF 2 x AT4+	DC3, Reinforced Armour. Critical Hit: This unit is destroyed and all units within 5cm of the Falchion suffer a standard hit on a 6+.
Ordinatus Minoris	WE	20cm	5+	5+	5+	3 x Volkite Culverins Bellacosa Volcano Cannon OR Ulator Sonic Destroyer	45cm 90cm 75cm	AP4+/AT6+, Disrupt MW2+, TK(D3), FxF BP3, Disrupt, Lance, FxF	DC2, 1 Void Shield, Reinforced Armour. Critical Hit Effect: The Ordinatus is destroyed. All units within 15cm suffer a standard hit on a 5+.
Ordinatus Majoris	WE	15cm	5+	5+	4+	3 x Volkite Culverins 2 x Twin Lascannons Sonic Disruptor 6 x Golgothan Missiles Nova Cannon	45cm 45cm 100cm Unlimited 100cm	AP4+/AT6+, Disrupt AT4+ BP10, Ignore Cover, Disrupt, FxF BP2, MW, Indirect Fire, Single Shot, FxF 3 x MW3+, TK (D3), Singularity, FxF	DC4, 4 Void Shields, Inspiring, Reinforced Armour. An Ordinatus Majoris is armed with a Sonic Disruptor **OR** Golgothan Missiles **OR** a Nova cannon; choose one option before the game. Critical Hit Effect: The Ordinatus is destroyed. All units within 15cm suffer a hit on a 5+. All friendly formations within line of sight take a Blast Marker.

Legio Titanicus

Introduction

Legio Titanicus armies have a strategy rating of 3. Legio Titanicus formations have an initiative of 1+.

Special Rules

Void Shields. Some units are protected by void shield generators. Each void shield will stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate blast markers. Once all of the shields have been knocked down, the unit may be damaged normally and you may make saving throws against any hits that are allocated. Hits from close combat ignore void shields but units using their firefight value must first knock down any shields before they can damage the unit. Void shields that have been knocked down can be repaired. A unit can repair one downed void shield in the end phase of each turn. In addition, if a unit regroups it can use the dice roll to either repair a void shield or remove blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 blast markers or repair 1 shield and remove 1 blast marker).

Allies. Armies may ally with a wide range of factions in the Heresy supplement, while some are easily incorporated into your force others have a disruptive effect on your overall strategy. Any formations from a "Disruptive" ally reduce the army's strategy rating by one (-1). Additionally, Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied force selections must comply with any restrictions within their own army lists. When including formations from an ally army list, the restrictions for Space Craft and Supreme Commanders are applied across the entire force. Only one Supreme Commander can be selected and they must come from the primary army list. For example, an allies line detachment must be purchased before you can purchase an allies support detachment.

Line Detachments

Detachment	Units	Upgrades	Cost
0-1 Warhound Titan (per full 4000 pts)	1 Warhound Scout Titan	Veteran Princeps, 2 Scout Titan Weapons	275 pts
Warhound Scout Pack	2 Warhound Scout Titans	Veteran Princeps, 4 Scout Titan Weapons	500 pts
Reaver Titan	1 Reaver Titan	Legate OR Veteran Princeps, 3 Scout or Battle Titan Weapons, Air Defence, Sacred Icon	575 pts
Warlord Titan	1 Warlord Titan	Legate OR Veteran Princeps, 4 Scout or Battle Titan Weapons, Air Defence, Sacred Icon	725 pts

Upgrades

Each upgrade may only be taken once per formation.

Name	Description	Cost
Legate	1 Legate (you may only have one Legate upgrade in your entire Army)	50 pts
Veteran Princeps	1 Veteran Princeps	25 pts
Air Defence	1 Carapace Multi-Lasers	50 pts
Sacred Icon	1 Sacred Icon	50 pts

Lords of War

Detachment	Units	Upgrades	Cost
Emperor Class Titan	1 Imperator or Warmonger Support Titan	Legate OR Veteran Princeps	1350 pts

Weapon Variations

Type	Description	Cost
Scout Titan	Inferno Gun, Vulcan Megabolter, Plasma Blastgun Turbolaser Destructor	Free 25 pts each
Battle Titan	Laser Burner, Corvus Assault Pod, Carapace Landing Pad Plasma Cannon, Gatlin Blaster, Apocalypse Rocket Launcher, Close Combat Weapon Melta Cannon, Laser Blaster, Volcano Cannon Plasma Destructor, Support Missile, Quake Cannon	Free 25 pts each 50 pts each 75 pts each

Allies

Cohesive: Legiones Astartes, Knight Household, Mechanicus Taghmata

Disruptive: Imperial Militia, Solar Auxilia, Daemons Of The Ruinstorm

Legio Titanicus Reference List

Upgrades

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Legate	CH	-	-	-	-	-	-	-	*Supreme Commander*
Veteran Princeps	CH	-	-	-	-		-	-	*Commander, Leader*
Sacred Icon	CH	-	-	-	-	-	-	-	*Inspiring*
Carapace Multi-Lasers	CH	-	-	-	-	Multi-Laser	30cm	2 x AP5+/AT6+/AA5+	-

War Engines

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Imperator Support Titan *(experimental)*	WE	15cm	4+	4+	3+	Plasma Annihilator **Hellstorm Cannon** Defense Laser **4x Battle Cannons** Quake Cannon **Tertiary armament** Leg Bastions	90cm **60cm** 90cm **75cm** 90cm **(15cm)** -	4x MW2+, TK(D3), Slow Firing, Fwd **10BP, Fwd** MW2+/AA4+ TK(D3) **AP4+/AT4+** 3BP, MW, FxF **(small arms), EA(+2)** Counts as a Corvus Assault Pod	*DC 12, 8 Void Shields, Cortex Controller, Fearless, Inspiring, Reinforced Armour, Walker, Secondary Targeting Protocols.* *May step over impassable terrain or dangerous terrain that is lower than the titan's knees and no greater than 2cm wide.* *Critical Hit: Roll a D6 in the end phase for the remainder of the game, on a 1, the Titan's reactor explodes, destroying it completely and hitting all units within 5cm on a standard 4+ to hit, on a 2-3, the Titan loses a point of DC, 4-6 the reactor is repaired.*

Reaver Battle Titan	WE	20cm	4+	3+	3+	3 x Scout or Battle Titan Weapon Variants	-	2 x Arm, Forward Arc 1 x Carapace, Fixed Forward	DC 6, 4 Void Shields, Fearless, Reinforced Armour, Walker, Cortex Controller. *May step over impassable terrain or dangerous terrain that is lower than the titan's knees and no greater than 2cm wide.* *Critical Hit: Roll a D6 in the end phase for the remainder of the game, on a 1, the Titan's reactor explodes, destroying it completely and hitting all units within 5cm on a standard 6+ to hit, on a 2-3, the Titan loses a point of DC, 4-6 the reactor is repaired.*
Warhound Scout Titan	WE	30cm	5+	4+	4+	2 Scout Titan Weapon Variants	-	2 x Arm, Forward Arc	DC 3, 2 Void Shields, Fearless, Reinforced Armour, Walker, Cortex Controller. *May step over impassable terrain or dangerous terrain that is lower than the titan's knees and no greater than 2cm wide.* *Critical Hit: The Warhound staggers D6cm in a random direction taking an additional DC, any units that come into base contact with the Warhound as it staggers take a standard hit on a 6+.*
Warlord Battle Titan	WE	15cm	4+	2+	3+	4 x Scout or Battle Titan Weapon Variants	-	2 x Arm, Forward Arc, 2 x Carapace, Fixed Forward	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Walker, Cortex Controller. *May step over impassable terrain or dangerous terrain that is lower than the titan's knees and no greater than 2cm wide.* *Critical Hit: Roll a D6 in the end phase for the remainder of the game, on a 1, the Titan's reactor explodes, destroying it completely and hitting all units within 5cm on a standard 4+ to hit, on a 2-3, the Titan loses a point of DC, 4-6 the reactor is repaired.*

Warmonger Support Titan *(experimental)*	WE	15cm	4+	4+	5+	8 x Support Missiles **Vengeance Cannon** 4x Hydra Autocannon **Fire Control Centre** Head Gun **Tertiary armament** Leg Bastions	Unlimited **90cm** 45cm - 45cm **(15cm)** -	Support missile warheads (may only fire 1x missile per turn) **2x MW2+ TK(D3), Fwd** 2x AP4+/AT5+/AA5+ **Re-roll one failed to hit roll from one weapons system per turn** AP4+/AT4+ FxF **(small arms), EA(+2)** Counts as a Corvus Assault Pod	*DC 12, 8 Void Shields, Cortex Controller, Fearless, Inspiring, Reinforced Armour, Walker, Secondary Targeting Protocols.* *May step over impassable terrain or dangerous terrain that is lower than the titan's knees and no greater than 2cm wide.* *Critical Hit: Roll a D6 in the end phase for the remainder of the game, on a 1, the Titan's reactor explodes, destroying it completely and hitting all units within 5cm on a standard 4+ to hit, on a 2-3, the Titan loses a point of DC, 4-6 the reactor is repaired.*

Weapon Variants

Name	Weapons	Range	Firepower	Note
Scout Titan Weapons	Vulcan Mega Bolter	45cm	4 x AP3+/AT5+	-
	Plasma Blastgun	45cm	2 x MW2+, *Slow Firing*	-
	Turbo Laser Destructor	60cm	4 x AP5+/AT3+	-
	Inferno Gun	30cm	3 BP, *Ignore Cover*	-
Battle Titan Weapons	Apocalypse Missile Launcer	60cm	3 BP, Disrupt	-
	Carapace Landing Pad	-	-	*Carapace mount only. Grants BP weapons the Indirect Fire special rule.*
	Close Combat Weapon (Arm mount only)	(base contact)	(assault weapons) EA(+3), TK(D3)	-

Corvus Assault Pod	-	-	Transport. May carry 10 infantry units. Terminators, Breachers, Thallax, Ursarax, Myrmidon take up 2 spaces each.
Gatling Blaster	60cm	4 x AP4+/AT4+	-
Laser Blaster	60cm	6 x AP5+/AT3+	-
Laser Burner	(base contact) **OR** (15cm)	(assault weapons) EA(+4) **OR** (small arms) EA(+2)	-
Melta Cannon	30cm **AND** (15cm)	MW2+, TK(D3) **AND** (small arms) EA(+1) TK(D6)	-
Quake Cannon	90cm	3 BP, MW	-
Plasma Cannon	60cm	3 x MW2+, *Slow Firing*	-
Plasma Destructor	75cm	5 x MW2+, *Slow Firing*	-
Support Missile (carapace only) Warhead type (choose one) Vortex Warp Deathstrike Barrage	Unlimited	Indirect Fire, Warhead, One-shot 3 BP, MW, TK(1), Ignore Cover MW2+, TK(D3) MW2+, TK(D6) 10 BP, DIsrupt	Warp missiles ignore enemy shields.
Volcano Cannon	90cm	MW2+, TK(D3)	-

Knight Household

Introduction

Knight Household armies have a Strategy Rating of 3. All formations have an Initiative rating of 2, however, Knight Household formations receive a +1 modifier to their action test when carrying out an engage action, and a +1 modifier to their rally test. For each Knight Household Line Detachment, you may select two Knight Household Support Detachments. Detachments may choose any number of upgrades, however each upgrade can only be chosen once per detachment.

Special Rules

Allies. Armies may ally with a wide range of factions in the Heresy supplement, while some are easily incorporated into your force others have a disruptive effect on your overall strategy. Any formations from a "Disruptive" ally reduce the army's strategy rating by one (-1). Additionally, Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied force selections must comply with any restrictions within their own army lists. When including formations from an ally army list, the restrictions for Space Craft and Supreme Commanders are applied across the entire force. Only one Supreme Commander can be selected and they must come from the primary army list. For example, an allies line detachment must be purchased before you can purchase an allies support detachment.

Ion Gauntlet. Grants a 4+ save vs Normal, MW & TK shooting and FF hits and a 5+ save against Normal, MW and TK CC hits. Each point of TK damage must be saved. Failed saves may use RA rerolls against the Knights armour if not negated by TK, MW or Lance special rules. May not be used in a crossfire.

Ion Shield. Grants a 4+ save vs Normal, MW & TK shooting and FF hits. Each point of TK damage must be saved. Failed saves may use RA rerolls against the Knights armour if not negated by TK, MW or Lance special rules. May not be used in a crossfire.

Lance. A weapon with the *Lance* special rule is designed to destroy heavily armoured targets. An Armoured Vehicle (AV) unit with the *Reinforced Armour* special rule that is hit by a *Lance* weapon is not allowed to re-roll its saving throw. This special rule does not affect Infantry (INF) or Light Vehicles (LV) units.

Singularity. At its height, the Horus Heresy, saw both sides turn to outlawed dark age technologies. *Singularity* weapons are capable of generating a continuous discharge of energy. When rolling to hit, with a *Singularity* weapon, any unmodified to hit roll of six (6), generates an additional attack die. Successive rolls of a natural six can generate additional dice.

Knight Household Line Detachments

Detachment	Unit	Upgrades	Cost
Questoris Knights	3 Questoris Paladin **OR** Questoris Errant Knights	Aspirants, Noble, Seneschal, Expanded Armoury, Raise the Banners	325 pts

Knight Household Support Detachments

Detachment	Unit	Upgrades	Cost
Cerastus Knights	3 Cerastus Knight-Lancers **OR** Cerastus-Knight Castigators	Noble, Enhanced Forge, Rally the Troops	375 pts
0-1 Armiger Knights (per full 2000 pts)	5 Armiger Knight-Warglaives **OR** Armiger Knight-Helverins	Aspirants	200 pts

Lords of War

Detachment	Unit	Upgrades	Cost
Acastus Knight Porphyrion	1 - 2 Acastus Knight Porphyrion	Noble	250 pts each

Upgrades

Name	Description	Cost
Aspirants	Formation suffers -1 to any Advance, Overwatch, March, Marshall and Sustained Fire action rolls	-50 pts
Raise the Banners	Add 1 - 2 Knights of an existing type in the formation	+100 pts each
Rally the Troops	Add 1 - 2 Knights of an existing type in the formation	+125 pts each
Noble	Add 1 Lord Scion **OR** Preceptor	+25 pts
Enhanced Forge	Upgrade any Knight to the following: Cerastus Knight-Acheron Cerastus Knight-Atropos	+25 pts each
Expanded Armoury	Upgrade any Knight to the following: Questoris Knight-Warden Questoris Knight-Styrix Questoris Knight-Crusader Questoris Knight-Gallant Questoris Knight-Magaera	+25 pts each
0-1 Seneschal	Add 1 Seneschal	+75 pts

Allies

Cohesive: Legio Titanicus, Mechanicum Taghmata

Disruptive: Imperial Militia, Legion Astartes, Solar Auxilia

Knight Household Reference List

Nobles

Name	Type	Weapons	Range	Firepower	Note
Lord Scion	CH	Master Knight Commander	(base contact)	EA(+1)	Leader
Seneschal	CH	Master Knight Commander	(base contact)	EA(+1)	Invulnerable Save, Supreme Commander
Preceptor	CH				Commander, Leader

Questorius Knights

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Questorius Knight-Crusader	WE	20cm	5+	4+	4+	Rapid-Fire Battlecannon Avenger Gatling Cannon Twin Icarus Autocannon	75cm 30cm 45cm	AP3+/AT3+ 3 x AP3+/AT5+ AP4+/AT5+/AA5+	*DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: Destroyed.*
Questorius Knight-Errant	WE	25cm	5+	4+	4+	Thermal Cannon Reaper Chainsword	30cm AND (15cm) (base contact)	MW4+ AND (small arms) MW (assault weapons) MW, EA(+1)	*DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: Destroyed.*
Questorius Knight-Gallant	WE	25cm	5+	4+	5+	Thunderstrike Gauntlet Reaper Chainsword Stormspear Rocket Pod	(base contact) (base contact) 45cm	(assault weapons) MW, EA(+1), TK(1) (assault weapons) MW, EA(+1) 2 x AT5+	*DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: Destroyed.*

Questorius Knight-Magaera	WE	20cm	4+	5+	4+	Lightning Cannon Twin Linked Rad Cleanser Hekaton Siege Claw	45cm 15cm (base contact)	MW5+ AP3+, Ignore Cover EA(+1) OR MW EA(+2) versus immobile targets	*DC2, Ion Shield, Reinforced Armour, Walker, Cortex Controller, Critical hit effect: Destroyed.*
Questorius Knight-Paladin	WE	25cm	5+	4+	4+	Questorius Battle Cannon Reaper Chainsword	75cm (base contact)	AP3+/AT5+ (assault weapons) EA(+1), MW	*DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: destroyed.*
Questorius Knight-Styrix	WE	20cm	4+	5+	4+	Volkite Chieorovile Twin Linked Rad Cleanser Hekaton Siege Claw	45cm 15cm (base contact)	2 x AP3+/AT6+, Disrupt AP3+, Ignore Cover (assault weapons) EA(+1) OR EA(+2), MW versus immobile targets	DC2, Ion Shield, Reinforced Armour, Walker, Cortex Controller, Critical hit effect: Destroyed.
Questorius Knight-Warden	WE	20cm	5+	4+	4+	Avenger Gattling Cannon Thunderstrike Gauntlet Ironstorm Missile Pod	30cm (base contact) 60cm	3 x AP3+/AT5+ (assault weapons) EA(+1), TK(1) BP1, Indirect Fire	DC2, *Ion Shield, Reinforced Armour, Walker, Critical hit effect: destroyed.*

Cerastus Knights

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Cerastus Knight-Acheron	WE	30cm	5+	4+	4+	Flame cannon Twin Heavy Bolter Destroyer Chainfist	30cm AND (15cm) 30cm (base contact)	2 x AP3+/AT6+, Ignores Cover AND (small arms) Ignores Cover AP4+ (assault weapons) MW, EA(+1), TK(1)	DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: Destroyed.
Cerastus Knight-Atropos	WE	30cm	5+	4+	4+	Atrapos Lascutter Graviton Singularity Cannon	(15cm) AND (base contact) 30cm	(small arms) EA(+1), MW (assault weapons) EA(+1), MW 2x AT4+/AP5+, Lance, Singularity	DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: Destroyed.
Cerastus Knight-Castigator	WE	30cm	5+	4+	4+	Castigator Pattern Bolt Cannon Tempest Warblade	45cm (base contact)	2x AP3+/AT5+ (assault weapons) MW, EA(+2)	DC2, Ion Shield, Reinforced Armour, Walker. Critical hit effect: Destroyed.
Cerastus Knight-Lancer	WE	30cm	5+	4+	5+	Cerastus Shock Lance Shock Blast	(base contact) 15cm	(assault weapons) MW, EA(+1), First strike, TK(1) AP4+/AT5+, Disrupt	DC2, Ion Gauntlet, Reinforced Armour, Walker. Critical hit effect: Destroyed.

Dominus Knights

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Dominus Knight-Castellan	WE	15cm	4+	4+	4+				DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: destroyed.
Dominus Knight-Valiant	WE	15cm	4+	4+	4+				DC2, Ion Shield, Reinforced Armour, Walker, Critical hit effect: destroyed.

Armiger Knights

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Armiger Knight-Helverin	LV	30cm	5+	5+	5+	2 x Armiger Autocannon	45cm	2 x AP3+/AT5+	Ion Shield (5+), Scout, Walker.
Armiger Knight-Warglaive	LV	30cm	5+	4+	4+	Reaper Chain-cleaver Thermal Spear	(base contact) (15cm)	(assault weapons) MW EA(+1) (small arms) MW	Ion Shield (5+), Scout, Walker.

Acastus Knights

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Acastus Knight Porpyhrion	WE	20cm	4+	6+	4+	2 x TL Magna Lascannon Lascannon Autocannon Ironstorm Missile Pod	60cm 45cm 45cm 45cm	AT3+, *Lance* AT5+ AP5+/AT6+ BP 3/AA5+	DC3, Ion Shield, Reinforced Armour, Walker, Critical hit effect: Destroyed.

Imperial Militia

Introduction

Imperial Militia armies have a Strategy Rating of 2. All Imperial Militia formations have an Initiative rating of 2+. An Imperial Militia player may be spend up to 1/3 of its total points value on Allies/Lords of War. When selected as allies for another army, some armies will state the restriction Imperial Militia (Traitor Militia). When an Imperial Militia (Traitor Militia) army is selected, at least one detachment must take the *Traitors* provenance upgrade.

Special Rules

Berserk. Some units are taken with a blood rage before or during a battle, this fury makes them nearly uncontrollable, thirsting for wanton death and destruction. A unit with the *Berserk* characteristic may double it's movement distance when conducting an *Engage* order.

Dedicated War Engine Transports. Gorgon Armoured Transports may only transport units from their own formation. The standard rules for war engine transports do not apply to them when using the Imperial Militia army list.

Discipline Masters / Rogue Psykers. An Imperial Militia army may include one Discipline Master character per 500 points, or part thereof, in the army. The Discipline Masters do not cost points. If a player elects to take Discipline Master characters, they must be added to the army prior to the start of the battle before set up. If the army includes a Force Commander then the first Discipline Master must be attached to formation containing the Force Commander. If a Force Commander is not present in the Army, then the first Discipline Master must be placed in the most expensive Imperial Militia Line Formation. Any further Discipline Masters may be attached to any other Imperial Militia formations. You may not include more than one Discipline Master per formation. You may not add a Discipline Master to an Imperial Navy or allied formation. If you have more Discipline Masters than formations, any excess are lost. A Rogue Psyker may be exchanged for a Discipline Master in a formation that has taken the Traitors Provenance upgrade.

Provenance. Certain formations may purchase a Provenance upgrade. Only two types of provenance may be applied across the army. Any eligible formation may purchase one of the two provenance selections. The provenance upgrade will modify the unit values for all infantry (INF) units in the formation in one of the following ways:
Warrior Elite: +1 Firefight (FF) value
Survivors of the Dark Age: +1 Armour save (Armour) value
Feral Warriors: +1 Close Combat (CC) value
Traitors: gain the Berserk special rule. Ogryn Brute Squad units chosen in a formation with the Traitors Provenance must choose the Chaos Spawn Mutations option.

For example, an Inducted Levy squad has purchased the Feral Warriors upgrade. All of the levy Auxiliary units in the formation will modify their regular (CC) value of 6+ to (CC) 5+.

Exploratory Augury Web. Friendly units entering play via the *Teleport* special rule within 15cm of a friendly unit with the *Exploratory Augury Web* do not roll for blast markers.

Allies. Armies may ally with a wide range of factions in the Heresy supplement, while some are easily incorporated into your force others have a disruptive effect on your overall strategy. Any formations from a "Disruptive" ally reduce the army's strategy rating by one (-1). Additionally, Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied force selections must comply with any restrictions within their own army lists. When including formations from an ally army list, the restrictions for Space Craft and Supreme Commanders are applied across the entire force. Only one Supreme Commander can be selected and they must come from the primary army list. For example, an allies line detachment must be purchased before you can purchase an allies support detachment.

Line Detachments

Line Detachments may only take one of each upgrade type. Line Detachments may only take a total of four upgrades per detachment.

Detachment	Unit	Upgrades	Cost
0-1 Militia Command Squad	1 Force Commander and 7 Militia Auxiliaries units	Heavy Transport **OR** Transport, Fire Support, Militia Auxiliary, Sniper, Ogryn Brute Squad, Provenance	225 pts
Inducted Levy Squad	10 Levy Auxiliaries	Ogryn Brute Squad, Provenance	100 pts
Militia Motorcycle Squad	1 Motorcycle Commander unit and 7 Militia Biker units	Provenance (Warrior Elite, Survivors of the Dark Age, Feral Warriors)	175 pts
Militia Grenadier Squad	8 Militia Grenadier Units	Heavy Transport **OR** Transport, Provenance	175 pts
Militia Infantry Squad	1 Platoon Command and 7 Militia Auxiliaries units	Heavy Transport **OR** Transport, Fire Support, Militia Auxiliary, Sniper, Ogryn Brute Squad, Provenance	125 pts

Support Detachments

Two support detachments may be chosen for each line detachment. Detachments may choose up to four upgrades, each upgrade can only be chosen once per detachment.

Detachment	Unit	Upgrades	Cost
0-1 Orbital Support	1 Emperor class Battleship OR Dauntless class Light Cruiser		Emperor 300 pts or Dauntless 150 pts
Auxilia Cavalry Squad	6 Cavalry Auxiliary units		175 pts
Auxilia Heavy Ordnance Battery	3 Basilisk **OR** Medusa artillery carriages		200 pts
Auxilia Malcador Heavy Tank Squadron	5 Auxilia Malcador Heavy Tanks in any combination		350 pts
Auxilia Rapier Battery	4 Auxilia Rapier Platform units		100 pts
Auxilia Sentinel Scout Squadron	4 Auxilia Sentinel units		100 pts
Auxilia Super Heavy Tank	1 Auxilia BaneBlade or Stormhammer unit		200 pts
Auxiliary Battle Tank Attack Squadron	5 Auxilia Leman Russ, Exterminator, or Demolisher tanks in any combination	Vanquisher	350 pts

Upgrades

Name	Description	Cost
Fire Support	Add 4 Militia Fire Support units	+100 pts
Heavy Transport	Add enough Gorgon Heavy Transporter units to transport the entire formation	+125 pts each
Militia Auxiliary	Add 4 Militia Auxiliary units	+50 pts
Ogryn Brute Squad	Add 4 Ogryn Brute units	+150 pts
Provenance	Upgrade all INF units in the detachment with one Provenance type	+50 pts
Sniper	Add 4 Recon Auxillary units	+75 pts
Transport	Add enough Arvus Lighter units **OR** Auxilia Rhino units **OR** Land Raider Proteus units to transport the entire formation	+25 pts for Arvus Lighter +25 pts for 2 Auxilia Rhinos +50 pts ea Auxilia Land Raider
Vanquisher	Upgrade one tank to a Leman Russ Vanquisher	+25 pts

Lords of War

Imperial Militia can spend up to 1/3 of the total army points on Lords of War.

Detachment	Unit	Upgrades	Cost
Auxilia Super Heavy Tank Platoon	3 Auxilia Baneblade or Auxilia Stormhammer units in any combination		500 pts
Imperial Militia Avenger Wing	2 Avenger Strike Fighter units		250 pts
Imperial Militia Primaris-Lightning Wing	2 Primaris-Lightning Fighter units		225 pts

Allies

Cohesive allies: Legio Titanicus, Legion Astartes, Knight Household

Disruptive allies: Solar Auxilia, Mechanicum Taghmata, Daemons Of The Ruinstorm (Traitor Militia)

Imperial Militia Reference List

Infantry & Character Units

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Discipline Master	CH	-	-	-	-	Power Weapon	(base contact)	(assault weapons) MW EA(+1)	*Inspiring, Leader*
Rogue Psyker	CH	-	-	-	-	Psychic Bolt	(15 cm)	(small arms), MW EA(+1)	*Fearless, Inspiring*
Auxilia Rapier Platform	INF	10cm	6+	6+	5+	Laser Destroyer OR Quad Mortar OR Quad Heavy Bolter	45 cm 45cm 30cm	AP6+/AT4+ AP5+/AT6+, Indirect Fire 2 x AP4+	*Mounted. An Auxilia Rapier Platform must select one weapon system before the start of a game.*
Cavalry Auxiliary	INF	20cm	6+	4+	6+	Power Lances	(base contact)	(assault weapons), First Strike EA (+1)	*Infiltrate, Mounted, Scout.*
Force Commander	INF	15cm	5+	5+	5+	Archaeotech Pistol Plasma Guns	(15 cm) 15cm	(small arms), MW EA(+1) 2 x AP5+/AT5+	*Supreme Commander, Invulnerable Save.*
Levy Auxiliaries	INF	15cm	-	6+	6+	Auxilia weapons	(15 cm)	(small arms)	-
Militia Auxiliary	INF	15cm	6+	6+ OR 5+	5+ OR 6+	Rifles OR Pistol and Combat Weapon	(15 cm) OR (base contact)	(small arms) OR (assault weapons)	*Militia Auxiliary units in a formation can only use either Rifles OR Pistol and Close Combat Weapon, this must be selected prior to the start of the game. Additional Militia Auxiliary units added to a formation must use the same weapon type.*
Militia Bikers	INF	30cm	5+	5+	5+	Auxilia Pistol and Combat Weapon	(15cm)	(small arms)	*Mounted.*

Militia Fire Support Squad	INF	15cm	6+	6+	5+	Heavy Stubbers	30cm	2 x AP5+ AND AA6+	-
Militia Grenadier Squad	INF	15cm	5+	5+	5+	**Lascarbines** *Plasma Guns*	**(15cm)** *15cm*	**(small arms)** AP5+/AT5+	-
Motorcycle Commander	INF	30cm	5+	5+	5+	Auxilia Pistol and Combat Weapon	(15cm)	(small arms)	*Commander, Mounted.*
Ogryn Brute Squad	INF	15cm	4+ 4+ 3+	4+ 5+ 3+	4+	**Power weapons** *Ripper Guns* **Chaos Spawn Mutations**	**(base contact)** *(15cm)* **(base contact)**	**(assault weapons), MW EA (+1)** *(small arms), EA (+1)* **(assault weapons), EA (+D3)**	*Ogryn Brute Squads are all armed with Power weapons OR Ripper Guns Or Chaos Spawn Mutations- choose one option before the game. Chaos Spawn Mutations may only be selected by a detachment with the Traitors Provenance upgrade.*
Platoon Command Squad	INF	15cm	6+	5+	5+	Heavy Stubbers	30cm	2x AP5+ AND AA6+	*Commander*
Recon Auxiliary	INF	15cm	-	6+	6+	Sniper Rifles	30cm	AP5+, Sniper	*Scout*

Light Vehicles

Name	Speed	Type	Arm	CC	FF	Weapons	Range	Firepower	Notes
Auxilia Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+	*Scout, Walker.*
Basilisk Artillery Carriage	LV	0 cm	5+	6+	6+	Earthshaker Cannon	120cm	AP4+/AT4+ OR 1BP, Indirect fire	-
Medusa Artillery Carriage	LV	0 cm	5+	6+	6+	Medusa Siege Gun	30cm	MW4+, Ignores Cover	-

Armoured Vehicles

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Arvus Lighter Orbital Shuttle	AV	30cm	5+	-	6+	Multi-Laser	(15cm)	(small arms)	*Skimmer, Planetfall. Transport: (May carry two infantry units. Ogryn Brute Squads count as two units.)*
Land Raider Proteus	AV	25cm	4+	6+	4+	2 x Twin Lascannons	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Exploratory Augury Web, Transport: (May carry 2 INF units. Ogryn Brute Squads count as 2 units.)*
Leman Russ Battle Tank	AV	25cm	4+	6+	4+	Lascannon Battle Cannon 2 x Heavy Bolters	45 cm 75 cm 30cm	AT5+ AP4+/AT4+ AP5+	*Reinforced Armour*
Leman Russ Demolisher	AV	25cm	4+	6+	3+	Lascannon Demolisher Cannon 2 x Heavy Bolters	45 cm 30 cm AND (15cm) (30cm)	AT5+ AP3+/AT4+, Disrupt, Ignores Cover AND (small arms), Ignores Cover AP5+	*Reinforced Armour, Thick Rear Armour*
Auxilia Leman Russ Exterminator	AV	25cm	4+	6+	3+	Lascannon Twin Autocannon 2 x Heavy Bolters	45 cm 45 cm 30cm	AT5+ AP4+/AT5+ AP5+	*Reinforced Armour*
Auxilia Leman Russ Vanquisher	AV	25cm	4+	6+	4+	Lascannon Vanquisher Cannon 2 x Heavy Bolters	45 cm 75 cm 30cm	AT5+ AP4+/AT2+ AP5+	*Reinforced Armour*
Auxilia Malcador	AV	15cm	4+	6+	5+	2 x Lascannon Battle Cannon Heavy Bolter	45 cm 75 cm 30cm	AT5+ AP4+/AT4+ AP5+	*Reinforced Armour*

Auxilia Malcador Annihalator	AV	15cm	4+	6+	5+	2 x Lascannon Twin Lascannon Demolisher Cannon	45 cm 45 cm 30cm AND (15cm)	AT5+ AT4+ AP3+/AT4+, Disrupt, Ignores Cover AND (small arms), Ignores Cover	*Reinforced Armour*
Auxilia Rhino	AV	30cm	5+	6+	6+	Combi Bolter	(15cm)	(small arms)	*Transport: (May carry 2 INF units. Ogryn Brute Squads count as 2 units.)*

War Engines, Aircraft & Spacecraft

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Note
Imperial Navy Avenger Strike Fighter	AC	Fighter-Bomber	5+			Avenger Cannon Twin Linked Lascannons Heavy Stubber	30cm 30cm 30cm	2 x AP3/AT5+, FxF AT5/AA5+, FxF AA6+, Rear Arc	
Imperial Navy Primaris-Lightning Strike Fighter	AC	Fighter	6+			Twin Linked Lascannons Twin Linked Autocannons Kraken Heavy Missiles	30cm 30cm 30cm	AT4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, Single Shot, FxF	
Auxilia Baneblade	WE	15cm	4+	6+	4+	3 x TL Heavy Bolters Autocannon 2 x Lascannons Main Battle Cannon Demolisher Cannon	30 cm 45 cm 45 cm 75 cm 30cm AND (15 cm)	AP4+ AP5+/AT6+ AT5+ AP3+/AT3+ AP3+/AT4+, Ignores Cover AND (small arms) Ignore Cover, FxF	*DC3, Reinforced Armour. Critical Hit Effect: Destroyed. any units within 5cm of the model suffer a hit on a roll of 6+.*

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Auxilia Gorgon	WE	20cm	4+	6+	5+	2 x TL Autocannon Gorgon Mortars OR 2 x TL Heavy Bolters	45 cm 30 cm 30 cm	AP4+/AT5+ 2BP, Fwd, Indirect, Single Shot AP4+	DC3, Reinforced Armour, Walker, Transport: (May carry 8 INF units. Ogryn Brute Squads count as 2 units.) Critical Hit Effect: The Gorgon is immobilised and D6 infantry units inside the Gorgon take a hit. Further Critical Hits destroy the Gorgon.
Auxilia Stormhammer	WE	15cm	4+	6+	4+	6 x Heavy Bolters Lascannon Dual Battlecannon Stormhammer Cannon	30 cm 45 cm 75 cm 60 cm	AP5+ AT5+ AP3+/AT4+, FxF AP3+/AT3+	DC3, Reinforced Armour. Critical Hit Effect: Destroyed. any units within 5cm of the model suffer a hit on a roll of 6+.
Dauntless Class Light Cruiser	SC					Orbital Bombardment Lance Battery		3BP, MW MW2+, TK(D3)	Transport: May carry up to 20 of the following units and as many Arvus Lighter Orbital Shuttles required to transport them: Force Commander, Militia Auxiliaries, Levy Auxiliaries, Militia Grenadiers, Miltia Fire Support Squads, Ogryn Brute Squad or Auxilia Rapier Platforms.
Emperor Class Battleship	SC					Orbital Bombardment		8BP, MW	Slow and steady: may not be used on the first two turns of a battle unless the scenario specifically says otherwise. Transport: May carry up to 60 of the following units and as many Arvus Lighter Orbital Shuttles required to transport them: Force Commander, Militia Auxiliaries, Levy Auxiliaries, Militia Grenadiers, Miltia Fire Support Squads, Ogryn Brute Squad or Auxilia Rapier Platforms.

Daemons of the Ruinstorm

Introduction

Daemons Of The Ruinstorm armies have a **Strategy Rating of 2**. All detachments have an **Initiative rating of 2+**. For each Daemonic Horde detachment taken, one Follower of Chaos detachment (of the same god affiliation or undivided) may be selected. 0-1 Greater Daemon Hordes (up to one Greater Daemon Horde per god affiliated Daemonic Horde) may be selected, so long as a Daemonic Horde detachment of the same god affiliation has been selected.
Daemonic Horde detachments and Followers of Chaos detachments may take any number of Gifts of Chaos. Each upgrade may only be selected once per detachment.

Special Rules

Berserk. A unit with the Berserk characteristic may double it's movement distance when conducting an Engage order. Additionally, formations containing Berserk units can not claim objectives under the GT scenario.

Instability. The power of the Warp is fickle and unpredictable, even for those born of its seething currents. Any Daemonic Hordes detachment that fails an initiative test, for any reason, immediately loses 1D3 Lesser Daemons (INF). These losses do not cause any Blast markers, though the detachment may break if this causes them to have more Blast markers than units. Detachments without Lesser Daemons (INF) are still subject to this rule though, in practice, it has no effect on them.

Chaos Gate. Chaos Gates are breaches in the walls of reality that allow the forces of Chaos direct access from their foul realms. A Chaos Gate included in the army allows the Chaos player to pick up to three other detachments, and keep them within the Warp instead of deploying them normally. Any detachments that are kept within the Warp may enter play via the Chaos Gate, by taking an action that allows them to make a move, and then measuring their first move from the centre of the Chaos Gate objective marker. No more than one detachment may travel through a Chaos Gate each turn.

Daemonic Assault. Spilling from rents in the fabric of reality, a daemonic assault can come from any angle giving the defenders no possibility of forming a coherent defence. Before deployment, the daemon player may nominate one detachment in their army per full thousand points (or if used as allies, one detachment per thousands points of allied points allotment) to deploy by teleport. These detachments may only enter play from the second turn and may contain any units, with the restriction of only containing a single greater daemon unit.

Allies. Daemons Of The Ruinstorm forces may corrupt and control almost any mortal soul. Some minds are easily controlled whilst others cause a disruption in the warp. Any formations from a "Disruptive" ally reduce the army's strategy rating by 1 and Supreme Commander rerolls may not be used on "Disruptive" ally formations. Allied units may only be chosen from one additional army list. Allied Detachment and Support Detachment force selections must comply with any limitations within their own army lists, however, Allied Lord of War units may be freely chosen. Up to 1/3 of the army's points value may be spent on Allies and Lords Of War units. Supreme Commander units may only be chosen from the Daemons Of The Ruinstorm army list.

When Daemons Of The Ruinstorm are used as allies to other armies, some army ally charts will have the qualifier **"Daemons Of The Ruinstorm (*god*)"**. This means that any Daemons Of The Ruinstorm units taken as allies from that army may only be undivided or of that specific chaos god.

Special Selections

Detachment	Unit	Upgrades	Cost
0-1 Warp Rift	One Warp Rift (replace one objective on the Daemon World side of the table with a Warp Rift). The Warp Rift functions both as a Chaos Gate and as an objective for rules purposes. It may not be attacked or destroyed. Only Daemonic horde detachments and Followers Of Chaos detachments may use a Warp Rift.		75 pts
1 Daemonic Overlord	One Daemon Prince, Herald or Greater Daemon in the army gains the Supreme Commander ability for free.		Free

Daemonic Hordes

Detachment	Unit	Upgrades	Cost
Murder Tide	5 Bloodletters and 1 Bloodletters with a Herald of Khorne character upgrade A Khorne Horde may add the following units for the relevant points cost: 1 – 6 Bloodletters or Flesh Hounds in any combination 1 – 6 Bloodcrushers or Skull Cannon in any combination 1 Bloodthirster of Khorne		250 pts 25 pts each 50 pts each 200 pts
Putrid Legion	**6 Plaguebearer units and 1 Herald character** May add any of the following units for the appropriate points cost: *1 – 6 Plaguebearer or Nurgling units* **1 – 6 Beast of Nurgle or Plague Drone units** *1 Great Unclean One*		**250 pts** *25 pts each* **50 pts each** *200 pts*
Depraved Host	**6 Daemonette units and 1 Herald character** May add any of the following units for the appropriate points cost: *1 – 6 Daemonette or Seekers of Slaanesh units* **1 – 6 Seeker Chariot or Fiend of Slaanesh units** *1 Keeper of Secrets*		**250 pts** *25 pts each* **50 pts each** *200 pts*
Change Coven	**6 Horror units and 1 Herald character** May add any of the following units for the appropriate points cost: *1 – 6 Horror, Flamer or Screamer units units* **1 – 6 Burning Chariots of Tzeentch** *1 Lord of Change*		**250 pts** *25 pts each* **50 pts each** *200 pts*

Greater Daemon Hordes

Detachment	Unit	Upgrades	Cost
Greater Daemon Horde	1-3 Greater Daemons of the same chaos god affiliation		200 pts each

Followers Of Chaos

Detachment	Unit	Upgrades	Cost
Followers of Khorne (A Followers of Khorne detachment is made up of a mix of between 6 and 9 of the following units)	3-9 Bloodcrushers of Khorne 3-9 Flesh Hounds of Khorne 3-9 Skull Cannons of Khorne		50 pts each 25 pts each 50 pts each
Followers of Nurgle (A Followers of Nurgle detachment is made up of a mix of between 6 and 9 of the following units)	3-9 Beasts of Nurgle 3-9 Nurgling units 3-9 Plague Drones of Nurgle		50 pts each 25 pts each 50 pts each
Followers of Slaanesh (A Followers of Slaanesh detachment is made up of a mix of between 6 and 9 of the following units)	3-9 Seekers Chariots 3-9 Seekers of Slaanesh 3-9 Fiends of Slaanesh		50 pts each 25 pts each 50 pts each
Followers of Tzeentch (A Followers of Tzeentch detachment is made up of a mix of between	3-9 Flamers of Tzeentch 3-9 Screamers 3-9 Burning Chariots of Tzeentch		50 pts each 25 pts each 50 pts each

6 and 9 of the following units)			
Undivided: Fury Flight	6-8 Fury units		25 pts each
Undivided: Spawn Pack	4-6 Chaos Spawn units		50 pts each
Undivided: Soulgrinder Maniple	4-6 Soulgrinder units		75 pts each

Gifts Of Chaos

Name	Description	Upgrades	Cost
Daemon Prince	Replace a Herald with a Daemon Prince. One Daemon Prince may be included in the army for each Chaos Faction present in the army.		+50 pts
Chaos Spawn	Add 1-3 Chaos Spawn units to the detachment		+50 pts each
Chaos Altar	Add 1 Chaos Altar to the detachment		+100 pts
Furies	Add 1-3 Furies units to the detachment		+25 pts each
Armoured Support	Add 1-3 Soulgrinders to the detachment		+75 pts each

Allies

Cohesive allies: Legion Astartes (Traitor Legions), Solar Auxilia, Imperial Militia (Traitor Militia)

Disruptive allies: Mechanicum Taghmata, Legio Titanicus, Knight Household,

Daemons of the Ruinstorm Reference List

Daemons of Khorne

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Herald of Khorne	CH	-	-	3+	-	Blade of Blood	(base contact)	(assault weapons) *Fleshbane*, EA(+1)	-
Daemon Prince of Khorne	INF	15cm	3+	3+	-	Skullreaver	(base contact)	(assault weapons) MW, EA(+1)	*Commander, Leader, Fearless, Inspiring, Invulnerable Save(5+).*
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(base contact)	(assault weapons) EA(+1)	*Invulnerable Save(5+).*
Flesh Hounds	INF	20cm	4+	3+	-	Fangs and Claws	(base contact)	(assault weapons)	*Infiltrator, Invulnerable Save(5+).*
Bloodcrushers	INF	20cm	3+	4+	-	Hellblades	(base contact)	(assault weapons) *Fleshbane*	*Berserk, Invulnerable Save(5+).*
Skull Cannon	LV	15cm	5+	5+	5+	Skull Cannon	30cm	AP3+/AT5+, *Ignore Cover*	*Invulnerable Save(5+).*
Bloodthirster of Unfettered Fury	WE	20cm	4+	3+	-	Axe of Khorne Lash of Khorne	(base contact) *(base contact)*	(assault weapon) MW, EA(+1), TK(1) (assault weapon) EA(+3)	*DC 3, Commander, Leader, Reinforced Armour, Berserk, Walker, Jump Packs, Inspiring, Fearless, Invulnerable Save (4+).*

Daemons of Nurgle

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Herald of Nurgle	CH	-	-	-	-	Stream of Corruption	(15cm)	(small arms) *Fleshbane*, EA (+1)	-
Daemon Prince of Nurgle	INF	15cm	4+	4+	4+		(base contact)	(assault weapons)	*Commander, Leader, Fearless, Reinforced Armour, Invulnerable Save(5+), Inspiring.*
Plaguebearers	INF	15cm	3+	4+	-	**Plaguesword**	(base contact)	(assault weapons)	Invulnerable Save(5+)
Nurglings	INF	15cm	4+	5+	6+	Tiny Sharp Teeth	(base contact)	(assault weapons)	Scout, Invulnerable Save.
Beasts of Nurgle	INF	15cm	3+	4+	5+	**Acidic Slime** *Cloud of Flies*	**(base contact)** *(15cm)*	**(assault Weapons), Ignore Cover** *(small arms), Ignore Cover*	*Fearless, Invulnerable Save(5+), Mounted, Walker.*
Plague Drones	LV	20cm	3+	4+	4+	**Plague Swords**	**(base contact)**	**(assault weapons)**	Invulnerable Save(5+), Infiltrator, Scout, Jump Pack.
Great Unclean One (Greater Daemon)	WE	15cm	4+	4+	4+	**Bilesword** *Gift of Bountiful Vomit*	(base contact) **(15cm) AND 30cm**	(assault weapon), Fleshbane, EA(+1) *(small arms)*, Ignore Cover, EA (+2) AND BP3, Ignore Cover	*DC3, Commander, Leader, Reinforced Armour, Invulnerable Save(4+), Walker, Inspiring, Fearless.*

Daemons of Slaanesh

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Herald of Slaanesh	CH	-	-	-	-	Daemon Blade	(base contact)	(assault weapons) MW EA (+1)	Invulnerable Save
Daemon Prince of Slaanesh	INF	15cm/ 30cm	3+/4+	3+	3+	**Crushing Claws** *Sopoforic Musk*	**(base contact)** *(15cm)*	**(assault weapons), MW, First Strike** *(small arms), MW EA (+1)*	Commander, Leader, Fearless, Reinforced Armour, Invulnerable Save, Inspiring May have wings: count as *Jump Packs*. Speed increase to 30cm, Save reduced to 4+
Daemonettes	INF	15cm	4+	3+	6+	Talons	(base contact)	(assault weapons)	Invulnerable Save, First Strike
Fiends	INF	20cm	4+	3+	6+	Rending Claws	(base contact)	(assault weapons), EA (+1)	Infiltrator, Invulnerable Save, First Strike, Scout
Seekers	INF	30cm	4+	4+	6+	Daemonic Talons	(base contact)	(assault Weapons)	First Strike, Invulnerable Save, Mounted
Seeker Chariot	AV	30cm	5+	3+	6+	Fleshshredder	(base contact)	(assault weapons), EA (+1)	Invulnerable Save, Walker, First Strike
Keeper of Secrets (Greater Daemon)	WE	15cm	4+	3+	4+	**Lash of Torment** *Gaze of Slaanesh*	**(base contact)** *(15cm)*	**(assault weapon), MW, EA (+1), First Strike** *(small arms), MW, EA (+1), First Strike*	DC3, Commander, Leader, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless. Critical Hit Effect: Hurled back into the warp. Drags any units within 5cm back with it on a roll of 6+.

Daemons of Tzeentch

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Herald of Tzeentch	CH	-	-	-	-	Sorcerous blast	(15cm)	(small arms) MW EA(+1)	Invulnerable Save
Daemon Prince of Tzeentch	INF	15cm/ 30cm	3+/4+	3+	3+	Warp Tempest	(15cm)	(small arms), MW, EA (+2)	Commander, Leader, Fearless, Reinforced Armour, Invulnerable Save, Inspiring. May have wings: count as *Jump Packs*. Speed increase to 30cm, Save reduced to 4
Horrors	INF	15cm	4+	4+	3+	Daemonic Fire	(15cm)	(small arms)	Invulnerable Save
Flamers	INF	15cm	5+	5+	4+	Flames	(15cm)	(small arms), EA (+1)	Invulnerable Save
Screamers	INF	30cm	5+	3+	6+	Fangs and Claws	(base contact)	(assault Weapons)	Jump Packs, Invulnerable Save
Burning Chariot of Tzeentch	LV	20cm	5+	6+	4+	Exalted Flamer	(15cm) OR 30cm	(small arms), EA (+1), Ignore Cover, D3x AT5+	Invulnerable Save
Lord of Change (Greater Daemon)	WE	30cm	4+	5+	3+	**Bedlam Staff** *Withering Gaze*	(base contact) (15cm) AND, 45cm	**(assault weapon), MW, EA (+1)** *(small arms), MW, EA (+1)* 2x MW3+	DC 3, Commander, Leader, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless. Critical Hit Effect: Hurled back into the warp. Drags any units within 5cm back with it on a roll of 6+.

Chaos Undivided

Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower	Notes
Furies	INF	30cm	6+	4+	6+	**Fangs and Claws** *Aerial Assault*	(base contact) *30cm*	(assault weapons) AA6+	Jump Pack, Invulnerable Save, Scouts
Chaos Spawn	INF	15cm	3+	3+	6+	Chaos Spawn Mutations	(base contact)	(assault weapons), EA (+D3)	Fearless, Invulnerable Save
Soul Grinder	AV	15cm	3+	3+	4+	**Harvester Claws** *Phlegm* **Vomit**	(base contact) **AND** (15cm) *30cm* 15cm	**(assault weapons) MW, EA (+1)** **(small arms), EA (+2)** **AP4+/AT4+/AA5+** **AP3+, Ignore Cover**	Invulnerable Save, Berserk, Walker
Chaos Altar	WE	15cm	4+	4+	4+	Arcane Tech	45cm	D3x AP4+/AT4+/AA4+	DC3, Reinforced Armour, Invulnerable Save, Fearless, Inspiring. Critical Hit Effect: Destroyed. Units within 5cm suffer MW6+ attack

HOUSE RULE

About all our house rules, there are two GOLDEN rules: about 1st activation and support fire

Stands: quadrate base, rectangular base

From our tactical point of view , two long rectangular stands can stand in contact of an armored vehicle and benefit from its cover, as if they were two square bases . On a building , we will always have the same number of stands (quadrate or rectangular).

GOLDEN 1
Activation limit before 1st turn's action

The players, as the first action of the turn , can not keep the initiative. From the second activation is possible to keep it as normal. That is, 1 per faction' action as the first turn's action, in order to decrease the initiative roll impact. *In fact, this rule limits the impact of the initiative on the turn, giving more depth to the global tactics.*

Lines of sight

Remembering that for infantry and vehicles inside a cover, the line of sight (LoS) decay after 10 cm inside a cover, whether forest, ruins, building , let's say that in addition to those already assodate rule, here we clarify:

- War Engine : they can see more than 1 single element of scenic ruin, and be seen.
- Titans can see over EVERY element of scenic ruin, and be seen.
- Infantry inside a buildings or on top of mountains count as titans about the (LoS). About building, this depend of the building size, Discuss the battlefield with your player before the battle's go-live.
- Infantry on top of mountains count as titans about the (LoS).
- Forests block any line of sight if the units are behind them.
- The buildings block the line of sight according to the real size of the unit and the building.

LoS of the War Engine besides the fortifications (walls) - Scenario stronghold :
The war engine whose magnitude above the walls, they can shoot over the walls only if they are in base contact with a section of wall. From outside the WE have a -1 to be hit, but the WE will not suffer the penalty shooting out from the walls. Mega Gargant and Emperor class titan comply with the same rule , but it allowed them to see (and be seen), even if they are not in base contact with a section of the walls, but they receive a -1 penalty to hit over the walls (and be hitted).

Cover

A WE or titan is said in cover if and only if it is fully inside it, it have the benefit of the cover but do not suffer the penalty to shoot outside. If exists a cover between two titans or war engines , the penalty is reciprocal , that is, if one exists , low-rise house or a ruin , both have the benefit (and penalty), depending on your point of view, by the cover. Two titans or war engines can be seen when there is no cover for their entirety between them, drawing a straight line . Generally, a formation is hidden when it is completely out of line of sight from the shooting formation.
Is defined as "Titan" any war engine with 5+ DC, or walker war engine (usually titans class Warhound).

C/C engage movement

- In the movement of engagement is allowed to overlap the bases one above the other, also making room for reach the base contact.
- The WE can be waged in C/C up to 2x their DC.
This rule represent the C/C in a modern warfare, not done as a Roman phalanx, but it is more skirmish clash.

Engagements of mixed formations

According to EA rule, it is possible to engage two or more mixed formations, when we have both of these two rules:
- Between the target formations there is a distance less or equal to 5 cm.
- At least 1 unit of the attacker manages to engage in firefight (15cm) at least 1 unit of the target formation.
This rule is that you can engage in a formation only if this really exist, with at least one firefight attack dice.

GOLDEN 2
Support fire in engagements limit

Each formation can give its support fire only once per turn.
In case of a tie of the engagement's result , the "second round" of the engagement will be done only by the involved formations. Who gave support in this engage will not give a second during the same turn. Mark this aspect for each formations. This rule represent that formation can only help another formation during the turn, limiting and giving a realistic aspect at the support fire. *A detachment can use his F/F only once, when activated, and support infinite engage? We see this unrealistic.*

Barrage

The barrage fire respects these three rules:
- All the templates (the first and any extra ones) must be placed within the maximum range of the weapon.
- All models under the template are hitted, even if they are marginally and minimally under the template.
- Calculate how many infantry and armored vehicles are under the template, roll to hit with how dice as the number of them under the template, and then assigns the shots like a normal fire from the front to the rear of the formation, according with where the barrage come from. *We don't use the barrage fire as a character-killer method.*

Broken units

When a unit break have two movements to escape in a direction that is away from any enemy unit, any other consideration about as normal. It can no longer move, until they successfully pass the rally test during the rally phase at the end of any turn. *This rule represent that a broken unit, as long as it remains, it at the mercy of events, and can not do tactical redeployment movement, approaching the enemy or simple redeploying.*

Planetfall

Who makes a planetary assault must :
1 - Define the arriving turn of the ship or mechanism that will unleash the planetfall.
(if there are more than one ships in play, roll a dice test adding the strategy value and who win can decide first the arriving turn, the second player will react accordingly. 1 ship per player, until all ship are placed in the turns)
Only one ship at a time can enter during a turn.
2 - Before the deploy, but after placing the objectives, note with a picture where it will land in secrecy (tell at the opponent the arriving turn).
3 - during the turn declared activate the planetfall formation, then place the deployed formations accordling the picture taked before.
4 - At this point, it's possible move at will within 15 cm from the landing point.
5 - the formation MUST scatter 2D6 cm in a random direction.
If the miniature lands off the table, on dangerous ground (about the drop pod are vehicles), in impassable terrain or in an enemy zone of control, the unit must be moved by your opponent in the nearest ZoC free zone.
6 - any embarked troops can disembark with the same activation as planetary assault and can activate next.

Note:
- If you have multiple formations in planetary assault, take 1 picture for each of them.

Drop pod and Deathwind

In the case of drop pod , the planetary assault is performed by a series of drop pod. One for each unit in the formation.

FOR EACH FORMATION:
- Follow from point 1 to point 6 of the Planetfall rule.
- Each drop pod MUST scatter 2D6 cm from the landing point (after the eventually 15cm starting redeploy) , as expressed above.

DEATHWIND :
- The deathwind attack all enemy formations WITHIN 15 cm from each model disembarked from the drop pod.
- The line of sight DO NOT BLOCK the attack of the deathwind .
- Measure 15 cm from each disembarked model to determine to determine how many unit is hitted by the deathwind. Roll for every single unit, personally.
- Each enemy formation suffered a fire to be under the deathwind fire .
- Solve the attacks, as usual.
- Deathwind DO NOT ATTACK their units .

Note: This procedure should be applied for each formation (ie detachment for the marines or retinue for the chaos space marines) that is dropped with the planetary assault.

If, for example, two formations of Marines land near a same point, we will have two deathwind attacks, one for each formation, but solve one formation at time.

5 minutes hourglass: turn. activation time (ONLY TOURNAMENT)

"Oh my God ! It is ten o'clock of the evening! YOU KNOW THAT we fail to FINISH THIS GAME ̇. "
How many times this phrase has ruined your aspectatives, are you winning or not? The estimated time for a game from 3000-4000 points, from deployment to a possible 4th turn for us is 4 hours, 4 hours and a half.
Henceforth , as a game left in the half , it's a bit like a woman seduced and abandoned , is set up a realistic time and enough to perform an action.

The time to perform an action is of an hourglass by 5 minutes. Once activated the formation act it without delay.